

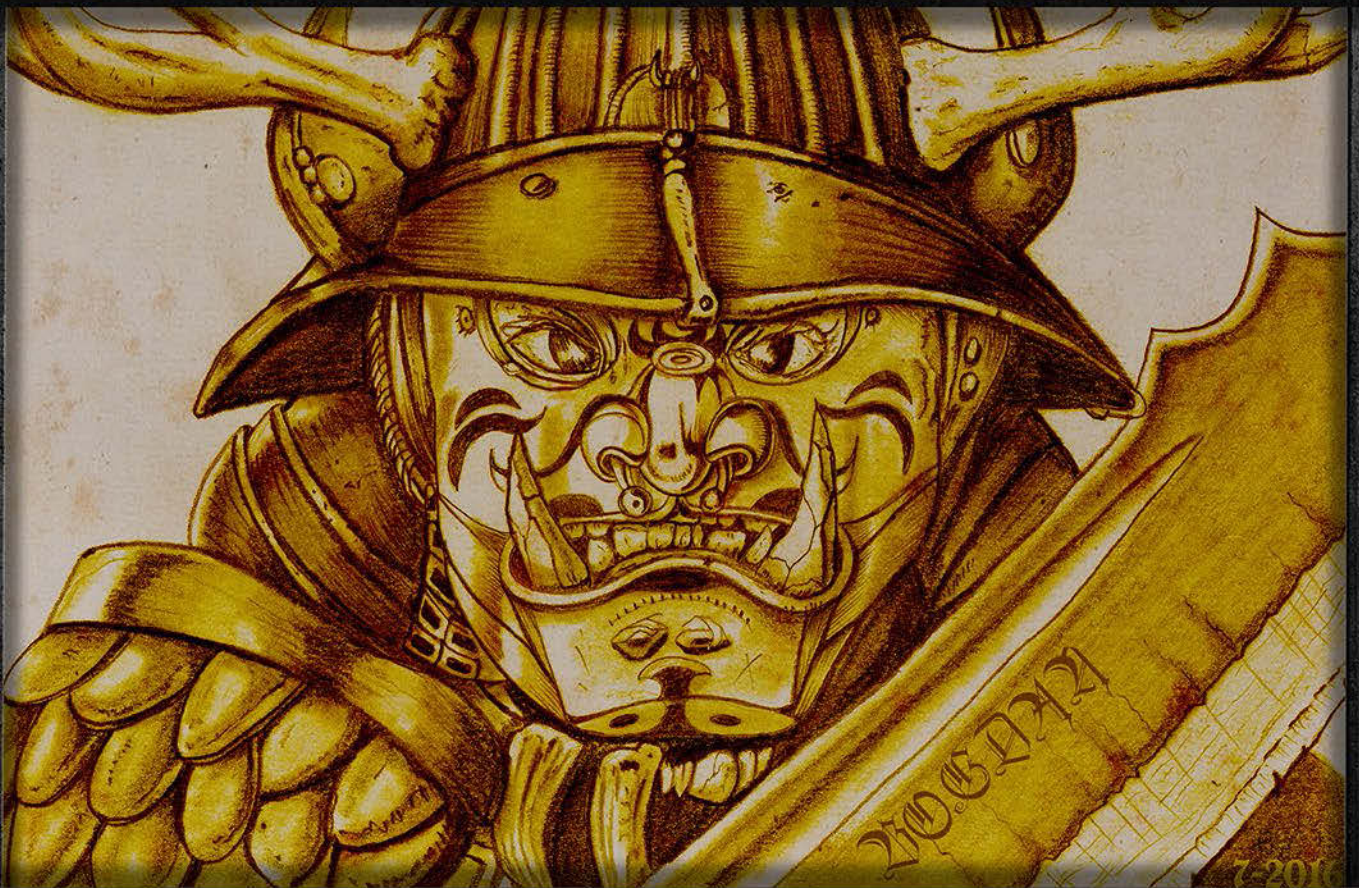
A PATHFINDER-COMPATIBLE ADVENTURE FOR 4-6 PLAYERS OF LEVELS 5-6

OGRE-1



SLAUGHTERHOUSE OF THE OGRE MAGE

HUNT THE FUGITIVE OGRE MAGE!



AND SLAY GRUMBLETHUMBS BENRIKIAN



CREDITS



CREDITS

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WANTED

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GRUMBLETHUMBS BENRIKIAN 5,000 G. P.

A bounty has been issued for the Ogre Mage Benrikian, who has been responsible for selling poisoned meats to villages and offering antidotes at exorbitant rates.

Benrikian must be slain!



SLAUGHTERHOUSE MAP



OGRE MAGI SLAUGHTERHOUSE

Your last adventure was tough, but you made it. After some much needed rest and healing at the finest inn in the vicinity, the town officials have heard of your recent adventures and have come to enlist your services and particular set of skills. It seems that a rogue Ogre Mage has eluded capture and has carved out his own little racket by polymorphing into Mirko, the town of Gajamein's only meat merchant. The spies working under the town officials have discovered that the Ogre Mage in question, Grumblethumbs Benrikian, has mildly poisoned much of the occupants of the town. He then polymorphs into a traveling doctor that claims to have the poison cure-all for their survival. Unlike other traveling "quacks" and charlatans, Benrikian, disguised as this doctor, actually does provide a true anti-venom that neutralizes the effects of the poison entirely, but at a very steep price.

Benrikian uses his magical abilities to cover a great deal of surrounding towns, offering his expensive cure all, then leaves to go on to poison the next town to gain even more gold. Some of the town men have tailed him to a small compound that is apparently a slaughterhouse of sorts. These men aren't fit to handle this particular situation, but your party has been chosen to undertake this task. This mission directive is simple. **KILL THE OUTLAW OGRE MAGE** and all of his minions!

ABOUT THIS ADVENTURE

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This adventure is intended for 4-6 Player Characters between levels 5-6. There should be a strong mix with at least 2 strong healers, 1-2 spell casters and 1-2 fighter types.

There are numerous full-page pieces of art and ephemera within this module. These are encouraged to be used by the Game Master to show the players so that the players can get a more tactile feel for the look, mood and tone of the adventure. Digital copies can be forwarded via email to the players, or you can print out the most important parts for the enjoyment of your players.

Occasional **options** are presented to the GM, and since the GM knows the players better than anyone, the GM will be making all of the final decisions. For example, if a magic item within the pages of this tale seems too bold or powerful, simply modify it to your liking.

The text written in **RED** is to be **read aloud** by the GM. Any **BLACK** text are **behind the scenes** notes strictly for the GM.

Please feel free to modify this adventure in any way that may suit or enhance your campaign.

If a part or parts of this adventure remains unused, please feel free to use these parts in your campaign again as separate adventures.

The overall goal of this adventure is very simple. This module is intended for the GM and the Players to have FUN. We wish you all a truly enjoyable, fun, and memorable gaming experience! Please watch for future exciting adventures from **Dark By DeZign**, and feel free to contact us with any questions, concerns or **SUGGESTIONS**. Thank you!

1. The description of the slaughterhouse that the town elders gave you was precise. From the mountaintops at the edge of the town, your party overlooks the encampment below. Before you is a T-shaped building made of smooth, beige rock resting on a large, grey stone slab with a stone bridge that extends away from you to the north. From this vantage point there are 3 visible entrances to gain access to the stone slaughterhouse. 2 sets of distressed brass double doors are to the left of the building and a single beige door with a golden dragon is to the right. There are 2 guards posted in this area. They are dressed in full ceremonial red and black Oni armor, and both have long, black great clubs with silver studs embedded into the sides. There are ways to circle the building on both the left and right sides. Suddenly, 1 of the 2 guards turns to his fellow guardian and offers him something taken from a pouch at his belt. Shortly after, the pair takes time to enjoy smoking from a pair of long-stemmed pipes that each of them begins to puff on heartily.

KUWA ONI CR 4 ~ AC 19 ~ HP 55 ~ XP 1,200

STR 18, DEX 17, CON 16, INT 12, WIS 15, CHA 17

If the party wishes to engage these 2 Kuwa Oni in missile combat, the distance to these guards is 100 feet. In addition to wielding studded **Masterwork Great clubs**, the Kuwa Oni also each have a black and red **Masterwork Longbow** at their side with back quivers carrying 24 barbed arrows apiece. The guards carry no treasure whatsoever.

2. A large rectangular carpet spans a full 60 feet before 2 massive double doors made of distressed brass - each with a shield displaying a white crescent moon melding with a similar crescent black-tinged moon. Even through these closed double doors, you can still smell the undeniable rusty odor of a great deal of freshly spilt blood. At once, a sharp, piercing scream emits from within and beyond these doors.

TWO SKELETONS

DOUBLE DISTRESSED DOOR

Hardness 10, Hit Points 90,

Break DC-Stuck 33, Break DC-Locked 35

If the party wishes to engage the 2 Kuwa Oni in missile combat, the distance to these guards is 160 feet. In addition to wielding studded **Masterwork Great clubs**, the Kuwa Oni also each have a black and red **Longbow** at their side with back quivers carrying 24 barbed arrows apiece. The guards carry no treasure whatsoever.

3. After your last encounter, you gain entry into a 40-foot x 30-foot room that smells similar to that of torch oil. Kneeling before you in the center of this wooden floored room is a single human skeleton kneeling in supplication. The skeleton is completely unmoving, yet there is a glossy sheen to the entire skeleton from head to toe. This skeleton is facing the west wall where yet another skeleton can be seen. This second skeleton is also covered in a shiny substance and appears to be that of a human as well. This skeleton is lying upon an L-shaped oaken table and is in some form of the position that indicates this poor soul died in excruciating pain. The back is arched and the arms and legs are splayed widely about suggesting he was fending off someone or something terrible just before dying and being frozen in place forever. The west wall holds a small collection of barbed torture whips. There are 2 exits from this room - the 2 heavy double doors at the south end of the chamber and 3 red silk curtains depicting identical black dragons lead to the north. A 15-foot wide laboratory shelf is pushed against the east wall and is entirely covered with a variety of beakers, vials, flasks and jars filled with a variety of colored liquids. A trap door is set into the floor at the base of the table cut into the west side of the room.

If the party wishes to examine the shiny skeletons further, it will become very obvious that some sort

of glue was used to affix the skeletons in such ways. An in-depth search of the shelves against the eastern wall reveals a variety of oils, fluids, acids and the following solvent-potions: **Sovereign Glue, Salve of Slipperiness, Universal Solvent**. These 3 flasks are held in a banded leather belt with 3 flask holders. Each of the 3 vials holds 7 ounces of each solvent.

The trap door leads to area B in adventure 2.

The room is lit by a single, 8" sphere with the spell, Light cast upon it. This sphere has been nailed into the northwest wall.

4. A pair of heavy brass doors are the only apparent entrances to this 30-foot x 35-foot room. The floor to this room is carpeted with a thick, plush rug dyed a deep blood red with pitch black diamonds woven in. The eastern wall has several pieces of watercolor art affixed to the wall, while on the opposite wall, 8 multicolored Oni masks have been hung. The room is lit by a single, 8" sphere with the spell Light cast upon it. This sphere has been nailed into the northwest wall and casts an eerie glow upon the painted features of the masks. Their sinister faces seem to be leering, grinning and smiling wickedly. The masks seem to hypnotize you for just a moment, and you almost do not notice the flicker of the light globe upon the mask's surface. Then it hits you. Light globes do not flicker. These masks are all slowly smiling at you and are quite alive! All 8 of the masks fling off of the wall, fly forth and attack you viciously.

SPIRIT ONI CR 2 ~ AC 17 ~ HP 22 ~ XP 600

STR 6, DEX 19, CON 12, INT 13, WIS 12, CHA 15

TACTICS: The Spirit Oni have been "fed" victims for quite some time, which appeases their intense predatory wants and needs. Their preferred method of attack is to *double team each member of the party*. They will fight until the death.

CHAMBER OF ONI MASKS

If the party defeats the Spirit Oni, a nasty and very patient predator lies in wait for them, right under their feet. *The rich, red rug they stand upon is in actuality a very well-fed Trapper.*

TRAPPER CR 8 ~ AC 14 ~ HP 144 ~ XP 4,800

STR 30, DEX 12, CON 24, INT --, WIS 1, CHA 1

TACTICS: This Trapper is of the largest kind. It is a bully and it's favorite tactic is to try to use a combination that consists of a Slam, Slam, Smother attack combination.

There are 2 beautifully-crafted robes hanging on pegs on the eastern wall. The orange robe is a **Robe of Resistance +3**, and the multicolored robe is a **Robe of Blending**.



5. This open-air loading area consists of a 25-foot square slab of solid rock with a stack of 5 crates forming an L-shape, and a single crate separated from the rest. The night wind howls and a gust of wind blows through your hair. To the south, 3 rich red curtains conceal a hallway or chamber. To the west, a broad oaken door lies between you and what waits beyond. To the east are more red curtains depicting a bright yellow stylized dragon embroidering. A stone bridge extends to the north, apparently to town. Surrounding the bridge and supporting the entire compound is a small lake. Faint stirrings can be heard coming from the water.

If the party wishes to examine the 5 stacked crates located in this area, a systematic search will reveal the following:

CRATE 1 - 16 Masterwork Katanas

CRATE 2 - 4 Live, Drugged Dogs

CRATE 3 - 200 Black Shuriken

CRATE 4 - Various Meats (human, pig, elk)

CRATE 5 - Poisoned Meats (Meaty's Meats)

CRATE 6 - As soon as you approach this crate, a slithering sound is immediately heard. There is a quick thrashing of the crate from left to right, followed by the sharp sound of splintered wood. Bursting forth from the crate, 2 dark, gelatinous tendrils extend and attack!

BLACK PUDDING CR 7 ~ AC 3 ~ HP 111 ~ XP 3,200

STR 16, DEX 1, CON 22, INT --, WIS 1, CHA 1

A very large Black Pudding has been placed into this crate. The pudding attacks the nearest party member (GM's discretion) by using a slam attack. It will then attempt to split into 2 equal halves and continue its assault. The crate has been lined with a stone lining. The reason for this acid-resistant lining is to carry a message to the enemy.

LARGE HEAVY CRATE

Hardness 5, Hit Points 30, Break DC 23

THE BLACK PUDDING



If the party defeats the pudding or makes a further check into the crate where it came from, the party will discover a stone tablet lying at the bottom of the crate. The stone slab is coated with harmless trace amounts of purplish slime, and can still easily be read.

The top text is inscribed in red and written in the Common tongue. Atop the surface of the beige stone tablet, the text reads, *"You should have taken my offer!"*

Beneath the legible text is a 9-letter grid made up of sigils embedded into the stone and is also painted a bright blood red. This text appears to be a very stylized message written in the Giant language.

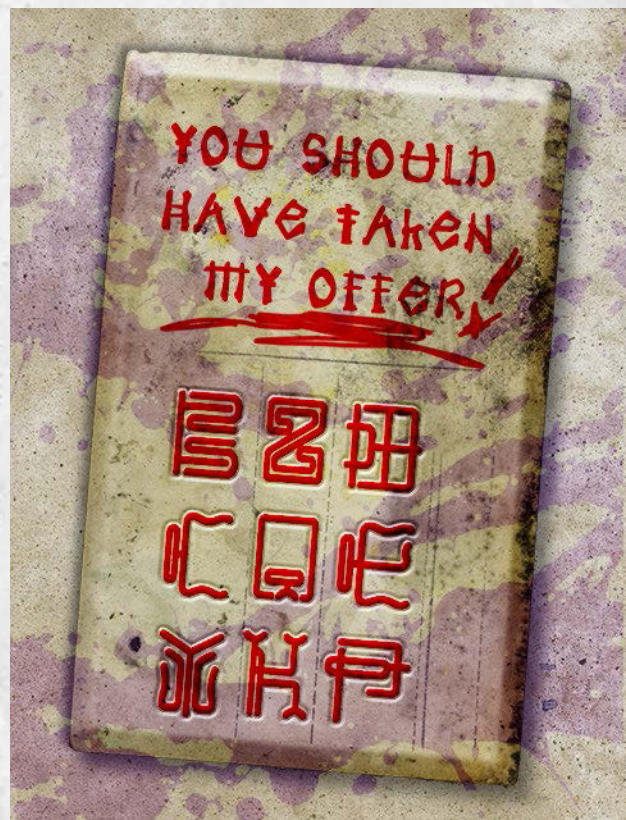
Any PCs that can speak Giant will be able to decipher the message, which is simply the same message as the prior note written in Common.

6. As soon as you enter this 15-foot x 20-foot room, a gust of cold air engulfs you. As the light mist dissipates, you notice that this is a room used for preserving foodstuffs. Hanging from the ceiling and pushed up against the icy walls are a half dozen bull carcasses, 3 pig carcasses and an even more disturbing sight, a half dozen human carcasses, boiled and hairless.

The walls have been reinforced with foot-thick slabs of ice. The ice has been magically created and is permanent.

A close inspection of the carcasses will reveal a distinctive brand of 4 crescent moons on the hind quarters of the bull and pig bodies. The human bodies have no markings, and are all headless.

The 6 human bodies are being stored as food and are headless to avoid any attempts at identification. *The heads of these victims became croc food.*



CROCS AND HARPIES

7. This is the bridge back to town, and doesn't seem safe by anyone's standards. There are no rails, and there is a 15-foot drop down into the murky, crocodile-infested water below. You somehow get the impression that only members of the meat company make use of this bridge.

8. Glancing down into the filthy waters below, you see dozens of glowing eyes peering back up at you. The eyes are intent on your every move and you hear occasional thrashing and deep hissing noises.

CROCS CR 2 ~ AC 14 ~ HP 24 ~ XP 600

STR 19, DEX 12, CON 17, INT 1, WIS 12, CHA 2

There are a total of **15 crocodiles** that inhabit these waters. Over the years, they have grown to quite a large size due to the constant feeding of fresh, raw meat that the Ogre Magi provide for them.

TACTICS: If the party is foolish enough to engage these crocs in the water, the beasts will always bite, then perform their death roll. If the crocodiles are engaged on the ramps or compound platform itself, the tactics range from tail slaps, to biting once or multiple times, followed by their attempt to drag their prey into the water to their advantage.

Any form of combat activity outside will alert and invoke the wrath of Esmerelda and her wicked flock of Harpies from area 9.

9. Deep from the darkness, an unholy squawk resembling that of a giant bird breaks the stillness of the night. This birdlike bellow seems somewhat human-like as well. Several other croaking sounds can be heard from the woods off to the east. Quick and heavy flapping noises, much heavier than normal seem to surround your party from all sides. A grotesque female voice spews forth her declaration of war.

"And who be *you* that threatens the joys of our nightly feeding frenzy?!"

From the blackness of night, a flock of a dozen Harpies pours forth from the darkness. These filthy creatures are all grimacing and bellowing hideous war cries and wielding feather-adorned, wood and bone morningstars!

HARPY CR 4 ~ AC 16 ~ HP 45 ~ XP 1,200

STR 12, DEX 15, CON 10, INT 7, WIS 12, CHA 17

TACTICS: Esmerelda's **12 Harpies** attack in a wide-spread, three-pronged fork formation and engage the party with 4 Harpies to each prong. Esmerelda likes to taunt her victims by breaking them down little by little. **She has 52 Hit Points and absolutely hates bald PCs!**



THE BUTCHER AND THE DIRE CROC PET

10. The eastern side of the slaughterhouse is lit by a single Light spell ball affixed to a square stone post between 2 wooden ramps that submerge into the murky waters. Looking at the stone facade of the slaughterhouse, you see that this eastern side of the compound is composed of a wall approximately 90-100 feet long with 2 large portcullises spaced about 60 feet apart. The sounds of chopping can easily be heard coming from inside the building, just beyond the 2 portcullises.

If the PCs have *not yet come to encounter 13*, read the following section aloud.

The northeastern portcullis grinds open much quicker than any portcullis should. A big, meaty hand then proceeds to toss a headless and limbless human torso outside. The meat makes a wet, sickening sound as it falls to the hard ground.

The waters to the east stir almost instantly after the meat hits the ground before you. The gate closes as quickly as it opened. The eyes of several hungry creatures peer up at the freshly cut meat while a truly massive crocodile appears at the base of the ramp and slowly begins to ascend the ramp. It dawns on you that it is feeding time for the slaughterhouse's enormous prize croc!

DIRE CROC CR 9 ~ AC 21 ~ HP 144 ~ XP 6,400

STR 37, DEX 10, CON 25, INT 1, WIS 14, CHA 2

This massive animal will simply attack until it is reduced to 25 hit points. It has not eaten for awhile, as it is being punished for eating another roving Ogre guard that got too close to the water. When the creature reaches 25 hit points, it will abandon all attack attempts, as well as food, and plunge back into the dark water to escape with its life and heal.

Any form of combat with the Dire Crocodile will alert the Ogre Mage Butcher from **area 13**. This is



the **Master Butcher** of the slaughterhouse and his name is **KOBUR BARDICHE**.

An immensely obese Ogre Mage wearing the de-brained head of a massive boar as some macabre form of helmet sneers and wrinkles its pig-like nose into a tightened ball of greasy flesh. His eyes narrow furiously as spittle spews from his horrid maw. The massive creature is hefting 2 giant war cleavers and he stomps his feet menacingly as he rages forward to engage your party single-handedly.

Kobur Bardiche is carrying the following treasures on his bloated carcass:

- 2 Potions of Cure Moderate Wounds
- 6 Globes of Dust of Appearance
- Dining Dagger +1 (has 4 holes in the blade)
- Silver Fork (worth 45 gp)
- 25pp, 55gp, 60sp

A CHARMED MINOTAUR

KOBUR BARDICHE CR 8 ~ AC 21 ~ HP 123 ~ XP 4,800
STR 24, DEX 17, CON 23, INT 14, WIS 14, CHA 17

Kobur Bardiche has a massive ego, and he loves to hear himself bellow and threaten. He considers himself a grand master artist and answers only to GRUMBLETHUMBS BENRIKIAN.

GM, some optional verbal threats that Kobur loves to use are the following:

“How *DARE* you interrupt my artful work! Do you not know to whom I prepare these meals for? RARGGHHH!”

“Do you *LIKE* my holy helm?! After I *GUT* and *HOLLOW YOU OUT*, your very *HEAD* will become my new *CROWN*!”

“YOU! I am going to cut off all of your limbs and feed your living husk to my giant croc, ALGATHOR!”

11. The intensely strong odor of blood overwhelms you. You see 4 completely blood soaked walls from floor to ceiling and you cannot easily recall ever seeing this much blood in one place. Adhering to the red walls is a mass of gore, seemingly thrown on for effect as some form of dark decoration or grim exultation of violence.

A 5-foot x 10-foot blood pit constructed of grey, blood-spattered stone is filled to the brim with gallons of the stuff. Several humanoid heads float in this death pool. Looking up from his grisly work, a fat Ogre Mage wearing a black hood and wielding a falchion sneers, smiles and then makes a harsh command in a broken version of the Common tongue,

“Minotaur, attack these intruders with your great axes! *Our great work must continue!*”

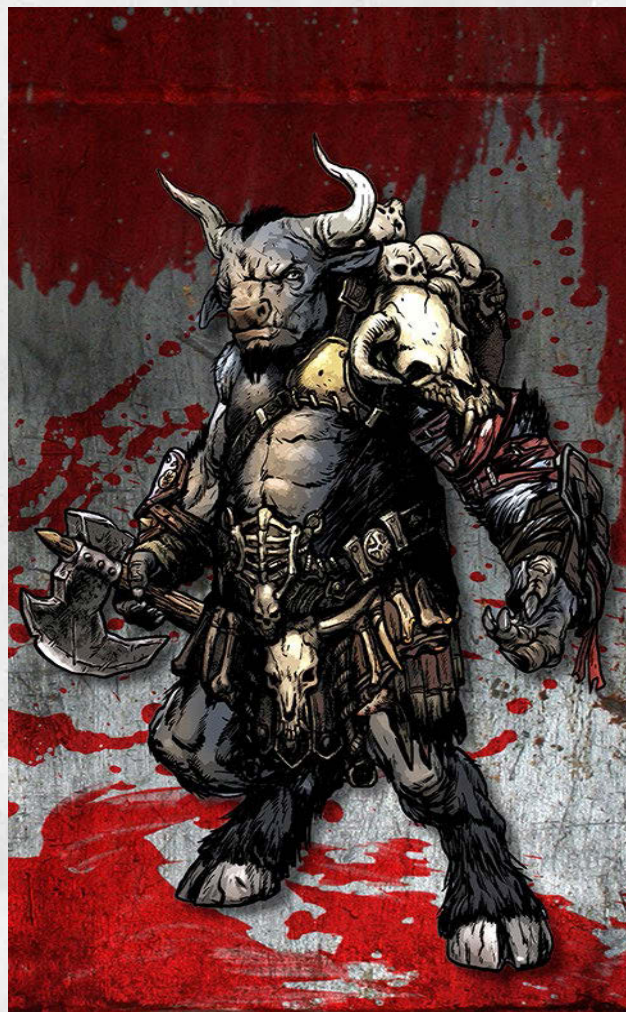
With that, something from the shadows in the corner stirs, and with a deep huff and a snort, a heavily-muscled Minotaur clad in bone armor reaches for a massive Greataxe from the west wall, turns to you and attacks.

MINOTAUR CR 4 ~ AC 14 ~ HP 66 ~ XP 1,200
STR 19, DEX 10, CON 15, INT 7, WIS 10, CHA 8

The Minotaur is under the spell Charm Monster.

This powerful creature is used as a lackey and part-time executioner assistant when business is heavy. The Minotaur will fight to the death and has the following treasure he is allowed to keep:

- Greataxe +2
- Greataxe +1 (on the western wall)
- Two Handed Scimitar +1 (on the western wall)
- Solid Gold Breastplate (worth 1,250gp)



THE EXECUTIONER

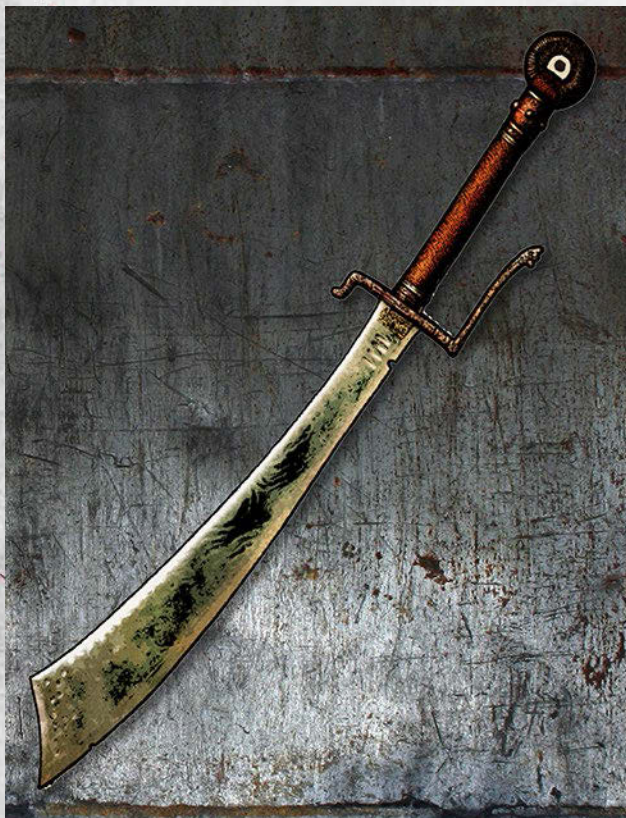
EXECUTIONER CR 8 ~ AC 21 ~ HP 100 ~ XP 4,800

STR 24, DEX 17, CON 23, INT 14, WIS 14, CHA 17

As the Minotaur engages you, you notice the Ogre Mage Executioner spring to action with surprising agility. He leaves his whimpering victim on his knees and makes a quick and pronounced motion clenching his massive Falchion with both hands. The executioner joins the battle immediately.

TACTICS: ERGLE THE EXECUTIONER does prefer fighting with his **Two-handed Falchion +1** and will fight using this tactic until he gets struck 3 times by the PCs. Reverting back to the grand opportunist that he truly is, Ergle will then:

1. Cast *Darkness*
 2. Cast *Cone of Cold* on any obvious mages.
 3. Cast *Gaseous Form* (under the door to area 12)
- Upon exhausting these tactics, Ergle will then flee through the **Heavy Steel-Lined Door** to area 12.



STEEL-LINED HEAVY DOOR

Hardness 12, Hit Points 100,

Break DC-Stuck 30, Break DC-Locked 30

Ergle The Executioner loves to talk and yell while he fights. The following are some of his rants:

“Your head will be my latest prize, scum!”

“Vermin! Come to infiltrate our nest? You will soon wish you were never born!”

Upon defeating Ergle The Executioner, the PCs will easily discover the following treasures resting atop a long, oaken table against the east wall:

- **Dust of Appearance** (in a black silk packet)
- Miniature Hangman's Knot Collection (100gp)
- **2, +1 Flaming Swords** (GM's choice) with Red & Black Handles and silver-etched Black Blades. The blades are named: **IGNIS & STINZER**.
- Miniature Guillotine of Ebony & Silver (900gp)
- Silver Executioner Mask Set, 5 Masks (200gp ea)
- 144pp, 216gp, 223sp

12. You enter a 25-foot x 35-foot wood-floored room. Dead center in the room, a scantily-clad Ogre Mage hovers over an iron tub of hissing, boiling water. Suspended from a winch and depressed into the water is the carcass of a very large man. The Ogre Mage notices you entering the room, he grimaces and bull rushes the largest member of the party. His speed and size frighten you, but what terrifies you the most is the fact that he wears nothing but a thick, black t-shaped mawashi loincloth.

The fat Sumo Ogre Mage bellows as he charges,

“Get out of my *HOUSE*, you filthy animals! I will crush you against my very walls!”

THE BOILER'S ROOM

This is the Ogre Mage, **Grecko The Boiler**. He loves his job, as watching the boiling process brings him peace, calm and laughter...

TACTICS: After Grecko The Boiler bull rushes the largest party member, he will attempt to perform the following combat actions:

1. *Fly* to retrieve **Silver +1 Cutlass** from west wall.
2. Cast *Darkness*.
3. *Fly* back to attack random PC with +1 cutlass.
4. Cast *Deep Slumber*
5. Hack to the death any and all with +1 cutlass.

Upon defeating Grecko, the party will soon discover that *the floor is completely covered in rock salt*.

The trap door leads to area A in adventure 2.

The Boiler owns the following treasures:

- **Silver +1 Cutlass**
- Onyx Animal Statue Set, 5 Pieces (300gp ea)
- **Carpet of Flying** (rolled into the corner)
- Jade Bust of an Ogre Mage Warrior (1,100gp)
- 843gp, 117pp, 623sp in a plain pine box



13. You enter a 25-foot x 60-foot stone-floored room and you notice that this room has a pair of very long benches. A large 10-foot square drain is in the center of the room and an equally large open pit can be seen in the north portion of the chamber. An assortment of very heavy chains is hanging from the west wall near a massive red tapestry with a gold dragon embroidered on it. There are a few small cutting instruments and 3 open crates pushed into the southeastern corner. A steel-lined door is to the south, and a heavy portcullis is an entryway located on the east side of this room. Past the portcullis, you can vaguely see the waters that surround the compound. A collection of hollowed-out hog and pig heads adorn the western wall, along with a sign that is written using the blackest humor possible,

Sorry, I can't stop the line and my boss says I have to work on anything that makes it to me STILL ALIVE!"

GM, If the party has **NOT** already encountered **KOBUR BARDICHE, THE BUTCHER**, please refer to area 10 for stats. A further description and quote follows if Kobur has yet to be met:

Emerging from the southwestern corner, a massive Ogre Mage makes his presence known. Standing tall and broad and brandishing 2 wicked war cleavers, the Ogre Mage steps closer toward you. Wearing a completely blood-soaked white body apron with full armor underneath, this Ogre Mage has chosen to wear a severed and hollow hog's head as his helmet of choice. The pig's eyes are gone, but you can definitely see the Ogre Mage's eyes radiate nothing but hatred and pure evil. The creature engages you in mortal combat, issuing forth threats as he approaches.

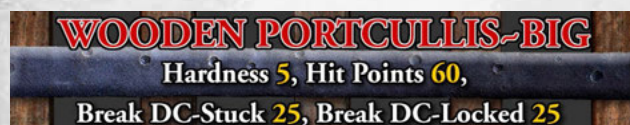
"My FRIENDS, how nice of you to offer your corpses to be more meat for my master!"

A SICK SIGN AND A PIT



A cursory examination of the room reveals a set of cutting and butchering tools, herbs and spice rubs and an open **170-foot deep open pit** as well.

14. The smooth stone ground at the eastern side of the slaughterhouse is stained with blood. The stains reach from the heavy wooden portcullis to the first of the 2 ramps that lead into the murky waters. A long wire mesh runs between these 2 ramps directly in the middle. Subtle sounds of movement in the water disturb the stillness of the night. The moon shines brightly on the water and here and there, several moving objects appear, breaking the water's surface for mere moments. You can see whatever was moving is looking right at you and slowly approaching the wooden ramp leading up to the slaughterhouse compound.



Pit Spikes-QR 10

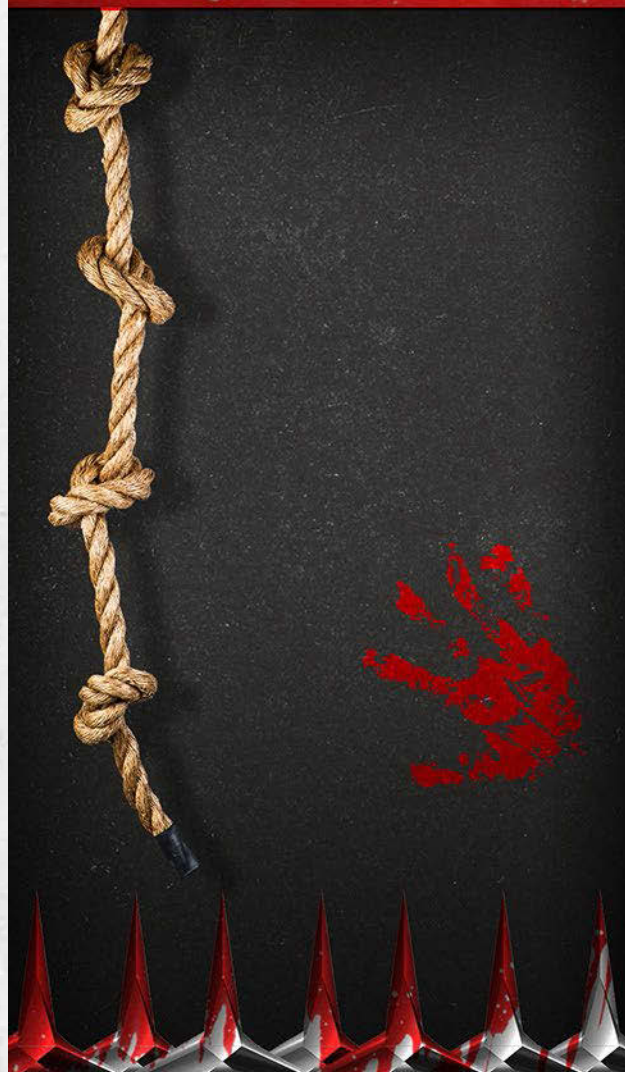
TYPE: Mechanical **TRIGGER:** Location
RESET: Manual

PERCEPTION: DC 20

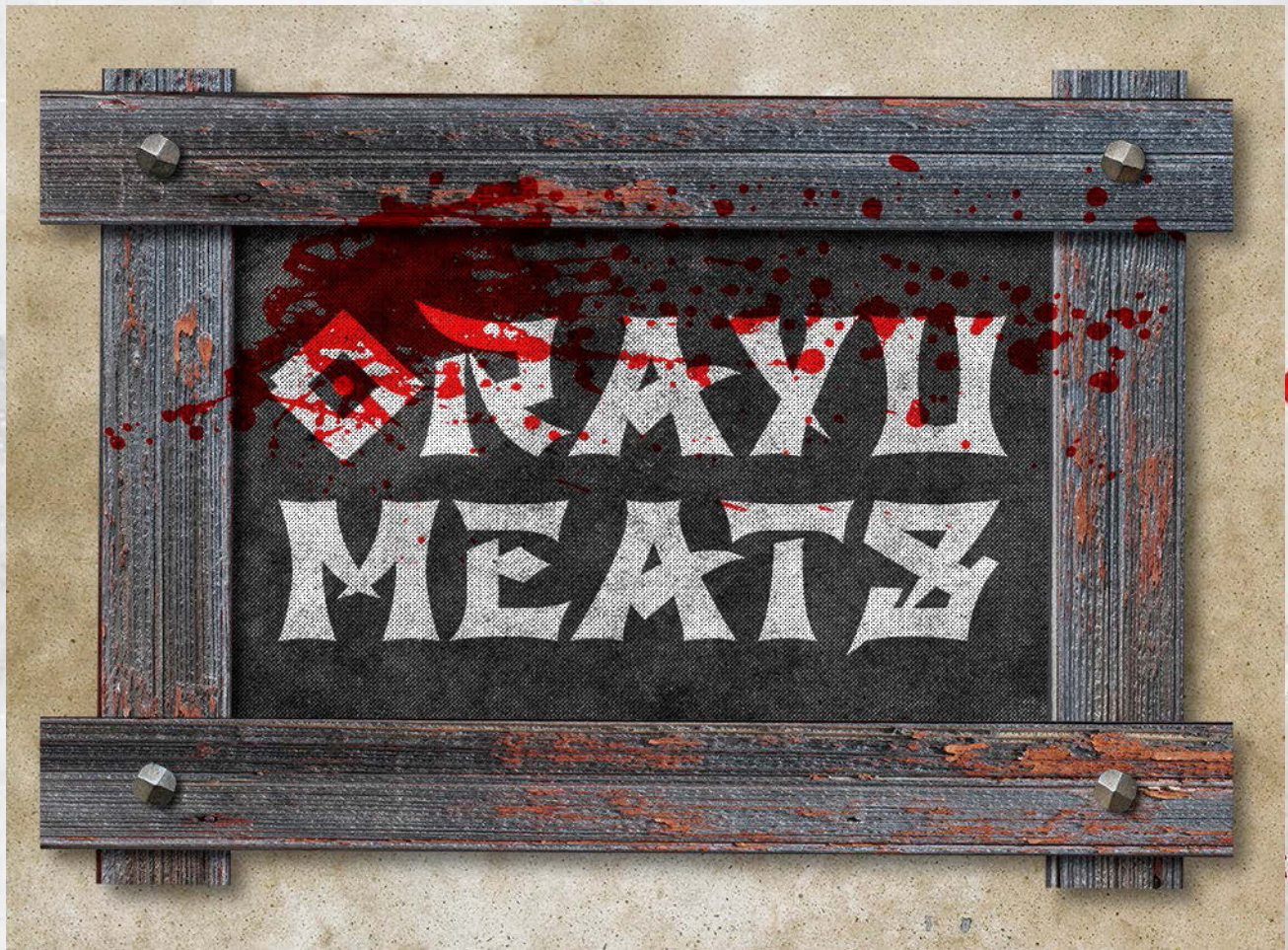
DISABLE DEVICE: DC 20

AVOID: DC 20 (Reflex)

EFFECTS: 50 foot deep pit (5d6 falling damage) Spikes (Atk +10 melee, 1d4 spikes per target 1d6 damage each.)



CONQUERING THE SLAUGHTERHOUSE



Inevitably, what comes from the waters becomes clear as a pair of large crocodiles start up the ramp, followed by several others.

CROCS CR 2 ~ AC 14 ~ HP 24 ~ XP 600

STR 19, DEX 12, CON 17, INT 1, WIS 12, CHA 2

There are a total of **15 crocodiles** that inhabit this area. Over the years, they have grown to a very large size due to their constant feeding.

A small stack of 3 crates is pushed against the eastern wall. The crates are 3 feet long by 2 feet wide and 1-foot deep. They are all labeled in chalky, white Common text, MEATY'S MEATS.

The meats within these crates are poisoned.

THE AFTERMATH

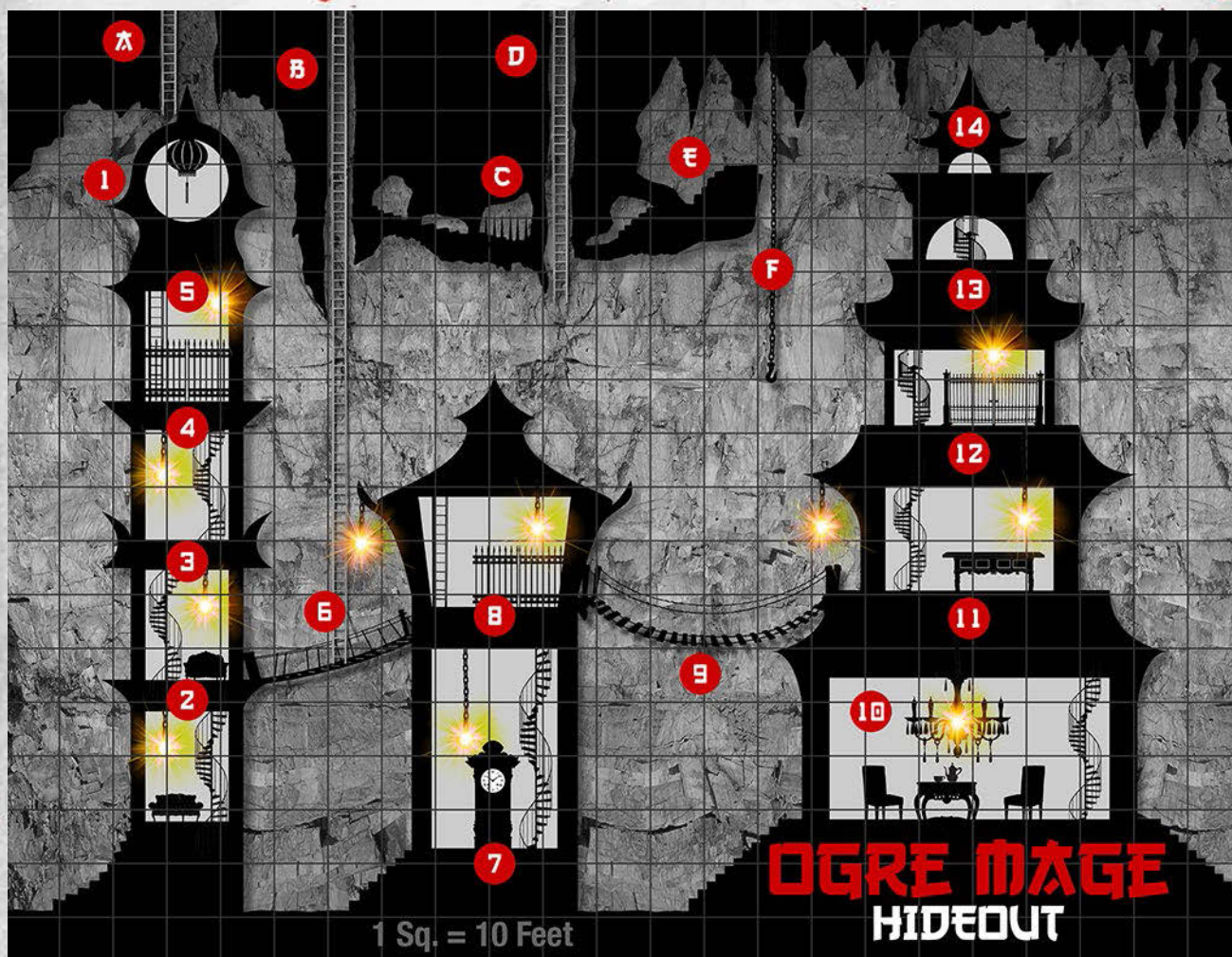
This ends the first of 3 parts of this adventure. It serves as just a taste as to what else is to come.

This may be a good time for the party to heal and rest within the safety of the slaughterhouse walls before plunging down into the underground hide-out of the Ogre Magi.

The trap doors found in both areas **3** and **12** lead to part 2, THE UNDERGROUND.



OGRE MAGI HIDEOUT



OGRE MAGI HIDEOUT

Your infiltration of the Ogre Mage Slaughterhouse failed to yield your goals of finding and slaying the outlaw Ogre Mage GRUMBLETHUMBS BENRIKIAN. After thorough searches covering the entire slaughterhouse compound, your party has decided to delve deeper into the unknown underground of these outlaw Ogre Magi. Through accessing one of the trap doors found within the compound, you have now descended a metal ladder to behold a massive cave with 3 buildings directly below you. The first building on the west side of the cave is a tall, slender tower looming 150 feet high. The middle building is much shorter, standing 100 feet tall. The third building, the one to the eastern side of the cave, is slightly taller than the first building, at approximately 160 feet high, but much thicker at the base. All of the buildings are black and red in color and made from some form of very sturdy wood. Each of the 3 buildings has a broad set of staircases leading up to their entryways, and the third building has 2 such sets of stairs. The air in the cave is cool and a light breeze gusts by as you continue to descend the ladders. An instant stirring comes from your right, and a colony of very large bats leave their perches and fly past you, missing you narrowly. You remind yourselves of the task at hand. The object of this mission is quite simple. Kill the Ogre Mage BENRIKIAN GRUMBLETHUMBS. Pulling it off, however, might prove to be much more difficult.

ENTERING THE UNDERCAVERNS

A. This ladder has become available to the party by means of the trap door found in **area 12** of the Ogre Magi slaughterhouse.

The trap door found in The Boiler's Room leads you down a 20-foot steel ladder. You descend the ladder and it becomes apparent that it leads quite a ways down to reveal a *massive* cavern structure below. A tall and thin building appears out of the darkness directly below you. The bottom of the ladder rests atop a large dome which spans 30 feet wide. The dome looks broad enough to be safe to step upon. The problem, it appears, is that there is no apparent way *into* this building, unless you choose to leap from the side to a 150 foot fall to the craggy cavern floor below.

There is a secret hatch cut into the dome's roof.
DC 22 Perception check will need to be made.

The spire atop the dome can be used to secure a rope to it if the party wishes to rappel down to the cavern floor instead. The rope (or combined ropes) would need to be 160 feet or longer.

B. This ladder has become available to the party by means of the trap door found in **area 3** of the Ogre Magi slaughterhouse.

The trap door found in the skeleton room from the slaughterhouse leads down to a very long metal ladder bolted to the rough sides of this chute, some 120 feet in length. 3 buildings slowly come into view. To your right, a tall, thin tower with a dome and spire stands about 150 feet in height. To your left is a thicker and slightly taller structure roughly 160 feet in height, while directly below you, 120 feet down, the ladder leads to a wood slat and rope bridge connected to a much shorter building at just 100 feet tall.

A faint breeze continues to wash over and past you and leads down another passageway heading to the east. You see crudely carved steps that have been cut out into the stone and you can barely make out a rope bridge that continues east about a third of the way down the ladder. Distant echoes of bats can be heard deep within the cavern depths from every possible direction, which leads you to question the vastness of this rather large cavern structure.

C. After descending the ladder and walking down the steps, you notice that there is yet another ladder that leads straight up, but before this is a 10 foot square area that has been made into a death trap. A half dozen skeletons wearing various garb and armor have been impaled upon dozens of long, wicked iron spikes. A closer examination of the area reveals that while the ladder just past the spikes goes straight up, there is an obvious open pit cut around the ladder which leads upwards to a height of around 120 feet. A new passageway, just past the ladder can clearly be seen. More steps that lead upward and to the east.

A thorough search of the 6 dead bodies impaled upon spikes will yield the following treasures:

- Shield +2
- Catskin Leather +1
- Dancing Wasp (+1 kusarigama)
- 8 Potions of Healing in Steel Vials
- 146gp, 11sp, 108cp

D. The ladder can be used to cross the open pit by all but the most clumsy of creatures.

The ladder here leads back up to the deadly slaughterhouse to area 13. The only exit though, is an overly large crack in the floorboards above. *Ogre Magi are notorious for using Gaseous Form.*

CHAIN AND HOOK TRAP

E. One by one you use the ladder to bypass the roughly-cut chasm encircling the structure. As you make it to the other side, you begin to ascend the rough stairs. The elevation is about 10 feet higher than where you came from, and a further 10 feet up another set of stairs leads to the edge of the cavern ledge. A winch with a heavy, oiled black chain has been worked into the side of the stone, and the chain extends down about 40 feet, ending in a huge hook. The end of this chain and hook meets up with the third building's third story. Gazing closely at this building, you gather that it stands about 160 feet in height, and 70 feet wide at its rather thick base. 2 sets of stairs are at either side of the structure. The winch, chain and hook appear to be safe and of solid construction. The question is, who is going to be the first one to try it?

7. *The winch here is completely unsafe.* The chain has weak, soft parts in the links which are made of painted black lead. This **Broken Chain Trap** has been made to break free completely if:

1. Any weight exceeding 120 lbs is attached, and/or
2. The winch is lowered at the 11 foot mark.

The fall here is 90 feet, resulting in 9d6 damage. The trap is engineered to miss the wood slat and rope bridge which seems to be a safe area to touch down 50 feet below the chain and hook.

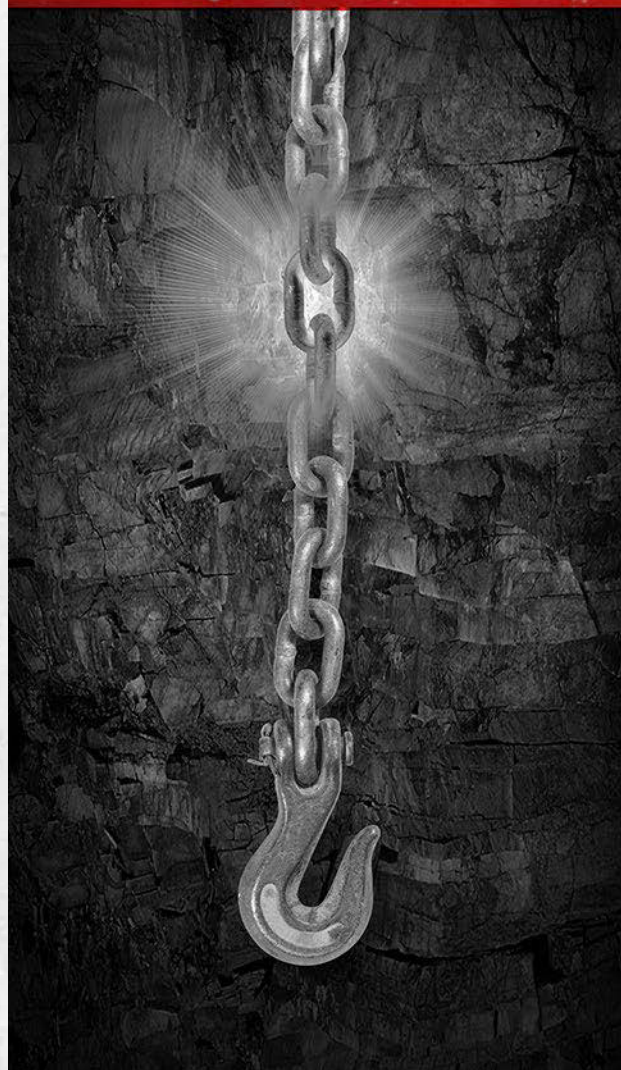
1. **DOMES ATTIC** - The dome here is about 25 feet in width and with a 6-foot tall spire in the center. Thankfully, the red terra cotta surface has been tackified with a cross hatching pattern that has been cut into the surface. Your footing is better than you thought, but your next concern is how are you going to gain entry into the building itself. You hear a slow, lazy fluttering to the west. The sound reminds you of wet clothing flapping in the wind. Then, a shadow

Broken Chain-CR 5

TYPE: Mechanical TRIGGER: Touch
RESET: Manual

PERCEPTION: DC 20
DISABLE DEVICE: DC 20
AVOID: DC 20 (Reflex)

EFFECTS: 90 foot fall (9d6 falling damage)
per target perched onto chain for
9d6 damage each.



THE LURKER ABOVE

looms over your party and you instantly know, this is no line of clothes flapping in the breeze. The rectangular shadow, the size of an enormous four-poster bed leads your eyes upward. You see a creature resembling a manta ray whose bottom resembles that of the cavern rock itself. You also notice 2 huge, glowing red eyes atop quivering eyestalks peering down at you. The beast glides down at you from an angle, intent on slamming your entire party to the ground below.

LURKER ABOVE CR 7 - AC 19 - HP 105 - XP 3,200

STR 30, DEX 12, CON 19, INT 2, WIS 15, CHA 9

TACTICS: The **Lurker Above** will put all of its efforts into a single strategy. The creature intends to randomly **slam** each of the PCs hard enough to knock them off of the dome onto the hard cavern floor 90 feet below.

There is a secret hatch cut into the dome's roof. DC 22 **Perception** check will need to be made.

The spire atop the dome is safe to secure a rope to it if a PC wishes to rappel down to the cavern floor below. The rope (or combined ropes) would need to be 160 feet or longer, however. (also see area A.)

GM, read the following aloud if the PCs find the secret door cut into the domed roof, or if the PCs have gained access by ascending the tower level by level to the DOME ATTIC:

This circular room is obviously an attic storage area. Various couches, chairs and other odds and ends adorn this 20-foot diameter room. A 15-foot wide stained glass window is in place in the southeast wall. The stained glass is a deep blood red, giving off a slight red glow that is cast on the objects stored here.

A thorough search yields the following items:



- +2 **Spiked Half-Plate Armor** (GM, choose size).
- 48 flasks of oil, 128 torches
- 410 pounds of rice in large sacks
- 44, one gallon jugs of spring water
- 20 coils of 160-foot rope, 10, 100-foot chains
- 10 quivers of 40 arrows, and **40, +1 Arrows**

2. Upon entering this 20-foot x 30-foot room, the first things you notice are 2 rather large Kuwa Oni sitting patiently on separate ends of a giant couch. At first glance, the room looks to be a form of lavish foyer or lobby. The 2 Oni are stunned to see you, and their reaction times are slow. They look at each other with dull, vacant stares, then spring to their feet wielding kaiken. A huge hookah filled with brownish water falls to the hardwood floors and shatters. The Kuwa Oni at the far right bellows at you as you catch a whiff of the creature's breath. An oily herbal smell emits from the beast's gaping maw, "How DARE YOU interrupt our happy smoke!"

TWO HAREM BODYGUARDS

KUWA ONI CR 4 ~ AC 19 ~ HP 55 ~ XP 1,200

STR 18, DEX 17, CON 16, INT 12, WIS 15, CHA 17

TACTICS: The 2 stoned Oni here act as royal bodyguards for Benrikian's Royal Harem. They are extremely upset, yet completely impaired as you have disturbed their "happy smoke session." They are both impaired, (see opium below) yet still fight savagely. Jhang and Nang's tactics are:

Jhang - Jhang attacks with his +1 **Kaiken**.

Nang - Nang's first order of business was trying to save the hookah from crashing, ruining his first opportunity to form an actual attack.

Upon defeating the 2 Kuwa Oni, you take notice that the furnishings are ample and quite pleasing to the eye. There is a mahogany bar in the south area of the room. Various thick carpets and tapestries adorn the walls and floors, and a solid brass spiral staircase leads up to the next level. The room is brightly lit by an 8" glass globe with the spell Light cast upon it.

A further search of this area reveals the following:

- 111pp, 100gp and 88sp (loose on the table)
- 2 crystal, gold-rimmed shot glasses, 100gp each
- 2 tins of **BLACK MAGI OPIUM** 16 doses
- 2 onyx nude statues of elves, 350gp each

There is a secret niche cut into the top of the bar.

DC 30 Perception check will need to be made.

- 2, +1 **Kaiken** (treat as short swords)
- Black velvet bag with gold marbles, 300gp
- Black leather case with 2 silver zazers, 115gp each

BLACK MAGI OPIUM 77 gp

TYPE: Inhaled or Eaten

ADDICTION: Major, Fortitude 22

EFFECTS: 1/2 Hour, +4 Alchemical bonus on Fortitude saves, Fatigue

DAMAGE: 1d4 Con, 1d4 Dex, 1d4 Wis Damage

3. This 20-foot x 30-foot room appears to be a very comfortable waiting room of some sort. A long, black glass table runs much of the length of the room. Large overstuffed pillows have been placed on bamboo mats as if they were intended for up to a dozen or so very large people. A warm, peaceful light dances across the surface of the black glass table which comes from the tall black candles placed along the table's edges. In the center of the table, a large porcelain bowl holds a black cone of rare Aloeswood incense. The aromatic fragrance fills your nostrils, which is a welcoming change from the smell of blood you have often smelled from earlier. 3 large glass decanters hold 3 different colored liquids, and a half dozen heavy drinking glasses are also set in place around the table. 6 shallow alcoves cut into the west and east walls is the home to a variety of wax sculptures of various Oni warriors. Each of the sculptures stands 10 feet tall and is a deep purple color. You notice subtle movements coming from all of the alcoves. It soon becomes quite clear that it's coming from the wax warriors. These sculptures of wax are in reality very much *alive* and move in to attack.

WAX GOLEM CR 3 ~ AC 15 ~ HP 44 ~ XP 800

STR 14, DEX 9, CON —, INT —, WIS 11, CHA 1

TACTICS: The 6 **Wax Golems** are made from the semblances of loyal and long dead Ogre Magi guards and warriors. *They will fight to the death.*

If the PCs take a closer look at the 3 drinks in the large decanters, they will uncover 3 liters of:

- **Anisato** - A light, oily black liqueur that tastes like a cross between blackberries and licorice. 150gp.
- **Galambriel** - A pale green olive and grape liqueur enjoyed by Elves. 200gp.
- **Melgeist** - A thick, syrupy liqueur that has a semi-phosphorescent, purplish glow to it. This drink has an equally sweet and bitter smell and taste. 600gp.

THE HAREM

DC Knowledge (local) 20 is required by a PC to realize that this Melgeist is the notorious liqueur that is fermented from the essences of the rare and very poisonous Bloat Frog.

4. HAREM - Upon entering this 20-foot x 30-foot room, you are taken off guard by the overwhelmingly strong odor of cheap perfume. The scent is that of the most bitter patchouli and slightly stale lavender. The room is dimly-lit and lounging about on 4 couches are 6 women of the night wearing a variety of different outfits. Broad oaken doors, 3 on each of the eastern and western walls, are all wide open leading to rooms beyond. Suddenly, a shrill voice from nearby rings into your ears. A tiny and very ancient Elf gets up from the couch and walks up hastily and without any fear of your presence.

“What *in the hell* are you lot doing here? Did Jhang and Nang not inform you that they need to accompany the clientele and *not* have you wander up here all by *yourselves?!’*”

The prune like Elf flashes an instant of *knowing* as she looks each of you over. The left side of her mouth wrinkles up and with a bit of fear, the Elf then mutters,

“You. You are not one of our clients. Get out of here and get out of here *now!* **INTRUDERS!**”

She then claps her hands, and the women stand up almost immediately. The Elf then makes a beeline towards something hanging on the western wall. *It’s a very large, ornate alarm horn.*

MELGEIST

600 gp

TYPE: Ingested

ADDICTION: Major, Fortitude 24

EFFECTS: 1 Hour, -2 Penalty on saves against illusions & mind-affecting effects. -1d4 Dex.

DAMAGE: 1d4 Con and 1d4 Wis Damage



THE KENNELS

TACTICS: The ancient Elf Madame makes an attempt to sprint across the room to retrieve the **HORN OF BLASTING** that hangs below a large oil painting of a fallen angel off the western wall.

FIRST ATTACK - Elf Madame Elmira uses the horn as an alarm trumpet to alert any living beings within or around this western building.

SECOND ATTACK - Elf Madame Elmira will then attempt to use the horn as a powerful weapon.

The other 5 women retreat to their rooms and they have been instructed to lock their doors and wait for help to come.



GM's discretion as to the statistics of the women, but as a general guide, the 6 women of the eve found here are:

Elmira - Elf, 5'2" 98 lbs. Age: 365 - Fiery Temper
Maya - Human, 5'4" 135 lbs. Age: 36 - Sensual
Olean - Half Elf, 5'6" 117 lbs. Age: 99 - Lithe
Kamie - Elf, 5'8" 123 lbs. Age: 144 - Sexy
Oats - Ogre, 9'8" 600 lbs. Age: 50 - Large
Hela - Gnome, 3'6" 88 lbs. Age: 80 - Short

5. KENNELS - As you reach the heavy oak door, the sounds of intermittent barking and baying emit from this room. Upon entering, the noise rises from random barks to a crescendo of angry growls. Sitting in a large wooden chair, a Kuwa Oni looks up from whittling on a piece of wood. The Oni yells at you,

"The HELLS are you doing up here, scum?!"

The baying comes from 4 caged Worgs. The Oni rises quickly and from 30 feet away, has plenty of time to try to let as many of the creatures free.

WORGs CR 2 ~ AC 14 ~ HP 33 ~ XP 600

STR 17, DEX 15, CON 13, INT 6, WIS 14, CHA 10

TACTICS: The tactics of the Worgs are to simply attack the party one-on-one.

Upon defeating the Worgs, a search of their lair will reveal several recently slain and devoured bodies of men in various stages of devastation.

There is a very freshly killed warrior dressed in a deep purple vest, robes and pants. This poor soul used to own the following treasures:

- **+1 Rapier** (with a purple velvet scabbard)
 - **+1 Dagger** with a red ruby pommel (250gp)
 - 43gp, 5sp
 - A handsome wooden pipe and tobacco.
- All other treasures have been taken away.

KUWA ONI CR 4 ~ AC 19 ~ HP 55 ~ XP 1,200

STR 18, DEX 17, CON 16, INT 12, WIS 15, CHA 17

TACTICS: The Kuwa Oni will attempt to perform the following actions.

1. Fire a single arrow from long composite bow.
2. Unleash one of the Worgs.
3. Unleash another one of the Worgs.
4. Engage in melee with heavy flail.

Depending on the battle, there may still be some angry Worgs barking in their kennels. GM's discretion as to how this battle is to be completed.

Upon defeating the enemy, a cursory search of the 20-foot x 30-foot chamber will reveal this to be a plain, unremarkable room with a rough stone floor. This is to keep the baying sounds from being heard. The fallen Oni has the following treasures:

- 78gp, 10sp and 3 oak wood carving blocks
- **Skeleton Key that opens all Ogre Magi locks within this adventure**
- A brass spittoon engraved with the words, **I'D RATHER BE SMOKING!**
- A black cookbook entitled, **DWARF FEAST!**

THE FIRST OGRIMARE

6. BRIDGE 1 - This 30-foot long rope bridge hovers approximately 40-50 feet above the rocky cavern ground. The bridge is made of extremely thick slabs of iron-bound wooden slats, and tied together with ropes that are suitable for use on the heartiest of warships. This second building is the shortest of the 3, standing at 100 feet in height. A flight of black marble steps ascends to a massive, distressed brass door with a stylized emblem that resembles a rhinoceros man. There are no windows on the lower level of this second building, but the top floor has windows on all sides made of translucent, frosted glass of a deep orange color. The locks on the main door below look pretty sound and strong.

At ground level, and from around the rear of the building, a silhouette emerges. For a split second, you think your mind is playing tricks on you, but it's no illusion or delusion. Stepping completely into the light of the ground lanterns is a mammoth creature whose lower half is that of a giant rhinoceros, and the upper half is that of a heavily-muscle Ogre wearing an Oni mask made of iron. The creature's eyes and flaring nostrils can clearly be seen through the slits in the iron mask, and the behemoth creature stands at least 12 feet tall and a full 6 feet tall at the shoulder. This creature, a combination of an Ogre Mage and a rhinoceros, is nothing like you have ever seen before. The beast cracks a gruesome smile at you - almost as if it can sense your wonder and fear. In a flash, the beast then fires a *flaming arrow* at you from below.

This creature is the dreaded OGRIMARE. It's **TACTICS** are quite simple. To destroy the party:

1. Attack #1 - Composite longbow.
2. Attack #2 - Composite longbow.
3. Retreats behind the center building, waiting.
3. 2 Front hooves attack (if melee is possible)
4. Back tail slap
5. Greatsword attack #1

OGRIMARE ~ CR 12

XP 19,200

LE, Large Outsider (Oni)

Init +7, **Senses** Darkvision 60', Low-light **Perception** +13

DEFENSE

AC 21, Touch 12, Flat-footed 18 (+4 Armor, +3 Dex, +5 Natural, -1 Size)

HP 122 (12d10+48); Regeneration 5 (fire or acid)

Fort +12, **Ref** +5, **Will** +10

SR 19

Spell-Like Abilities (CL 9th)

Constant — Fly, At Will — Darkness, Invisibility

1/Day — Charm Monster (DC 17), Cone of Cold (DC 18)

Gaseous Form, Deep Slumber (DC 16)

OFFENSE

Speed 40 Ft., Fly 60 Ft.

Melee Weapon (listed below) 2 Hooves +21 (1d12+6),

Tail Slap +21 (2d6+4)

Ranged Composite Longbow +10 (2d6+7)

Special Attacks Trample (2d6+13, DC 23)

STATISTICS

STR 30, **DEX** 15, **CON** 23, **INT** 14, **WIS** 14, **CHA** 12

Base Att +8, **CMB** +16 **CMD** 40 (44 vs. trip)

Feats Combat Expertise, Combat Reflexes,

Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14,

Knowledge (arcana) +13, Perception +13,

Sense Motive +13, Spell Craft +13, Use Magic Device +14

Languages Common, Giant

SQ Change Shape, Flight

COMBAT GEAR

- Great Flail
- Throwing Axes (4)
- Battleaxe, Greataxe
- Greatsword, Falchion, Two-handed Sword

OTHER GEAR

- Various Incendiaries
- Various Torture Implements

THE STUDY

If the Ogrimare is defeated, the party may discover that the beast has the following treasures:

- **+1 Heavy Steel Shield**
- Silk bag of Ioun Stones **Clear, Dark Blue**
- 5 rubies, 250gp each
- 5 shrunken, gold-dipped heads 400gp each
- 126pp, 88gp, 114 sp

7. THE STUDY - The door to this building is stouter than that of the first building. It is a sturdier double door bound in thick iron bands.

GOOD WOODEN DOOR

Hardness **5**, Hit Points **15**,
Break DC-Stuck **16**, Break DC-Locked **18**

Upon entering this lavish study, you instantly get the impression that whoever owns the items here clearly adores art and books of all kinds. The room's walls are completely covered in oil paintings and rich red and black tapestries of all sizes. One of the tapestries really catches your eye. It is covering the entire north wall and depicts a well-muscled half-man, half-rhino man hunting and slaying a Kirin. The detail of the stitch work is impeccable and the work of art conveys the perverse sense of thrill that one gets from slaying an innocent creature merely for fun. The hunter looks very much like the monster you faced directly outside of this building. The room itself is 25 feet x 30 feet in size and a massive chandelier made from a variety of animal horns and bones hovers above you. An equally impressive desk is littered with various books on war, sex, torture and dark debauchery. The carpets cover the majority of the hardwood floors and 2 massive stacks of shelves are pushed against the south and west walls. You estimate there to be 4,000 - 5,000 books and scrolls of various sizes, shapes and colors stored here. 4 huge, decorative armored displays carrying halberds frame each corner of the cozy room. The room is eerily silent, but then you hear it, the telltale creak of armor that

has somehow come to life. Precisely at the same time, the 4 decorative armored displays move into an attack stance with halberds at chest height, and move in for the attack.

GIANT PHANTOM ARMOR

CR 4 ~ AC 18 ~ HP 40 ~ XP 1,200

STR **20**, DEX **11**, CON —, INT **7**, WIS **11**, CHA **15**

TACTICS: The Giant Phantom Armors might use the following basic tactics:

1. Each Giant Phantom Armor attacks a single PC.
2. 2 Giant Phantom Armors attacks a single PC.

Upon defeating the armors, the PCs may discover several items. The GM can aid the PCs by *choosing* helpful spells for this particular adventure.

- **Scroll of 5 Mage Spells** - (GM's discretion)
- **Scroll of 3 Cleric Spells** - (GM's discretion)
- Solid silver & gold world globe 1,000gp
- Large chess set w/pieces of gold & silver 600gp
- 3 large, gold-framed mirrors 400gp each
- 1 tapestry of Ogre Magi burning a village 400gp
- 1 tapestry of Ogre Magi pirates 800gp
- 1 tapestry of an Ogre Magi Kirin hunt 1,400gp
- **Tower Shield +1** (on south wall)
- **Deck of Illusions** (on large desk)
- **Blessed Book** (on bookshelf)

A Large chest which is rigged with the 2 magic spells, **Alarm** (Audible) and **Arcane Lock** DC 20 Disable Device. If the PCs can successfully bypass the magic lock, they will find the following:

- 234pp, 810gp, 232sp
- A Dragon-engraved platinum flute 400gp
- **Morglund's Traps Volume 1 - Ogre Magi, 88gp**

Hanging on the north wall, in a large 2-piece glass case bound in ebony wood are 2 large pages of fine parchment resting on black cloth. The 2 pieces of parchment appear to be written with a human hand, and it appears to contain some form of historical account.

THE DAY OF THE RED HORIZON

Let me tell you a tale of all time. A tale of two armies. One army, fair and just, living in peace and harmony within the safety of Rendenford Castle. The other army, rambling and roving mercenary warlords, always on the hunt. Always seeking conquest and the greatest possible riches, through means most foul indeed. *An army that is never satisfied...*

The Feast of Tajimus Hall, a week-long celebration praising and giving gratitude for love, happiness and abundance, was a celebration unique to the peace-loving people of Rendenford. On the 3rd day of this great festival, the small but fierce group of vagabond warlords appeared on the hillside, peering down below on their most coveted prize, the fortified Rendenford Castle. These travelers and slayers of men were the dreaded Ogre Magi.

A deep bellow from an Ogre Magi war horn cut through the lovely melodies that came from the party below, and soon all became silent. The elder members of the castle put a halt to the festivities as they made their way up to the towers to have a better view of the scene. Noble Lord Samtani stood along with his two champions Vorbeck and Vordeck. The three were exposed to a sight they had least expected. Standing on the mountain ridge was a small army of Ogre Magi in full battle armor and armed to the teeth. More terrifying still is these warlords were each mounted atop the largest rhinoceros they had ever seen. The Emperor issued forth an unsteady greeting and demanded what the Ogre Magi wanted. After a long pause, a laugh followed. A long and deep and very inhuman laugh was then heard.

The sound made the men of the castle shudder with fear.

Then, an even more fearsome sound was heard.

The Ogre Mago leader's voice bellowed forth, clearly stating his demands.

"Why, Lord of The Castle, the things that my brothers and
I ask for is not meant to confuse.

We simply want... your entire castle... And everything in it!"

Despite their fear, the men of Rendenford Castle also had a challenge for the terrifying Ogre Magi invaders.

"If you would like to try, you may, but know we will fight you to the very death!"

With that, the Ogre Magi stormed the castle and assaulted the fortress with unbridled ferocity and without the slightest shred of mercy. Within minutes, using their skills to fly, become invisible and to turn into mist, the Ogre Magi laid total devastation to all within the once safe castle. The leader of the Ogre Magi, Grumblethumbs Benrikian, saved Lord Samtani as his final victim. Benrikian, mounted on his fearsome, charmed war rhino approached the cornered and exhausted Lord Samtani. Benrikian then asked this last man standing what he thought of his Ogre Magi warrior's skills, and if he had any last words to entertain them with. To Benrikian's surprise, a critically wounded yet determined and defiant Lord Samtani rushed forth to Benrikian and his mount, and with glowing hands and magical words, cast a quick and deadly curse upon Benrikian and his "men."

"You may have won this battle, but you will come to regret it! Regret who and what you are. As I die here today, so certain will it be that you shall meld as one with your hideous mounts, never to be able to procure your vile offspring. *Your bloodline ends here!*"

Enraged at the audacity of this curse, Benrikian ran Samtani through, and the once great lord died instantly.

By nightfall, the Ogre Magi had made camp within the castle walls, and after filling their gullets with the delicious leftover food from the feast, the beasts settled down to sleep for the night, to look forward to a new day to celebrate anew with their newfound prize.

Upon waking the next morning, the Ogre Magi soon learned how the curse would forever affect their entire clan. As they looked down at their pain-wracked bodies, they realized that what Lord Samtani had said had come to pass. For where there were once legs, four legs now took their place. Four, hideous, stumpy legs. The legs and body of the Ogre Magi and their mounts had become melded as one. This battle is known as:

THE DAY OF THE RED HORIZON

THE GUARD ROOM

8. GUARD ROOM - The first thing you notice upon entering this room is violent, incessant arguing. 2 human-sized creatures adorned in ceremonial armors are standing tersely, leaning towards each other and yelling into each other's face. The pair each wield polished and treated wooden studded warclubs and their movements are not like that of a typical human being. One of the humanoids looks up from the argument, grits his teeth in sheer outrage and bellows,

"And what do we have here? *Even More* friends of yours I should know about?"

Both of the armored guardsmen are clearly not human. Behind their ornate and brightly painted masks, you catch glimpse of their golden skin and long, black fangs. Then it dawns on you as they attack, that those bright yellow masks are really their faces and horns. *The battle begins.*

KUWA ONI CR 4 ~ AC 19 ~ HP 55 ~ XP 1,200

STR 18, DEX 17, CON 16, INT 12, WIS 15, CHA 17

TACTICS: The Kuwa Oni simply attack the nearest PCs. The 2 Kuwa Oni have just had the worst argument of their lives, and the larger, uglier Kuwa Oni has abandoned his post in the study below just to make his point known at all costs.

If the PCs defeat the Kuwa Oni, they will notice that the room that they guard has windows on all 4 sides, but they are very difficult to see through as they are frosted windows. Also, the room is strangely tapered at the base and broadens and widens about 5 feet on all 4 sides as the walls near the 20-foot high ceiling.

9. BRIDGE 2 - Another rope bridge can be found here. This 60-foot long bridge connects buildings 2 and 3, and seems to allow easy access between both of the buildings' second levels. A faint, cool cavern breeze whistles through the window and out into the

night. This third building which looms before you and melds into the gloom of the cave stands 160 feet tall and has 5 floors, all with frosted windows. The bottom 3 windows show that lights are on and in use, while the top 2 floors are completely dark. The very topmost floor has been made to resemble a bell tower of sorts, while the bottommost floor has stairs leading 20 feet up to the bottom floor level. The stairs are *enormous*. Taking more than one step at a time might prove to be a difficult task. You can see figures vaguely silhouetted past the frosted windows on the first 2 levels. These erratic movements reveal definite signs of life coming from these areas. The rope bridge you are on connects directly to the second floor.

STRONG WOODEN DOOR

Hardness 5, Hit Points 20,
Break DC-Stuck 23, Break DC-Locked 25

10. BANQUET HALL - The room you've just entered is clearly a banquet hall. Perhaps the greatest and largest chandelier you've ever seen, arches over much of this 30-foot x 60-foot dining room. The ambiance is that of elegance, and the room is graced with art, rich red tapestries, and a contrastively small yet quite decorative banquet table. Seated at this table are 3 beings. It becomes immediately apparent that *none* at this table are human, *at least not fully human*. One of the feasting diners is part man and part pig, evident by his pinkish, bloated body, upturned nose and partial tusks. Another of the diners is part man and part crocodile, as this one is the quickest to react, snarling with a reptilian grimace and snarl. The third of these grand diners is one of the fattest Ogre Magi you have ever seen. He is completely nude, save for a black loincloth. His eyes are half closed, no doubt from excessive food and drink, yet he does indeed notice you. They *all* notice you as you enter this dining hall. Slowly, but surely, the 3 get up from their repast, retrieve their nearby weapons and attack.

THE BANQUET HALL

Perhaps more disturbing than the creatures' physiology is the way they are dressed. The tallest and quickest to react, the Were Croc, is wearing tattered purple and yellow-striped pantaloons and is shirtless, revealing a scaly and greenish torso rippling with muscles. The Were Croc is also wearing a huge, hollow tortoiseshell as a helmet. The pig-man is wearing tight, black leather pantaloons and shirtless with both of its fatty nipples pierced with enormous black metal rings. The pig man is wielding a huge cleaver and issues forth an order to the other 2 sick members of this grotesque dining party,

"Tenbricks Yodegi! Attack from the right!"
"Nyeshu, to the left!"

The pig man froths and foams at the mouth. Veins pop from his neck and his pinkish skin turns several shades of a progressively deeper red. The Were Croc wields an axe in a deadly arc, while the Ogre Mage in the sumo loincloth attacks from the left. The raging pig man runs right up the middle, swinging his war cleaver from left to right, intent on chopping you and your mates to pieces.

WERECROC CR 3 ~ AC 11 ~ HP 27 ~ XP 800

STR 17, DEX 13, CON 14, INT 12, WIS 12, CHA 6

TACTICS: The Were Croc, Tenbricks Yodeshi, will attack and focus on the PC that is at the left side of the PC's formation (Tenbrick's right side) and attempt to hack that PC to mulch using his wicked Masterwork Battleaxe.

Tenbricks Yodeshi has the following treasures:

- 44pp, 22gp, 33sp (in a small belt pouch)
- Cookbook, **HOW TO COOK AN ELF**, 5gp
- Necklace of various croc's teeth, 0gp
- Solid silver whiskey flask (full at one pint) 66gp

OGRE MAGE CR 8 ~ AC 21 ~ HP 92 ~ XP 4,800

STR 24, DEX 17, CON 23, INT 14, WIS 14, CHA 17

TACTICS: The hideously obese and nearly nude Ogre Mage, Nyeshu, attacks the closest PC at the party's right side with his +1 **Tanto**. **He is drunk and in no mood to cast any spell-like powers.**

Nyeshu has the following treasures:

- +1 **Tanto** (treat as a short sword +1)
- 18 square-shaped gold coins, 20gp each
- Rare leather tattoo book, 40gp (at dining table)
- 3-piece marble shot glass set, 100gp each (table)

WEREBOAR CR 2 ~ AC 12 ~ HP 36 ~ XP 600

STR 19, DEX 13, CON 18, INT 10, WIS 14, CHA 8

TACTICS: The Wereboar with the influx of battle rage heads straight at the heart of the party, attacking the first PC in the center. The Wereboar tries to *cleave* this target with his cleaver.

Spinks Braxton has the following treasures:

- Heavily-nicked war cleaver (treat as handaxe)
- 40pp, 34gp, 120sp (on the table)
- 2 Black nipple rings (ugh, 1cp each)
- Cookbook, **DWARVISH DELIGHTS**, 2gp

The battle with the deadly dining party is over, and after making sure your enemies are quite dead, your gaze rests upon the dining table and what lies upon it. Much to your horror, lying on a massive silver-plated platter is the carcass of a slain human being. The unfortunate man that has been the centerpiece of this supper has been completely gutted and the ribs were torn further open so the body could be stuffed. The stuffing is the likes of which is unknown, and is a wise idea to remain so. The most disturbing aspect of this atrocity is a large, decayed apple stuffed into the dead man's head. Obviously, a very sick joke. Based on the recovered cookbooks and the amount of flesh eaten away from the corpse, these 3 got together to drink, share stories and dine nearly to the point of bursting. A metal staircase winds ominously upwards to the next level. You hear a chopping sound from above...

THE KITCHEN

11. KITCHEN - Upon entering this room, the first thing you notice is the smell of some unknown, half-cooked meat intermingled with the unmistakable odor of fresh blood. This room is obviously a kitchen, complete with island table, 2 ovens and several chunks of dried meats and cheeses hanging from the ceiling. Directly below these hanging meats is a fat, surly Ogre wearing a white apron and hat. The apron is completely drenched in blood, giving the impression that the visceral effect of this wardrobe choice is by design. The fat Ogre chef grunts and you can actually smell his breath from 20 feet away. You wince as the fat chef reaches for a wooden knife block and withdraws the longest slicing knife you have ever seen.

“Something tells me you have not come to feast with us, but I assure you, you will *indeed* join this feast nonetheless!”

OGRE CHEF CR 3 ~ AC 17 ~ HP 46 ~ XP 800

STR 21, DEX 8, CON 15, INT 13, WIS 10, CHA 7

TACTICS: The Ogre chef, Zirglut will randomly grab a chef knife or tool (1d6) from his beloved birchwood chef knife block. He will then engage the nearest PC and fight to the death.

DC Knowledge (local) 20 is required by a PC to realize that this is the locally famous Ogre chef known as **MAJOR DOMI ZIRGLUT**.

The Ogre chef Zirglut is a very rare breed. He is an educated and highly-intelligent Ogre of some renown. An orphaned Ogre due to an Elf attack, somehow this Ogre infant was spared and raised by wealthy plantation owners. Years later, the Ogre exhibited considerable skill in the kitchen and was soon the family's royal chef. The novelty of this soon spread across the land and eventually reached the ears of Grumblethumbs Benrikian. The young Ogre was kidnapped, ransomed, and still withheld from the family. The Ogre's true nature had shown through as, over time, he learned to love the tyrant

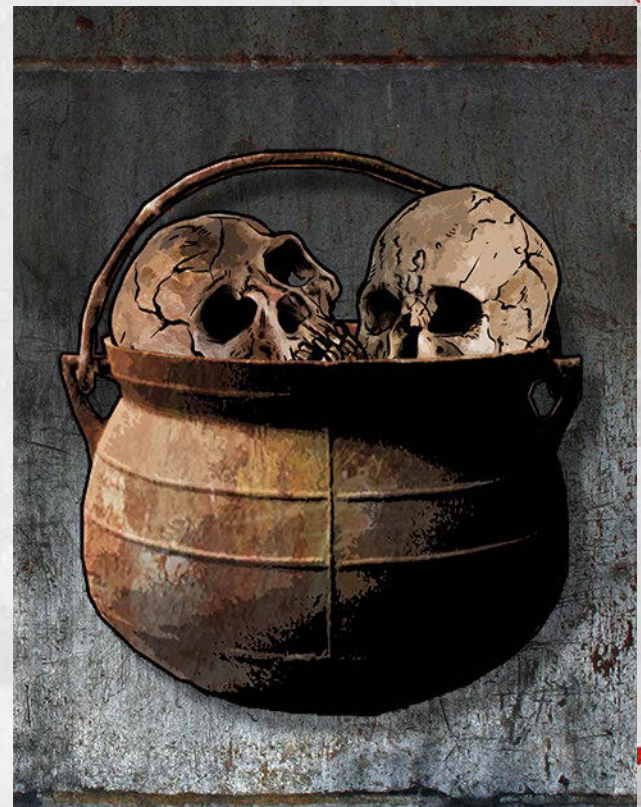
Benrikian. The chef was given carte blanche to cook whatever Benrikian wanted, *yet how Zirglut wanted to prepare it*. This empowerment was of prime importance in the bond that had formed between Ogre and Ogre Mage and soon, Zirglut was committing atrocities that he was destined to carry out. Over time, an underground bounty had been placed on Zirglut's head, literally. ***Zirglut's severed head is worth 2,500gp.***

Zirglut has the following treasures:

- 4 “Candied” sugar Orc skulls (softened in a pot)
- +1 **Greatclub** with an inscription in Giant which reads, “Parlith la comoro, Tatia.” Translated: ***“To MY Major, with Love. Tatia.”***

Birchwood Chef Knife Block (88gp) with 6 Knives

1. +1 **Paring Knife** (7” *treat as* +1 **Dagger**) 300gp
2. +1 **Utility Knife** (10” +1 **Dagger**) 450gp
3. +1 **Bread Knife** (18” +1 **Short Sword**) 500gp
4. +1 **Slice Knife** (20” +1 **Short Sword**) 600gp
5. +1 **Chef Knife** (16” +1 **Short Sword**) 700gp
6. Domascu Knife Sharpener Rod



STOCKYARD BEDROOM

The birchwood chef knife block holds 6 incredibly beautiful knives. There are 5 knives in the set with 1 sharpening rod. The 5 knives have a white and black birchwood handle wrapped in gold at both tips. The blades are all of Domascu Steel and are incredibly tough. Their greatest feature is that even in the most deadly battle conditions, they only very rarely show any sign of wear or damage to the blade.

A plate of what appears to be Dwarf fingers lies on the island chopping table. There is a very thick black sauce in a separate bowl beside it and partially covering the few remaining fingers.

Next to the fingers, a large rat struggles furiously to survive, having been dropped into a large glass jar of a *newborn Green Slime*. (4 hp)

A copiously illustrated cookbook is turned to a recipe entitled, **DOUGHTY DWARF!** Terrifyingly, the book is written in Common, seemingly by the human hand.

Hanging high on the wall is a +1 **Greatclub** with a messy inscription in Giant which reads, "Parlith la comoro, Tatia." Translated: "*To MY Major, with Love. Tatia.*"

12. STOCK YARD BEDROOM - As soon as you enter this 30-foot x 60-foot room, an uneasy feeling envelops you. You instantly notice that the entire room is composed of 2 parts. A dimly-lit rectangular series of open rooms surrounding a brightly-lit and slightly sunken sand-filled pit. Inside, a single caged human being frantically attempts to escape the barbed arrows loosened by a deranged Ogre Mage donned in full armor and mask. The Ogre Mage is directly across from you, 30 feet away, a yew bow with a wickedly barbed arrow aimed directly at the terrified human being. The human in the "ring" has already

been struck twice, and you cannot help but hope and pray that the third shot is not "the charm." The Ogre Mage from across the room looks up at you, almost as if he was expecting you, and wanted you to *see this particular brand of terror*. The beast wears a bright red iron mask with black studs, and you somehow get the distinct impression *that the beast is smiling*.

The man in the cage notices you. A look of hope flashes across his beaten and bloodied face as a muffled cry rings out to your left. You only have an instant to look, and you see a human woman strapped down to a massive four-poster bed. She is gagged and fighting against her bonds with admirable vigor. The Ogre Mage levels his lethal bow up to you and readies to let an arrow fly.

"You've come for the bounty? A bounty on Drem Barbles is *not easy* to collect!"

TACTICS: Drem Barbles may use the following tactics to ensure his survival.

1. Fire regular arrow from composite longbow.
 2. Fire +1 **Arrow** from composite longbow.
 3. Fire +2 **Arrow** coated w/**TEARS OF DEATH**.
 4. Cast spell - *Darkness*.
 5. Cast spell - *Deep Slumber*.
 6. +2 **Greatsword** attack. (GM, choose PC)
 7. +2 **Greatsword** attack. (GM, choose PC)
 8. +2 **Greatsword** attack. (GM, choose PC)
 9. Fly to attempt his escape up the staircase.
 10. Scale staircase at Area 13, past the monsters.
 11. Release Girallons at the old bell tower.
 12. Assume gaseous form and float to area A and up through the slaughterhouse and escape.
-

DC Knowledge (local) 20 is required by a PC to realize that this is the locally famous Ogre Mage Lord known as **DREM BARBLES**. GM, treat Drem as a regular Ogre Mage. *Drem has a bounty on his head that is valued at 3,000gp.*

DREA THE ARCHER

The man in the cage collapses, but is still alive, and so is the terrified woman on the bed.

A closer inspection of this room leads you to the realization that this Ogre Mage literally *lived* to cause fear, pain and death. His bed is situated in such a fashion that he could observe any victims unfortunate enough to become trapped in this man cage. On all 4 sides of the cage, there are 4 different sets of missile weapons set up and ready to use upon Drem's captured prey.

The east side of the torture pit has a slew of different arrows and longbows hung upon the wall. The west side has a large table with a variety of darts and daggers, while the north and south sides of the chamber have a variety of crossbows, bolts, shuriken and caltrops to use at Drem's sick leisure. He obviously loved to cause as much suffering as possible before killing his supper.

The man calls for help in a thin, feeble voice.



The wounded man was close to death, and literally was on his last legs. **He has a mere 22 hp left.** This man is a capable sorcerer named **Malik**.

The woman unceremoniously strapped to Drem's bed is breathing heavily, but realizes she has just been saved. As soon as her bonds are untied and her gags are loosened, so does her lips,

"Is that ** DEAD?! Gimme a weapon! I need to make sure he's dead! THEY REGENERATE!"**

After several moments, and after realizing that the Ogre Mage is completely dead, she settles down and begins to tell her story.

"I am a bounty hunter, much like you. My partner over there, is he going to be alright? We got this far into infiltrating the slaughterhouse from up above. We snuck into the compound and snuck past some guards. We found a room with a trap door and descended below, down to this hidden palace under the earth."

"Malik and I climbed down the ladder and made it to the ground below. We fought some Kuwa Oni and killed a pair of them before we were captured. Then we got turned over to *THIS bastard!* I am forever grateful to you for coming when you did. The things he told me that he was going to do to me will fill my nights with fear and disgust for many years to come."

"Drem. That was his name. He mentioned after having his way with me that he planned on turning me over to Benrikian's torture castle to be entertainment for the scum *for weeks* before having us for dinner. Literally."

"Please, let us heal awhile and come with you. *Drem made something slip.* He said something about some of his men heading east to deliver others that came before me to their fate - at Benrikian's castle. *Let us come with you!*"

DREA'S STAT BLOCK

DREA THE ARCHER - Human - CR 6

XP 2400 - Any Medium Humanoid

Ranger level 7 Archer

Init +3; Senses ; Perception +12

DEFENSE

AC 20, Touch 13, flat footed 17

(+1 Chain Shirt, +1 Shield, buckler)

(+3 Dex, +5 armour, +2 shield)

hp 57 (0d8+7d10+7+7);

Fort +6, Ref +8, Will +4

OFFENSE

Speed 35

Melee

Single Attack(+1/+1) Rapier +9 (1d6+2/18-20)

or (+1/+1) Longbow, Composite +12 (1d8+2 X3)

+1 to hit and +1 damage if within 30ft

Full Attack

(+1/+1) Rapier +9/4 (1d6+2/18-20)

Dagger +2 (1d4/19-20)

or (+1/+1) Longbow, Composite +10/10/5 (1d8+2

X3) range 110 +1 to hit and +1 dam if within 30ft

Space 5 ft.; Reach 5

Special Attacks

Favored Enemy (+2 attack pathfinder only)

+2 damage. Number of Favored enemies = 1

Favored Enemy -2 +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Favored Enemy

Ranger Spells

CL 7 Concentration 9

Level 1

Detect Poison, Longshot

Level 2

Cure Light Wounds

STATISTICS

Str 13, Dex 16, Con 13, Int 13, Wis 14, Cha 13

Base Attack 7 CMB 8 ; CMD 21

Feats

Many Shot: -4 =2 arrows -6 = 3 arrows -8 = 4

Rapid Shot: Gain extra ranged att. all attacks at -2,

Armour Prof Light, Armour Prof Medium,

Deadly Aim: -1 to hit with ranged attacks +2

damage per every +4 base attack,

End: +4 on checks to resist non-lethal damage,

Fleet: Base speed + 5 feet,

Martial Weap Prof,

Point Blank Shot: +1 to hit +1 dam if within 30 ft,

Precise Shot: Can shoot into melee

without -4 penalty,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Weapon Focus(Ranged): +1 attack rolls

Skills Climb 8, Craft Bowyer 8, Handle Animal

9, Heal 9, Intimidate 1, Know Dungeon 7, Know

Geography 9, Know Nature 9, Perception 12, Ride

10, Stealth 12, Survival 12, Swim -1

Languages Common

SPECIAL ABILITIES

Advantageous Terrain-1 (Ex) Spend up to 3 rounds studying an area of favorite terrain: 1st Round:

Allies gain +2 initiative

Advantageous Terrain-2(Ex) 2nd Round:

Allies within line of sight gain a +2 on Perception, Stealth, and Survival

Advantageous Terrain-3(Ex) 3rd Round:

movement is not hampered by difficult terrain and can take 10 on Climb, Jump and Swim

Favored Terrain +2 bonus on init, know geog,

Perception, Stealth, Survival in selected terrain 1

Hunters Bond Either animal companion or bond with party that allows 1/2 favorite enemy bonus to be added to party for WIS bonus number of rounds, this takes a move action.

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

Wild Empathy A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild

MALIK'S STAT BLOCK

animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check. Woodland Stride Can move through undergrowth at normal speed

DREA OHM STANBECK has a *fiery temper* and she rarely listens to anyone. She is impulsive and has an uncanny way of convincing her friends to delve headlong into very dangerous situations. Some say she is fearless, some say foolhardy. Still, she is a fierce warrior and good with a bow. She will not hesitate to risk her life for the ones that have saved her. She might even fall for one of the more charismatic male PCs in the party. GM's discretion.

Drea is very motherly and protective, despite her bold personality. She cares for Malik as another brother, and is one of the only human beings in the world that fully understands and accepts Malik for his pitch black brooding sessions.

Drea is 26 years of age, and has 3 brothers and a father. Her mother was killed in an Orc ambush when she was six years of age, and she will *attack Orcs on sight*, without restraint and without any plans set in place. She has the following items:

- 38gp, 12sp
- +1 Rapier
- +1 Buckler
- +1 Chain Shirt
- +1 Composite Longbow
- Infinity tattoo on her right shoulder blade



MALIK THE MAGNIFICENT - Human - CR 5,
XP 1600 - Neutral Medium Humanoid
Sorcerer level 6 (Arcane)

Init +1; Senses

DEFENSE

AC 12, Touch 12, flat footed 10

(No Armour, Shield, none)

(+1 Dex, +1 feats)

hp 35 (0d8+6d6+6+6);

Fort +3, Ref +3, Will +5

OFFENSE

Speed 30

Melee

Single Attack(+1/+1) Bayonet +5 (1d6+2)

or Blowgun +4 (1d2)

Full Attack

(+1/+1) Bayonet +5 (1d6+2)

(+1/+1) Bayonet-1 (1d6+1)

or Blowgun +4 (1d2) range 20

Space 5ft.; Reach 5

Special Attacks

Bloodline Arcana When casting a spell with a

MALIK'S STAT BLOCK

metamagic feat increase DC by +1

Sorcerer Spells

CL 6 Concentration 5

Level 0

Detect Magic, Detect Poison, Disrupt Undead,
Ray of Frost, Read Magic

Level 1

Burning Hands, Disguise Self, Identify,
Magic Missile, Shield

Level 2

Ice Slick, Invisibility,

Level 3

Fireball

STATISTICS

Str 13, Dex 13, Con 13, Int 16, Wis 11, Cha 13
Base Attack 3 CMB 4; CMD 16

Feats

Combat Casting: +4 Concentration checks for
Defensive casting,
Dodge: Add 1 to AC ,
Empower Spell: Numeric effects are increased
by one-half,
Eschew Materials: Cast spells without material
components,
Maximize Spell: All variable, numeric effects
of a spell modified by this feat are maximized.
Saving throws and opposed rolls are not
affected, nor are spells without random variables.
A maximized spell uses up a spell slot three levels
higher than the spells actual level.
Simple Weapon Proficiency
Skills Appraise 3, Bluff 8, Fly 10, Intimidate 8,
Know Arcana 12, Spellcraft 12, Use Mag Device 8

Languages Common

SPECIAL ABILITIES

Arcane Bond (Su) Gain a familiar as a Wizard of

the same level

Eschew Materials Gives feat

Metamagic Adept (Ex) Apply metamagic feat to a
spell you are about to cast without increasing caster
time, per day= 1

MALIK THE MAGNIFICENT is a capable and
powerful sorcerer, but he is plagued by profound
self hatred for himself and his own sexuality. Drea
is one of Malik's only friends in this world, and she
loves him unconditionally. Her stern and no-non-
sense attitude has a unique way of getting through
to Malik. Malik is extremely grateful in return, yet
he often can go days at a time without returning
any contact to any of his very few close friends.

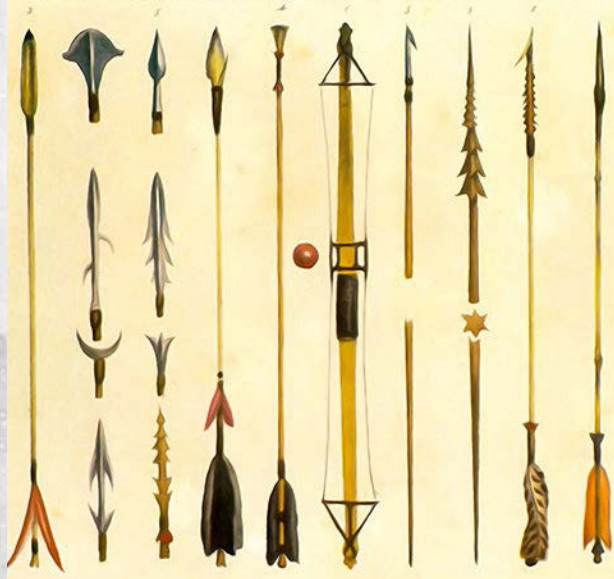
Malik appears to be physically out of shape. He is
5' 4", and weighs a stout 230 pounds. He is dark-
skinned and has thick, wiry long hair. His eyes are
a piercing and alarming bluish-white that slightly
resemble cat eyes. Malik is extremely intelligent
and articulate, and he uses these things as passive-
aggressive "sparring weapons" to humiliate all that
pose a threat to him. Despite his ruthless exterior,
one of Malik's most natural states is finding himself
curled into a ball and crying for hours. As a self
defense mechanism, Malik ignores almost everyone
and appears aloof to exert his supposed superiority.

Malik is not evil, but he has performed acts of evil
out of sheer hatred and rage. He truly is not one to
be trifled with, as he feels he does not have much,
if anything, to lose...

Besides his maroon wizard hat, Malik carries the
following items of note:

- **Staff of Fire**
- **2, +1 Bayonets**
- Book of Happy Dreams by Yohan Stroosle
- Bag of cacao globes rolled in cocoa powder
- Bags of multicolored sand he likes to play with
- Book of poems from someone named Gorwonne

LIGHTNING TRAP



A further examination of this room will reveal the following treasures and points of interest:

- 3, 5' x 10' tapestries (of Drow silk) 500gp each
- 12, **+1 Darts**
- 6, **+1 Throwing Knives**
- 4 bows of various make
- 111 Arrows, **88, +1 Arrows, 12, +2 Arrows**
- 7 daggers of various make
- 3 crossbows of various make
- 44 Crossbow Bolts, **33, +1 Bolts**
- Ivory pipe collection of 8 Pipes, 120gp each
- Alarm gong of solid copper, 200gp
- 10' x 10' x 5' aquarium with 8 very rare silver **Clockwork Fish** 1,000gp each (the aquarium has a brass nameplate at the base entitled, **COMPLIMENTS OF: CLOCKWORK MAGI**)

Beneath the four-poster bed is a **TRAPPED chest**:

- 818gp, 515pp, 348sp, and 448cp
- 10 (various) gems worth 100-400gp each

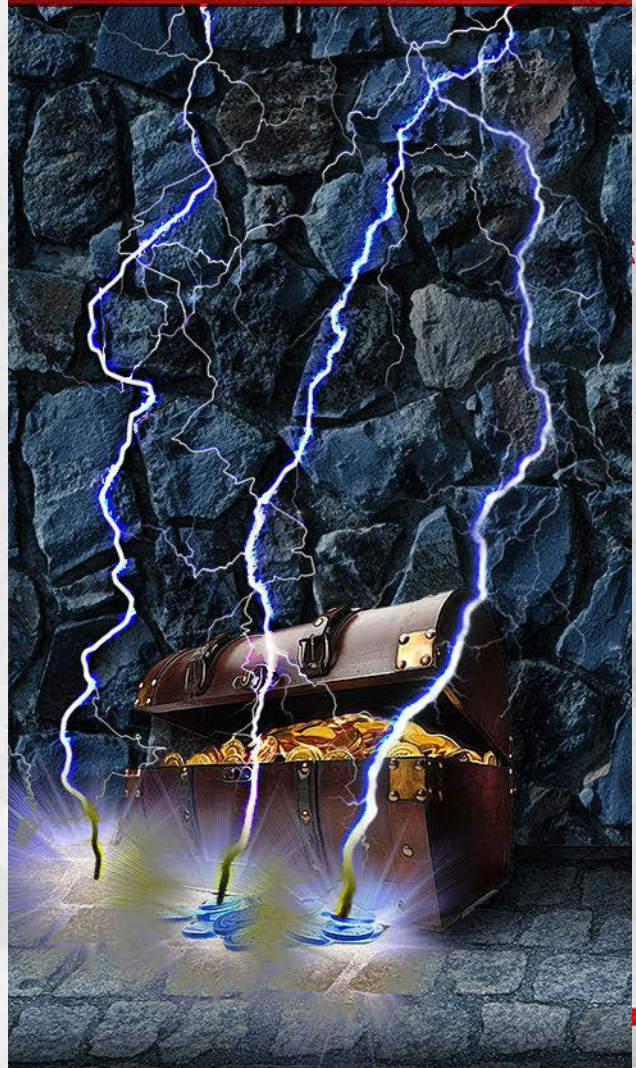
After collecting this treasure hoard, and even after this entire cavern hideout has been cleared of villains, Drea will lead the party east, through a long and winding underground tunnel, up through a hidden cave mouth overlooking **Rendenford Castle**. *The castle that is now owned by Benrikian.*

Lightning Chest-CR 10

TYPE: Magic **TRIGGER:** Proximity
RESET: None

PERCEPTION: DC 28
DISABLE DEVICE: DC 28
AVOID: DC 25 (Reflex)

EFFECTS: Lightning Bolt cause 8d6 electricity damage to anyone opening the treasure chest.



STAIRWAY TO GIRALLON

13. STAIRWELL - The room is very dark here, (darkness spell cast) but from the pitch blackness of this small, cramped room you hear beasts whose angry grunts sound like that of apes or gorillas. The only difference is that *these creatures sound much, much larger.*

GM, if Drim Barbles has escaped area 12 and has made it this far (see Drim's tactics) he will have just released the lever located above in area 14 that frees **3 Girallon** all at once.

GM, if Drim Barbles has been slain in area 12 (or anywhere else) then the 3 Girallons are still restrained and chained securely to the wall.

GM, if/when the darkness spell is dispelled, the creatures come into view.

The darkness is dispelled and the room comes to light. This 20-foot circular room has an iron spiral staircase that leads up and down. You can now see the creatures that were making the bestial sounds. 3, 8-foot tall, very broad-chested apelike creatures covered completely in thick, white fur. You can smell blood from all over, and the walls are covered in blood spray. The creatures blink confusedly, but their anger at being confined in the pitch dark bypasses their temporary blindness.

TACTICS: These creatures will first attempt to claw with their 4 dangerous hands, then rend, then attempt to deliver a devastating bite. They will fight savagely to the death.

GIRALLON CR 6 - AC 18 - HP 77 - XP 2,400

STR 19, DEX 17, CON 18, INT 2, WIS 12, CHA 7

14. OLD BELL TOWER - This chamber has at one time been a bell tower before the Ogre Magi took it over. There are wooden splinters strewn throughout the room and the massive bell is still in place, suspended from a sturdy 2-foot thick iron-bound, wooden beam.

THE AFTERMATH

This ends the second of 3 parts of this adventure. The hook to enlighten the PCs where to go to the third and final part shouldn't be hard to come up with. Drea The Archer, from area 12, will be the mouthpiece that reveals the location of Rendenford Castle.

It is recommended that the PCs take some time to rest and heal and to get as much out of Drea The Archer as possible. GM, you may take 1d4 facts (encounters) from part 3 and have Drea "leak" some select elements that you choose. *But do not share too much.*

This information was arrogantly thrown in Drea's face by her captor Drim Barbles. *Drea will gladly share this knowledge!*

As your battle with the Ogre Magi underground came to a close, you realize that you still have not accomplished your goal in slaying the notorious Grumblethumbs Benrikian. Your many battles have been hard on you, but after some rest and healing, you are ready to press on.

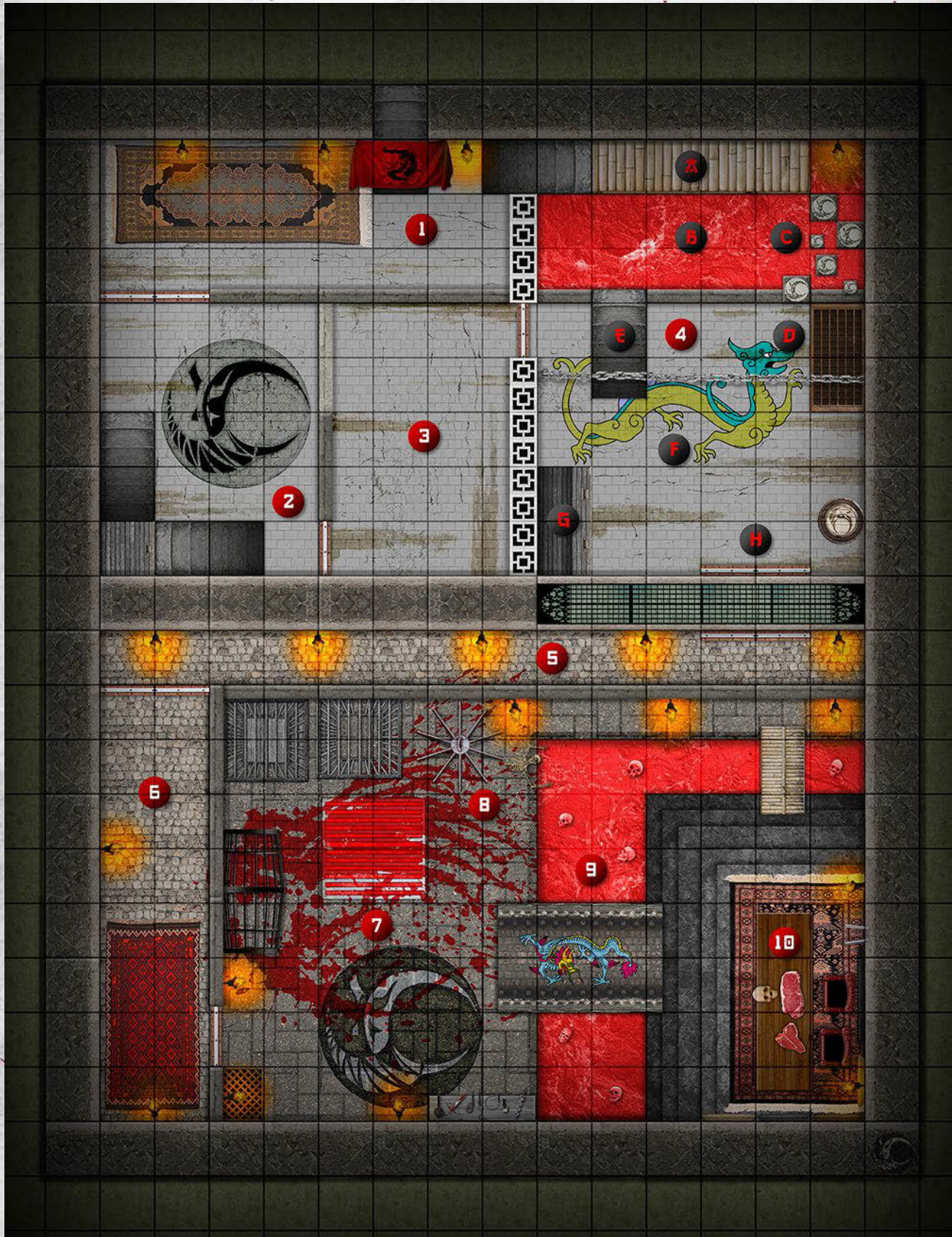
After vanquishing the many denizens of the 3 buildings deep underground, you realize that the only 2 choices that you have in terms of directions to travel are back up to the slaughterhouse above, or to continue heading east even deeper into the cavern system. The decision is easy and your party continues to head east.

After a couple of miles walking underground, you realize that this last stretch has been rising continually the entire way. Your legs ache with the constant steady climb, but your pains seem to vanish instantly as you finally see the moon's light shine down onto what is obviously the exit. You reach the hidden cave mouth and look out into the night and you instantly see it, the solid stone walls of Rendenford Castle.

GIRALLON HANDOUT



THE CASTLE ~ LOWER LEVEL



THE MIRROR MONSTER

1. NORTH ENTRY - The cavern's path ran for 2 miles and wound its way curving to the south. You have reached the endpoint of the cavern and you look out into the night at the castle. From this vantage point, the castle appears to be 2 stories above ground and stands at a height of 50 feet at the highest point, with the 4 square-shaped towers adding an extra 10 feet in height. The overall size of the castle runs approximately 80 feet x 100 feet and is made from the coveted and dense oriki stone.

You are guessing that the cave mouth is almost completely invisible from anyone viewing it from the outside and at some distance. In each of the 4 towers you can see 2 sentries and 1 man-shaped statue. It appears that the sentries are tirelessly manning heavy ballistae while the statues are perched in these towers for some unknown reason. There is an iron door in the north face of the castle that seems to be the only way of entering. *The sentries posted here are as still as the statues.* (The statues are Caryatid Columns and the sentries are Skeletal Champions.)

Bypassing the iron door, GM, read the following:

You bypass the iron door and you gaze into the dark. A stairwell leads 10 feet down. Halfway down, you see a red curtain with a black dragon embroidered upon it. Torchlight can be seen past the curtains from both sides. You brush the red velvet curtain aside and you notice a sparse

SKELETAL CHAMPION CR 2 ~ AC 21 ~ HP 17 ~ XP 600

STR 17, DEX 13, CON —, INT 9, WIS 10, CHA 12

CARYATID COLUMN CR 3 ~ AC 14 ~ HP 40 ~ XP 800

STR 18, DEX 9, CON —, INT —, WIS 11, CHA 1

HUGE IRON DOOR

Hardness 10, Hit Points 120,
Break DC-Stuck 28, Break DC-Locked 28

rectangular room spanning 40 feet x 15 feet with 2 lit torches perched into ornate torch cressets - both of which are 9 feet from the cracked stone floor. To your right, a third torch burns directly above an orange and black Mersian carpet of good quality. A pair of heavy double doors is at the southwest corner of the room, and to your left, a staircase ascends onto a thick bamboo landing. Directly in front of you is a very large and ornate mirror bound in wrought iron about the same size as the large iron door behind you.

The mirror is of excellent craftsmanship and has an iron demon face at each corner of the mammoth mirror. The emblem of the evil Grumblethumbs Benrikian is at the very top of the mirror and appears to be made from onyx and ivory. This half moon centerpiece appears to be of some value. The surface of the mirror is as smooth, clean and shiny as the brightest of magical swords, and suddenly, *that very same surface begins to shimmer and move.*

In the very next instant, a humanoid of liquid silver bursts forth from the surface of the mirror and attacks with violent force!

Lahgoretham is a particularly nasty **Soulsliver**. He has a deal with Benrikian that allows him to, at will, traverse throughout Benrikian's castle hunting down any "loose baggage" that the evil Ogre Mage lets loose for him to hunt as sport. Loose baggage refers to any number of kidnapped humanoids that are set free in this castle of death. Benrikian uses a **crystal ball** to watch this version of entertainment.

TACTICS: The Soulsliver will make these attacks:

1. Slam a random character as successfully as it can.
2. Slam a second character as successfully as it can.
3. *Escape back into the mirror.**

SOULSLIVER CR 2 ~ AC 15 ~ HP 28 ~ XP 600

STR 14, DEX 17, CON 12, INT 11, WIS 12, CHA 13

THE CHAMBER OF SHIELDS

***This is where Lahgoretham takes tremendous pleasure.** His deal with Benrikian allows him to, choose between 2 types of temporary retreat:

1. Retreat back to his own Plane of Shadow. GM's discretion as to if/when and where this creature chooses to attack again.
2. Any one of the many mirrors that are interspersed throughout the castle. (areas 2, 3, 5, & 22)

2. THE MOON ROOM - You enter this 25-foot x 20-foot room, and the first thing that you notice is the wide array of shields mounted on all 4 walls. A gigantic painting of the half moon Ogre Magi emblem has been painted onto the floor in chalky white and black paint. The emblem is about 15 feet in diameter and comes up to touch the edges of the staircase at the west side of the room. There is another solid wooden door located at the southeastern corner of the room with yet another huge mirror next to it. Other than these points of interest, and the 30



or so shields on the walls, the room appears to be completely empty.

There are a total of 28 shields of various sizes and shapes. All appear to have seen serious combat. These are (7 on each of the 4 walls) the shields of the Ogre Magi's many fallen enemies. 4 of these 28 shields carry the distinctive half moon Ogre Magi emblem that Benrikian's minions use to this day.

The mirror in the southeastern corner is another entry/exit point that can be used by the roving Soulsliver. (See area 1 for further information.)

If the party makes an attempt to ascend the stairs at the western wall, please read the following:

You decide to move up deeper into the castle to what seems to lead to the upper floor and towers above. As you reach the landing, just before the stairway veers to the right, you step on a stone that descends several inches. A loud, sharp click is heard, followed by the sound of stone on stone. A broad shadow then pools at your feet.

This is a Stairs Block Trap. A DC 28 Perception check would be needed to notice this trap. If it is noticed, GM please do not read the paragraph directly above.

Activating this trap has a 1 in 4 chance of alerting the guards in area 3, and will bring them into the room almost immediately to investigate.)

There is a secret door (indicated by the lighter shaded stone on the GM's map) located in the northeastern corner of this room.

STRONG WOODEN DOOR

Hardness 5, Hit Points 20,
Break DC-Stuck 23, Break DC-Locked 25

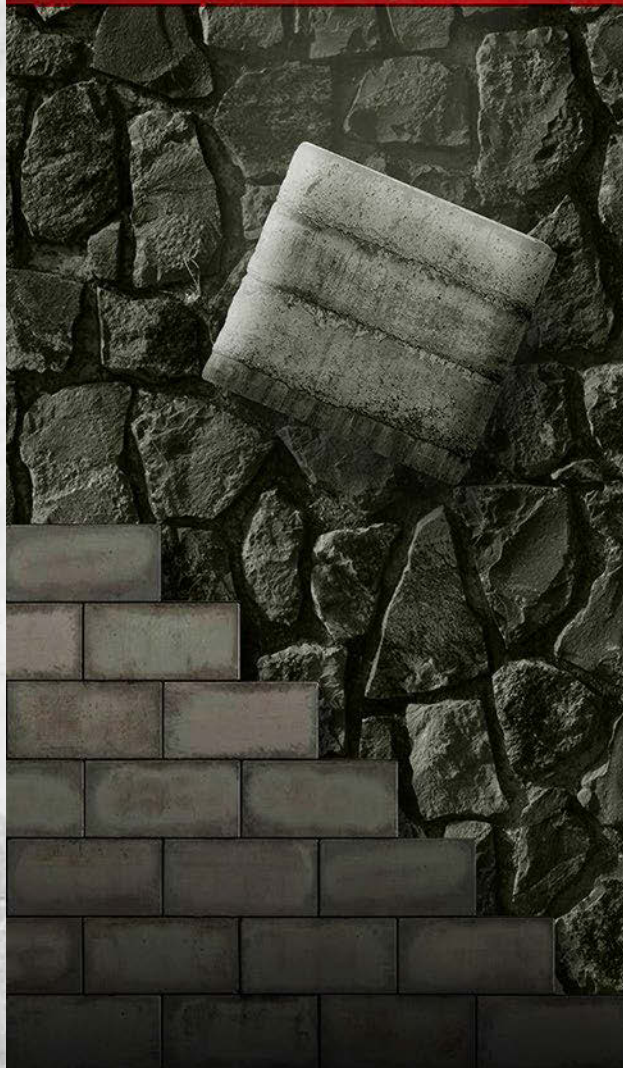
STAIRS BLOCK TRAP

Stairs Block-CR 5

TYPE: Mechanical **TRIGGER:** Location
RESET: Manual

PERCEPTION: DC 20
DISABLE DEVICE: DC 20
AVOID: DC 20 (Reflex)

EFFECTS: Attack +15 melee (6d6);
multiple targets. (all targets within a 10 ft.
square area.



3. GUARD ROOM - If the PCs have attempted to ascend the stairs and therefore activated the Stairs Block Trap, then read the following:

You enter this unremarkable 25-foot x 20-foot room and notice a strong wooden door in the northeast corner. The entire length of the eastern wall is made from white-painted wrought iron that is heavily adorned with a host of weapons. This massive arsenal ranges from swords and lances to crossbows and wickedly spiked maces. The northern wall is a crude mural that spans 20 feet square and depicts a group of heavily-armed men torturing an unarmed Elven family. The sight disturbs you, and even though the art can be perceived as crude, it somehow carries a very harsh reality, and is quite effective in conveying a deep sense of dread.

DC 35 Perc. check to find a secret hatch that leads to area 22. The treasure hoard of Benrikian! If the PCs choose to open the door to the east, and ignore the staircase at area 2, then read the following:

You enter this 25-foot x 20-foot room and instantly notice a half dozen Kuwa Oni standing along the eastern wall, apparently comparing the lengths of their weapons. The Kuwa Oni spin and turn to face you, weapons at the ready, accompanied by their mask-like snarling visages. They do not hesitate to attack!

TACTICS: The Kuwa Oni in this location have been trained to attack in three pairs:

1. GROUP 1 - These 2 fire **arrows** from the east.
2. GROUP 2 - These 2 attack with **Falchions**.
3. GROUP 3 - These 2 attack up the middle with black bladed **halberds** with red shafts.

These Kuwa Oni carry no treasure on their active shifts as guardsmen to Benrikian.

A ROOMFUL OF TRAPS

KUWA ONI CR 4 ~ AC 19 ~ HP 55 ~ XP 1,200

STR 18, DEX 17, CON 16, INT 12, WIS 15, CHA 17

STRONG WOODEN DOOR

Hardness 5, Hit Points 20,
Break DC-Stuck 23, Break DC-Locked 25

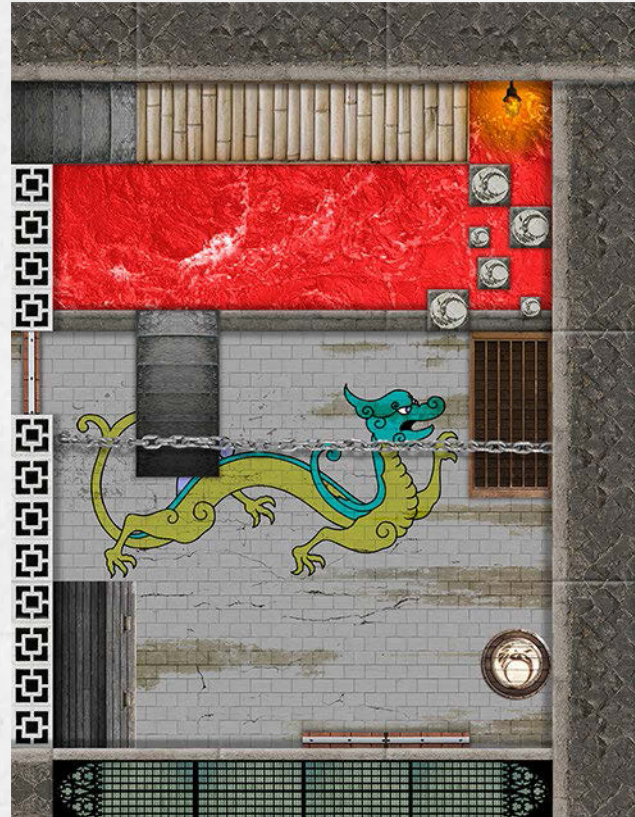
4. TRAPPED ROOM - You enter this large, 40-foot x 30-foot room and you take in a variety of images that stand out as being unique in comparison to other areas of the castle. The room seems to be devoid of life, but many areas seem to serve *some* function.

At the north wall is a thick, bamboo bridge that extends west to east and is 20 feet long and 5 feet wide. This bridge is perched above what appears to be a pool of blood. This pool of blood runs the length of the chamber west to east and there are half a dozen raised, rounded rocks that appear to be stepping stones of some sort. These cylindrical stones are at the north-eastern corner and seem to be the only way to bypass the blood pool. These stepping stones are spread out about 2 feet from each other, yet the heights of the stepping stones all vary, ranging from 1 foot from the blood pool's surface to 3 feet. The bordering wall that encloses the blood pool is 30 feet long running west to east, and is 10 feet high and about 2 feet thick. A staircase runs down from this ledge to the west part of the room and a strange, wooden "bed" of sorts is to the east. A tall, black cabinet with rectangular holes cut neatly into it is in the southwest corner, and a huge wooden shield fit for an Ogre is lying flat directly opposite the cabinet. There is a single door in the southeast corner, and a very interesting 30-foot stained glass mirror that takes up almost the entire south wall. A huge, stylized dragon has been painted on the floor of this room, and the room is eerily quiet.

GM, this is a very crowded and complex room. It

is suggested that if you feel that your players would need a better and more accurate visual, feel free to use the quarter page illustration found below.

Benrikian is currently watching all that occurs in this room by way of his Crystal Ball.



A. BAMBOO BRIDGE - The bamboo bridge itself runs west to east and is 20 feet long x 5 feet wide. A staircase descends through the west wall, and the blood pool *waits* beneath the bridge. There are 6 stepping stones at the east which appears to be the only way to traverse the blood pool after crossing the bamboo bridge. The width of the blood pool is 10 feet wide, which is a difficult jump to the foot wide ledge. A single torch in the northeast corner burns brighter than what is normal and casts strange orange flickers of light upon the bloody ripples. There is a bit of a stirring in the pool. Then, 2 large faces, vaguely human, begin to form from within the blood pool below. The faces rise and shimmer, and 2 *bodies form* in the span of a

WELCOME TO THE TRAPPED ROOM!

second. The 2 bloody forms rise higher and higher until they form into 2 human-shaped beasts *made entirely of blood*.

BLOOD GOLEM CR 6 ~ AC 20 ~ HP 66 ~ XP 2,400

STR 14, DEX 19, CON —, INT —, WIS 14, CHA 1

Slime Pit-CR 5

TYPE: Mechanical **TRIGGER:** Location
RESET: Manual

PERCEPTION: DC 20

DISABLE DEVICE: DC 20

AVOID: DC 20 (Reflex)

EFFECTS: A 5' x 10' raised "bed" full of Green Slime eagerly awaits any unlucky PCs that fall into its 5' deep home.



B. BLOOD GOLEMS - These 2 hideous blood creatures splash blood upon the lower half of your bodies and your experience with many battles from the past indicates this blood smells very fresh. The arms of the blood-man creatures extend like liquid tentacles and attempt to violently smash you. The thrashing of the thick blood makes a sound you have never heard before, and the sickening *wail* that the creatures emit sounds much like 2 drowning, gurgling demons *in unspeakable agony*.

These 2 creatures are animated masses of living blood known as Blood Golems. The Golems have no treasure, but will fight to the death with the simplest of tactics.

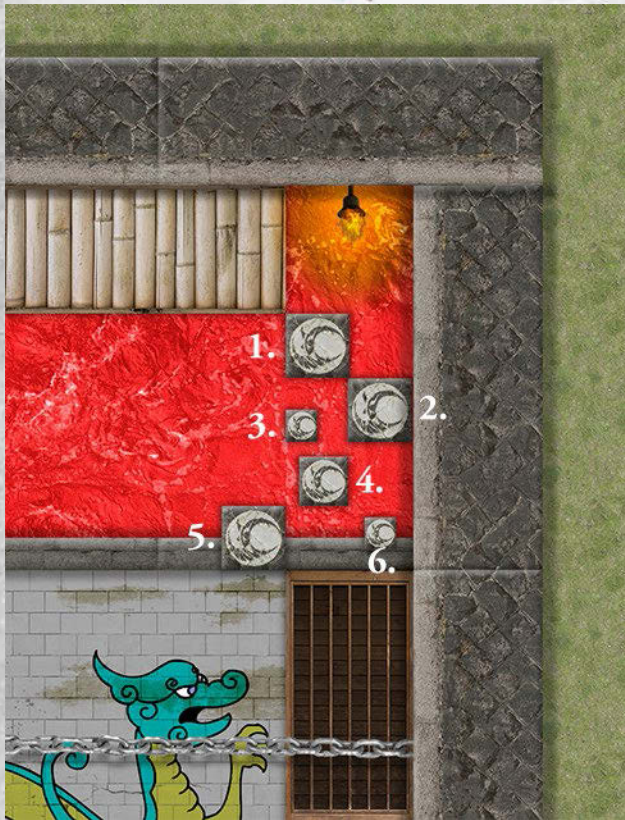
TACTICS: All for one and one for all! The Blood Golems each choose the closest PC and attack. If any of the Blood Golems gets injured, they will perform their **BLOOD DRAIN** special ability in order to heal and keep fighting.

C. 6 STEPPING STONES - These half dozen cylindrical stepping stones are all roughly 2 feet apart, yet have different diameters and appear to be the only way to safely get from the bamboo bridge to the other side of the blood pool. The stones look solid enough and are made of white and grey marble.

4 of these stepping stones are safe to tread upon while *2 of them are spring-activated traps that act as a hidden catapult of sorts*.

The diagram to the right shows the 6 stepping stones. GM, you may use the page 39 diagram as a handout to ask the players which stones they step on. The 2 trapped stepping stones are #s 2 and 6, and will have a chance to fling the PC(s) into the slime bed pit trap. (trap statistics on previous page)

THE DREADED SLIME BED TRAP



D. SLIME BED PIT - This 5-foot x 10-foot wooden structure is flush against the wall that holds the blood in the blood pool. Its true depth and contents can only be guessed at. The top of this structure has 6 thin, vertical planks running the length of the contraption. These planks appear to be wooden louvers, and it is quite obvious that these wooden louvers are designed to open for some reason.

This is the dreaded **Slime Pit Trap** that Ogre Magi love to use so much to melt the flesh off of their more irksome victims. A description of falling through and into this trap might go like this:

The stepping stone makes a very loud snapping noise, and your friend is instantly thrown into the air directly towards the wooden

structure below. To your utter shock and horror your comrade rises nearly 10 feet into the air before crashing into the wooden latticework of the structure. A large burst of slime splashes from the wooden box. Globules of thick green ooze spew forth into the air and out to all sides as you hear your ally scream in utter agony!

This stone-lined **Green Ooze** bed deals 2d6 points of Constitution damage per round. *This foul trap is designed to dissolve the flesh off of its prey.*

Round 1, this slime can be scraped off manually, but after that, the Green Ooze must be eliminated in one (or more) of the following ways:

- Freezing
- Burning
- Chopping Away

(This also deals damage to the victim as well.)

Ways to completely destroy a green slime/ooze are:

- Remove Disease Spells
- Fire Damage Attacks
- Cold Damage Attacks

This ooze deals 2d6 points of damage per round to metal or wood, yet this slime does not harm stone.

E. STAIRS PENDULUM - This staircase runs about 8 feet long and ascends 10 feet in height, and the top step is level with the top of the blood pool's ledge. The staircase runs parallel with the wood contraption pushed against the east wall, and it is 5 feet away from the wooden door to the west. The stairs have runes carved into them and are *huge* at almost 2 feet wide apiece.

Any PC in front may have to step on every stair due to their size. Any PC specifically stating that they skip stair #2 will not activate the trap. *Step #2 is the activation point and triggers a Scythe Trap.*

GREEN PUDDING CR 7 ~ AC 3 ~ HP 92 ~ XP 3,200

STR 16, DEX 1, CON 22, INT —, WIS 1, CHA 1

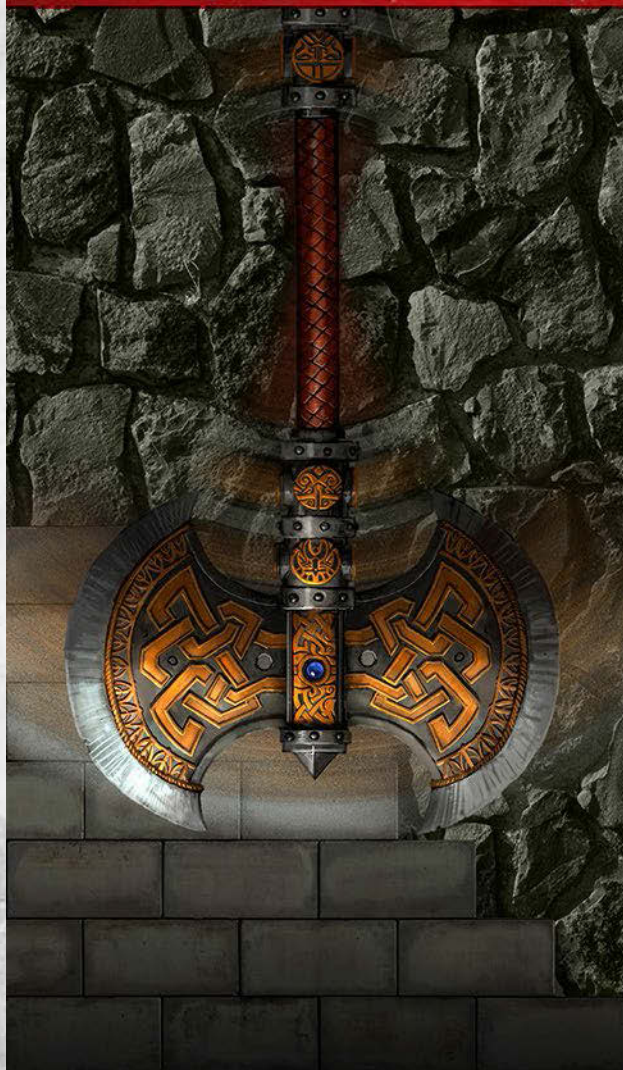
ENTER THE GREEN DRAGON

Stairs Scythe-CR 3

TYPE: Mechanical TRIGGER: Location
RESET: Manual

PERCEPTION: DC 20
DISABLE DEVICE: DC 20
AVOID: DC 20 (Reflex)

EFFECTS: Attack +10 melee (2d8+1/x3);
multiple targets. (all targets within a 10 ft.
straight line of the path of the axe.



A quick description if the trap is activated.

Your foot steps onto the broad second step and this step is different from the first. It sinks and sinks *deeply*. A click is heard, followed by a sound similar to that of a weapon being swung. In the corner of your eye, you glimpse a massive axe sweeping down from the roof, right at you!

F. THE PAINTED DRAGON - Directly in the center of the room is a massive painting on the harsh grey flagstone tiles that make up the floor to this large 40-foot x 30-foot room. The dragon takes up a 25-foot x 12-foot area, and is a very vivid teal and lime green in color.

Any PC that specifically states that they do not step on the painted dragon does not activate this magic dragon trap. *Any PCs that neglect to comment as to where they step, automatically activates the Magical Dragon Trap.*

The Dragon “trap” is the result of a *Polymorph* spell from Benrikian’s *Staff of Transmutation*.

You cross the large room, and as you do, you step onto the long and large dragon painted on the flagstones. As if in a nightmare, the painted dragon transforms in front of your eyes into a very real, and very angry Green Dragon.

The beast is *ferociously angry*, and its muscles bunch as its body lowers, seemingly to pounce on your entire party. Its broad leathern wings unfurl, sending a sudden burst of air like that of a strong wind gust. Its neck coils and draws back, its mouth open and dripping with ooze.

GREEN DRAGON CR 8 - AC 20 - HP 88 - XP 4,800

STR 21, DEX 12, CON 17, INT 12, WIS 13, CHA 12

THE GREEN DRAGON'S TREASURE

TACTICS: The Green Dragon is a YOUNG one. This dragon may attack in the following order:

1. 2 Wing attacks +8(1d6+2)
2. Tail slap +8(1d8+7)
3. 2 Claw attacks +13(1d8+5)
4. Bite +13(2d6+7)

GM, if the PCs defeat the Green Dragon, please read the following:

Your battle with the Green Dragon wasn't easy, but here it lies, dead at your feet. After the battle, you take a moment to rest, compose your thoughts and to gain your bearings. The remaining items of note are the stairs leading up to the ledge overlooking the blood pool, a door to the west, the 10-foot x 5-foot black cabinet in the southwest corner, the large shield in the opposite corner, and double doors that lead somewhere unknown, heading south.

In the southwest corner is the 10-foot x 5-foot "cabinet" of sorts that holds the Green Dragon's treasure hoard. The Green Dragon is named **Hegru**, and is the beloved pet of Benrikian.

DC 15 Perception check is needed to (find the cache and) notice that the rather shoddy methods used to conceal the areas hiding the secret stairs cache are made by smeared grey clay.

1. **Morningstar +1.**
2. 804pp, 4,042gp, 1,308sp, 224cp.
3. 3 small emeralds worth 150gp each.
4. 8 sculptures worth 100-600gp apiece.
5. 2, 7-foot tall marble vases, 180gp each.

If the PCs make short work of the traps and dragons, Benrikian will still lie in wait for the PCs to come to **area 10**, (the torture chamber) where the maniacal Benrikian partakes in watching the PCs via **crystal ball** while enjoying his meal.

Shuriken Storm-CR 6

TYPE: Mechanical **TRIGGER:** Location
RESET: Manual

PERCEPTION: DC 18

DISABLE DEVICE: DC 18

AVOID: DC 18 (Reflex)

EFFECTS: Atk +15 ranged, 1d6 damage each large shuriken. 20 shurikens fire at once. Targets all within 10' area.



SHURIKEN STORM TRAP

G. SHURIKEN STORM TRAP - An ornate, black cabinet occupies the southwest corner of this chamber. The cabinet appears to be able to be opened in the same way as a regular cabinet, but it is also suitable for the likes of Ogre Magi, being an immense 10 feet wide and 7 feet high. The black cabinet has ornate red and white dragon artwork on its front and both sides. The front is also decorated with nearly 2 dozen silver, steel-lined slits cut into the doors. 15 feet away, you see the strong double doors at the south portion of this room. A massive shield with the Ogre Magi emblem rests directly across from the black cabinet 25 feet away.

Any PC that specifically states that they head for the double doors will automatically activate the Shuriken Storm Trap, which is the black cabinet itself. The large shield is the way to easily deactivate this trap. **Anyone lifting the shield deactivates this trap automatically.**

H. THE STAINED GLASS SOUTH WALL - Aside from the broad double doors, the entire 30-foot wide surface of the south wall is one massive stained-glass timeline depicting a feudal lord, seemingly a human being, laying waste to any and all opponents he has faced throughout his life as a warrior. Deep reds and rich blacks intermingle with shimmering white pieces of finely cut glass to depict this tale. A large brass nameplate in the center of this work of art has an inscription written in what appears to be Giant, with the distinctive Ogre Magi typeface styling. In the center of the artwork, a charismatic man wielding a Katana is surrounded by adoring soldiers, with hordes of enemies at his feet.

Any PC that can read Giant will be able to read the entire inscription, which reads, **"THE GREATEST WARLORD TO EVER WALK: VAGRESH!"**

5. HALL OF MAGIC MOUTHS - The massive double doors open forward into a well-lit hallway that runs west. To your left, you notice a solid stone wall, a lit torch in a cresset 9 feet from the ground, and what appears to be a *gigantic human mouth just beneath the torch*. The mouth is close to 2 feet wide, with thick, bulging lips. The lips are mostly without color, yet appear to have once belonged to a giant. Then suddenly, the mouth begins to smile, and then it speaks,

"Ahhh... You should *not* have entered here. My Master Benrikian is descended from The Great Masters, and he will take *great glee* and delight in dismembering *all* of you, *for weeks...*"

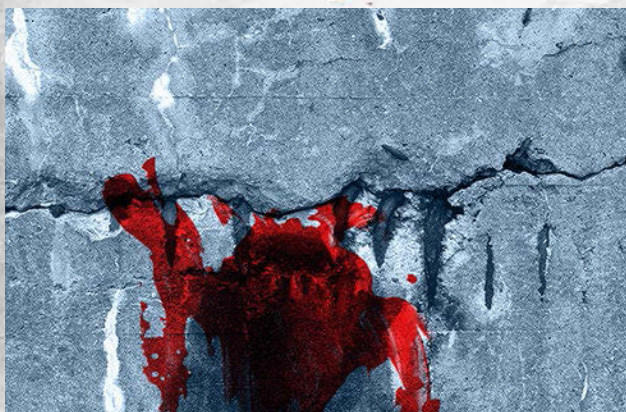
Upon completing this ominous message, the mouth smiles once more, then returns to its original state, almost as if it never happened.

You peer to your right and notice the hallway extends another 60 feet, ending in a stone wall with double doors at the very end of this hallway. Another 4 torches spaced 15 feet apart are along the north side of this narrow hallway. It appears that directly across from each of the remaining 4 torches is another Magic Mouth lying in wait to impart more terroristic threats.

MOUTH 2 - You come up to the second torch in the hallway, and sure enough, another Magic Mouth activates as you draw near. It has a different voice from the first mouth, which is even deeper, more disturbing and fills you with dread, "Mmmmm... Deliciousssss *mmmeat!*"

MOUTH 3 - The third torch seems to be weaker in strength than the other torches, and as you approach the mouth awaiting you, the voice that greets you seems to match the strength of the weary torch that burns so weakly. In a hoarse, struggling whisper, the mouth speaks, "Dear sirs... I beg of you to go back. The tortures that await will leave you... just like me..."

OF MOUTHS AND MIRRORS



MOUTH 4 - The mouth at the fourth torch, even eyeless, seems to be staring at each of you with invisible, omniscient glances. What also sets this magic mouth apart from the prior mouths is a heart-sized mess of blood just under this mouth's "lips." It speaks in a deep, ominous voice that somehow leaves the impression that this once *was* a great warrior, "My name's Max... My party didn't make it. Now I'm forced to eat their flesh and suck their marrow and blood from their tortured bodies, every, single, *night*."

MOUTH 5 - The final torch in the hallway lies directly across from strong, brass double doors leading to what is beyond. This mouth too has blood seeping from its maw, but this blood stain is much wider, running the entire width of the massive dead lips. The deep, yet eloquent voice speaks, "Oh, you're *NOT* going in there. You do *NOT* want to go in there, I assure you. If you think regular Ogres are good torturers, I assure you they are *nothing compared to this*..."



DOUBLE DISTRESSED DOOR

Hardness 10, Hit Points 90,

Break DC-Stuck 33, Break DC-Locked 35

6. HALL OF MIRRORS - You nervously make your way into this area expecting a new chamber of horror. Instead, you find yet another hallway. This corridor is a 10-foot wide x 40-foot long area much like the narrow hall of magic mouths, yet with only 2 torches to light your way. At the end of the hall is a door set into the east wall, and a beautiful, rich red Mersian carpet lies before the door. The carpet is about 9 feet wide and almost double that size in length. There are 2 mirrors on both sides of the hallway at intervals of every 5 feet, with a total of 6 velvety-smooth mirrors in all. The mirrors are very large and are encased in frames of black wrought iron. You ponder your next step, then turn to each other prepared to formulate a plan, but the plans simply do not come, as in the very next instant, the mirrors start to quiver and quake, *almost as if something is just dying to get out*. A bright, sharp flash then appears in all 6 of the mirrors, and you see very quick glimpses of 6 mirror-clad men diving through the other mirrors in a random, crisscross fashion. Then, the 6 mirror men burst forth from their silvery homes and stand before you, boldly intent on blocking your path. There is a split-second pause, and then the beings strike as quickly as they have manifested.

GM, these are 6 of **Lahgoretham's** (the Soulsliver from area 1) closest friends and "family" that came to join in on the violent fun.

TACTICS: A GM could get extremely nasty and creative, given all of the mirrors here.

1. Crisscross attacks, evasive movement.
2. "Phase out" of the battle, return behind PCs.
3. ALL "phase out" then attack 2 on 1.

SOULSLIVER CR 2 ~ AC 15 ~ HP 28 ~ XP 600

STR 14, DEX 17, CON 12, INT 11, WIS 12, CHA 13

THE TORTURE CHAMBER

7. THE TORTURE CHAMBER - Entering into this chamber instantly brings about traumatic memories based on your past adventures. *This is undoubtedly a chamber of pain and death.* This large, 40-foot x 60-foot torture chamber consists of 2 parts. The first, the area where you are peering into, is a torture island of sorts, while across the room is an elaborate yet macabre dining area with a moat of blood completely surrounding it. A decorative dragon bridge spans these 2 islands, and even from here, you swear that you can see skulls floating in the blood pool. Robed humanoid creatures, entirely oblivious to you, mindlessly continue to stir the red pool of gore with elongated wooden poles.

The floor is completely *drenched in blood*, and even while flowing down an enormous drain leading to depths unknown, it still flows *deep* - at least an inch thick.

Across the room, past the moat of blood, a red and black-clad empirical figure stands, raises his arms out, and smiles at you, as if expecting you.

Immediately to your right, down at your feet in a filthy, smelly pit, a man screams. While at your left, a hideous creature, half-Ogre Mage and half giant rhino happily tortures a Dwarf in a cage before your very eyes. The rhino-man leers at you and smiles. This horrid beast stands before a vast collection of torture implements that adorn the walls and desks here. The hybrid Ogre-Rhino creature laughs out loud as he sees your reaction. The sickest part of his laugh is that somehow, you know *it is a genuine laugh*, and not one merely used for intimidation. He - *IT* - enjoys it, the severe infliction of pain! He backs up, almost reluctantly, and procures a Greataxe from the wall. A commanding voice rings out, assaulting your eardrums from 60 feet away.

"Hedegru, our invaders have arrived! COME. Show these usurpers what happens to any who

dare disturb our holy endeavors!"

The empirical human figure then raises his hands even higher and watches the battle ensue.

All at once, as if commanded by some great general, several creatures burst to life and attack! 2 large cages in the northwestern corner animate and instantly adopt undeniable combat motions as they clang forward. The Ogre Mage-rhino creature charges while a pair of living and growing pillars of blood instantly take form from the blood pool. Even the mysterious hooded figures that were stirring the blood pool spin to face you and attack!

The thick, undeniable smell of blood only adds to the sense of sheer hopelessness that you cannot help but feel in facing so many foes at once. The hybrid creature is wearing a severed giant ram's head as a helmet, yet his curled mustache is still easily seen jutting from both sides. This creature attacks first as the other creatures move in en masse, and in completely unpredictable and random ways.

TACTICS: The **Ogrimare, HEDEGRU** is Lord Benrikian's personal torturer, and he will fight to the death no matter the cost:

1. Attack #1 - composite longbow.
2. Attack #2 - composite longbow.
3. 2 front hooves attack.
4. Greataxe attack #1

BLOOD GOLEM CR 6 ~ AC 20 ~ HP 66 ~ XP 2,400

STR 14, DEX 19, CON —, INT —, WIS 14, CHA 1

TACTICS: The 2 Blood Golems rise from the blood pool and attack in these ways:

MELEE - 2 Slams +10 (2d6+2 plus bleed and grab)

SPEC ATK - Bleed 1d6, Blood Drain 1d2 Con, Constrict (2d6+2 plus bleed)

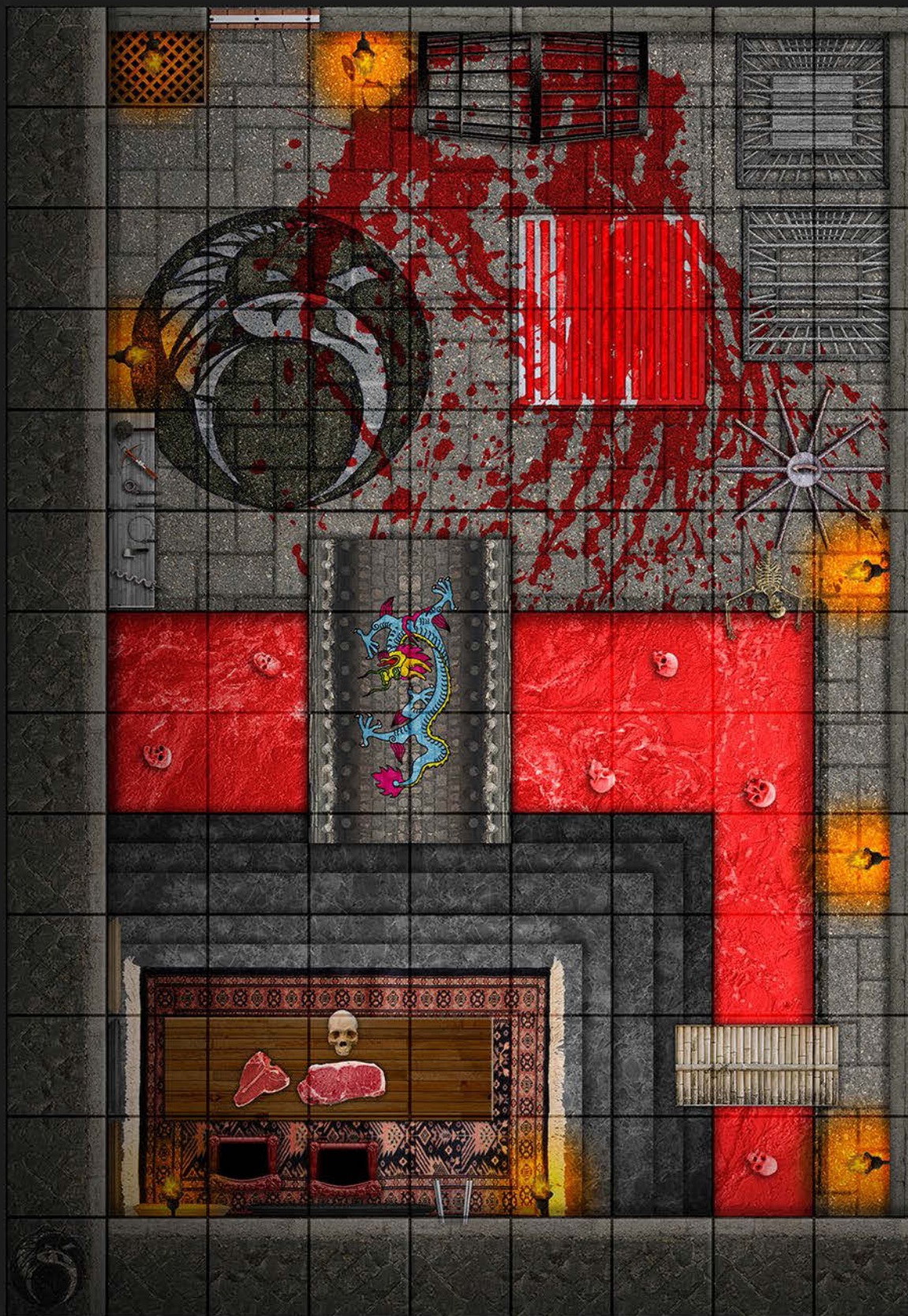
ANIMATED OBJECT CR 3 ~ AC 14 ~ HP 46 ~ XP 800

STR 14, DEX 10, CON —, INT —, WIS 1, CHA 1

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Each square = 5 feet

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RASPIRO, GNOME ILLUSIONIST



SKELETAL CHAMPION CR 2 ~ AC 21 ~ HP 17 ~ XP 600

STR 17, DEX 13, CON —, INT 9, WIS 10, CHA 12

If the PCs manage to defeat all of the deadly enemies in the torture chamber, they will notice that the poor soul trapped in the floor pit, while still alive, is in poor condition. The Dwarf is dead.

A pitiful howl emits from the depths of a pit in the southwest corner of the chamber. Upon further examination, you notice a shriveled old Gnome covered in arcane tattoos like so many wizards and sorcerers wear. The Gnome is wildly thrashing about helplessly in this 10-foot deep water pit. His eyes are bulging in a combination of hope and sheer panic. The Gnome extends his hands upwards for help out of the pit as tears stream down his face. The Gnome makes an effort to call out, and that's when you notice the source of his deepest pain. *The torturer here has cut the Gnome's tongue out.* Just to your left, a subtle motion blur attracts your attention. It's

the Gnome's tongue. The slimy tongue-thing is somehow flopping about on a bloody silver platter with ropes attached to it. These ropes are the exact same kind used when one is sent to fetch well water with a pail. A sickening thought then rushes through your mind, and you are in near disbelief. These bastards have cut out this wizard's tongue and have cast some sort of spell upon the now useless appendage. The intent and effect are crystal clear. This Ogre Mage torturer has made an earnest attempt to drive this poor old wizard mad by tormenting him with his own severed tongue.

The badly wounded Gnome is named **RASPIRO**. This wizard can be a very potent ally in facing the enemies in the final few battles to come. If the GM feels there is more of an effect for Raspiro's tongue to be past the point of healing, then do so. If, however, the PCs are on their last legs and it looks impossible for them to survive, and you would like to give them a better chance, this wizard (as well as Malik) does have several potent spells at his disposal. If he were to be healed (he currently has 33 hp) he will become a great addition to the party and with one hell of a vendetta to satisfy. If healed as the GM sees fit, Raspiro has something to say,

"That evil BASTARD. The things he did to me, I cannot even say. Please. Lead the way to him. I will burn him to a crisp along with any other BASTARDS we may face!"

Benrikian is in human form now, as he enjoys showing an empirical figure to his enemies. The torturer will stay behind to dispose of the PCs while he assumes gaseous form and ascends up to and through the cracks in the ceiling to area 15 at the top level of Rendenford Castle. His hopes are for Hegredu to destroy the PCs, and he is willing to flee to preserve his life for now. He will then make his final stand with Tazudoro at area 21.

TORTURER HEDEGRU'S STATS

HEDEGRU - OGRIMARE - CR 12

XP 19,200

LE, Large Outsider (Oni)

Init +7, **Senses** Darkvision 60', Low-light **Perception** +13

DEFENSE

AC 21, Touch 12, Flat-footed 18 (+4 Armor, +3 Dex, +5 Natural, -1 Size)

HP 133 (12d10+48); Regeneration 5 (fire or acid)

Fort +12, **Ref** +5, **Will** +10

SR 19

Spell-Like Abilities (CL 9th)

Constant — Fly, At Will — Darkness, Invisibility

1/Day — Charm Monster (DC 17), Cone of Cold (DC 18)

Gaseous Form, Deep Slumber (DC 16)

OFFENSE

Speed 40 Ft., Fly 60 Ft.

Melee Weapon (listed below) 2 Hooves +21 (1d12+6),

Tail Slap +21 (2d6+4)

Ranged Composite Longbow +10 (2d6+7)

Special Attacks Trample (2d6+13, DC 23)

STATISTICS

STR 30, **DEX** 15, **CON** 23, **INT** 14, **WIS** 14, **CHA** 12

Base Att +8, **CMB** +16 **CMD** 40 (44 vs. trip)

Feats Combat Expertise, Combat Reflexes,

Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14,

Knowledge (arcana) +13, Perception +13,

Sense Motive +13, Spell Craft +13, Use Magic Device +14

Languages Common, Giant

SQ Change Shape, Flight

COMBAT GEAR

- Great Flail
- Throwing Axes (4)
- Battleaxe, Greataxe
- Greatsword, Falchion, Two-handed Sword

OTHER GEAR

- Various Incendiaries
- Various Torture Implements

RASPIRO - Gnome - CR 6 - XP 2400

Neutral Good Small Humanoid Illusionist

Wizard level 7

Init 0; **Senses** Low-light Vision; **Perception** +5

DEFENSE

AC 11, Touch 11, flat footed 11 (No Armour, Shield, none)

(+1 size)

hp 55 (0d8+7d6+21+7);

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

Resistance (Su) +2 racial saving throw bonus against illusion spells or effects.

OFFENSE

Speed 20

Melee

Single Attack Dagger +2 (1d4-2 X4)

or Crossbow, light +4 (1d6 /19-20 X2) Flaming Ranged

Full Attack

Dagger +2 (1d4-2 X4)

Club-4 (-1)

or Crossbow, light +4 (1d6 /19-20 X2) range 80 Flaming Ranged

Space 5ft.; **Reach** 5

Special Attacks

Hatred +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Other +1 difficulty DC with illusionary spells

Blinding Ray (Sp) Stand action 30ft ranged touch blind 1 rnd, if HD > wizard level unaffected 3/day + INT mod

Spell-like Abilities

Spell-like Abilities 1/day speak with animals (burrowing only)

Spell-like Abilities (CHR) 0th DC(12) 1/day dancing lights, ghost sound, prestigation

Wizard Spells

CL 7 **Concentration** 10

Level 0

Detect Poison, Disrupt Undead, Ghost Sound, Read Magic

RASPIRO'S STATS

Level 1

Auditory Hallucination, Charm Person, Disguise Self, Icicle Dagger, Web Bolt

Level 2

Fiery Shuriken, Invisibility, Mad Hallucination, Summon Monster II, Web

Level 3

Audiovisual Hallucination, Dispel Magic, Vision of Hell

Level 4

Fire Trap, Phantasmal Killer

STATISTICS

Str 8, Dex 14, Con 14, Int 16, Wis 11, Cha 15
Base Attack 3 CMB 0 ; CMD 10

Feats

Brew Potion,
Combat Casting: +4 Concentration checks for Defensive casting,
Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.
Scribe Scroll,
Simple Weapon Proficiency,
Spell Focus: +1 to DC for save against 1 school of magic,
Spell Penetration: +2 caster level checks to defeat spell resistance

Skills Appraise 10, Craft 5, Fly 0, Know Arcana 3, Know Arch & Eng 3, Know Dungeon 3, Know Geography 3, Know History 13, Know Local 13, Know Nature 3, Know Nobility 13, Know Religion 3, Know the Planes 3, Perception 5, Spellcraft 13, Stealth 6

Languages Common, Gnome

SPECIAL ABILITIES

Defensive Training +4 dodge to AC against giant
Arcane Bond (Ex or Sp) Wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a famil. or a bonded object.
Extended Illusions (Su) Illusion spells last extra 1/2 level rounds, at 20th permanent
Scribe Scroll

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

RASPIRO is cranky, crotchety and cantankerous. He constantly mumbles and grumbles under his breath and walks away from any orders or plans that do not make sense to him. He does this even if he does not have a better solution!

Raspiro carries the following items.

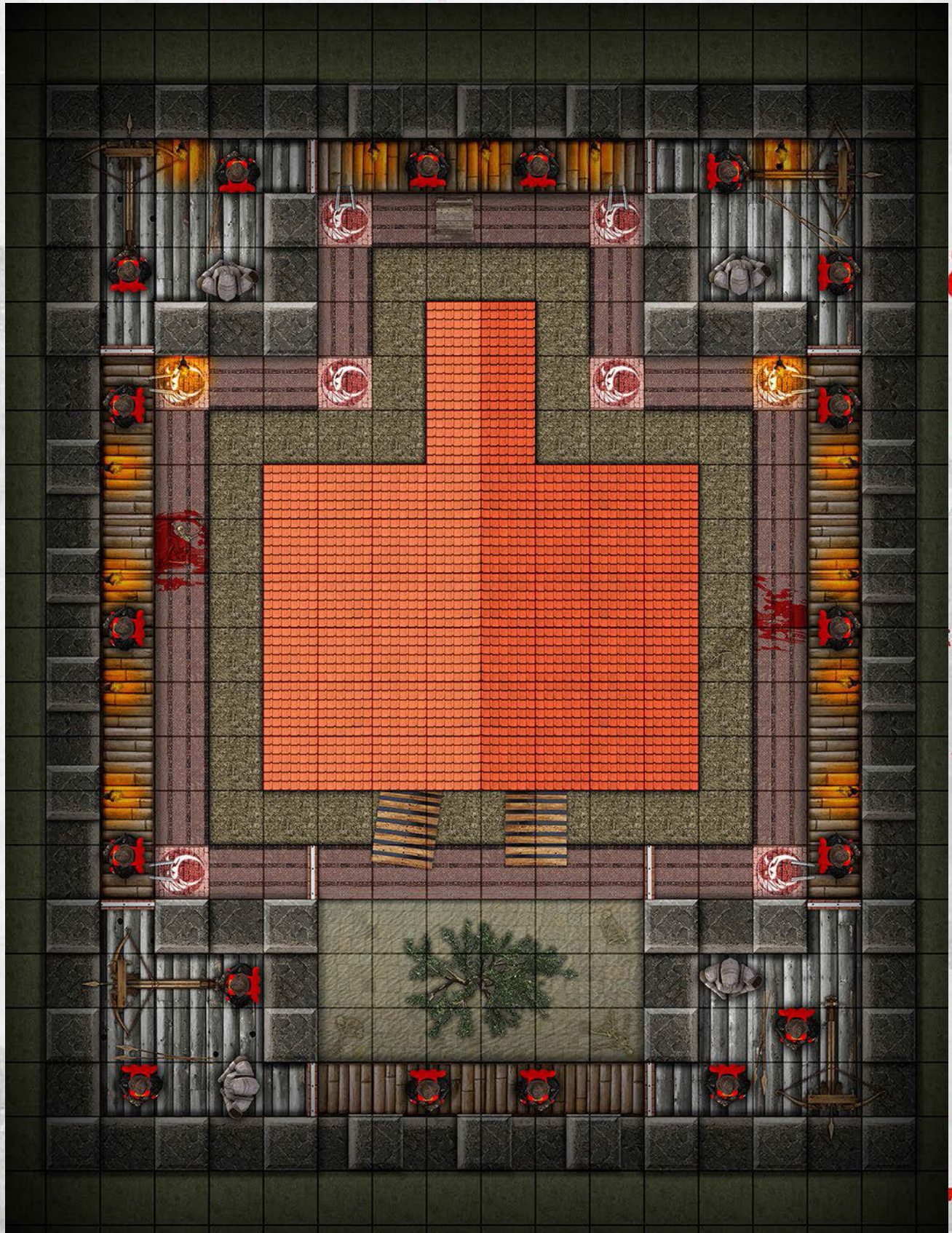
- **+1 Dagger**
- **+1 Light Crossbow** with 24 crossbow bolts
Flaming Ranged : +1d6 fire damage (+1 bonus)



THE CASTLE ~ UPPER LEVEL



OPTIONAL PLAYER'S MAP



THE UPPER LEVEL

The only practical ways the PCs can gain access to the upper level are from the stairs in area 2, scaling the outer walls where Skeletal Champions guard, or a trapdoor cut into the ceiling (20 feet from the ground) at area 1. This trap door at area 1 requires a DC 30 Perception check to notice. It was originally used as a murder hole, and has since been used sparingly. If the PCs take the stairs from area 2, they will ascend to the upper level at area 18, directly beneath the bamboo bridge at the west side of the castle. This area is *beneath* the bridge, so it is unguarded. The Optional Player's Map on page 55 shows where every Skeletal Champion is guarding, as well as the 4 Caryatid Columns. If the PCs have attacked any of the Skeletal Champions from outside the castle, please adjust the number of available Skeletal Champions remaining.

ZENUBIUZ is the Dark Naga that dwells in the murky swamp-like lair at area 16. She has been informed of the PCs infiltrating the castle, and she is ready for them and lying in wait curled around the Bramblebriar Tree in area 16. She has also let her **2 pet Giant Moray Eels** loose to swim the moat encircling the Pagoda. Mischka and Grischka swim counter-clockwise at a steady and even pace, eagerly waiting for their next meal.

Benrikian and his personal bodyguard and Ogre Mage champion lie in wait at area 21. They are calmly hoping that any remaining minions and subordinates of theirs will soon report that all of the intruders are dead. Benrikian's favored method would be for the PC's heads to be brought up to his dining quarters at area 21 for a meal fit for 2 kings.

GIANT MORAY EEL CR 5 - AC 19 - HP 52 - XP 1,600

STR 22, DEX 14, CON 16, INT 1, WIS 12, CHA 8

SKELETAL CHAMPION CR 2 - AC 21 - HP 17 - XP 600

STR 17, DEX 13, CON —, INT 9, WIS 10, CHA 12

CARYATID COLUMN CR 3 - AC 14 - HP 40 - XP 800

STR 18, DEX 9, CON —, INT —, WIS 11, CHA 1



A general description of the upper level is provided here, no matter where or how the PCs reach this upper level. The Skeletal Champions and Caryatid Columns do not spring to life until the party is within 30 feet. They all fight until destroyed.

A seemingly out of place tropical rain falls down hard on your party. The winds are warm and heavy and the rain comes down diagonally and in thick, gusting sheets. Your vision is quite limited, and you are completely soaked. You realize that any combat situations that take place will prove to be more difficult than usual. From this vantage point, you can see much of the upper level of Rendenford Castle. The area is 80 feet by 100 feet wide, including the outer walls. Despite the unusually dense rain, you can see several unmoving sentries atop these outer walls and manning each of the towers. They have all turned their attention inwards, no longer on the lookout for anyone *outside* of the castle. Their undivided attention is on you. The warriors were for good or evil, but definitely from the past. They stand with longswords held in both hands, as if in some sort of military ceremony.

SKELETAL CHAMPION



NORTH PORTION OF CASTLE

11. NORTHWEST TOWER - This 25-foot square tower is the same as all 4 of the other corner towers. Each is equipped with a heavy ballista and several ballista bolts are set aside and resting on the soaked wooden planks.

There are 2 Skeletal Champions and 1 Caryatid Column in each of the 4 towers, if the PCs have not dispatched them already.

As you approach, the skeletal warriors watch your every move. The wind and rain buffet their tattered and battered ancient armor as they wait for you to get closer. You take another step and 30 feet away, the 3 sentries spring to life and move forward aggressively to attack.

All of the Skeletal Champions were former good and lawful soldiers that guarded Rendenford Castle before the Ogre Magi took over. They have since been animated by dark magic and obey the commands of Benrikian. Each of these warriors carries 2d12gp in their moldy belt pouches.

12. NORTH CATWALK - This 30-foot long bamboo catwalk connects the northwest and northeast towers. 2 skeletal warriors follow your every move, swords clenched in their bony hands. Their wispy hair flows wildly in the wind.

2 Skeletal Champions carrying 2d12gp are here, and there is a 4-foot square trap door to area 1.

13. NORTHEAST TOWER - This 25-foot square tower is the same as all 4 of the other corner towers. Each is equipped with a heavy ballista and several ballista bolts set aside and resting on the drenched wooden planks.

14. EAST CATWALK - This catwalk that hugs the east wall runs 50 feet in length from north to south. There are 3 skeletal figures leering at you, all with long swords clenched in their brittle, bony hands. A terra cotta walkway is 15 feet beneath the catwalk and the telltale crescent moon insignia of this particular Ogre Magi tribe can clearly be seen at either end. A massive amount of blood splatter covering over 5 feet in diameter stains the very center area of this walkway. The blood trails into the filthy moat water that encircles the pagoda. A skeleton, completely without any arms, armor or equipment can be seen just beneath the murky depths. The moat is merely 5 feet wide, but from this side of the pagoda, you can see only stark grey walls without any discernible way of getting inside. *The blood still flows in the rain.*

There are 3 Skeletal Champions situated on this eastern catwalk. Each carries 2d12 gold pieces from when they were a part of the land of the living. A DC Perception check of 25 is required for a PC to notice the **2 Giant Moray Eels, Mischka and Grischka**. These 2 eels are fed well and often, yet *they are still always hungry.*

Any kind of attack that forces a PC into the moat may be set upon by the eels in 1d4 rounds.

15. SOUTHEAST TOWER - In the southeast corner of the castle is another 25-foot square tower. This tower, like all the other 3 towers, is equipped with a heavy ballista, a half dozen ballista bolts, and 3 stationary figures that seem to watch your every move.

There are 2 Skeletal Champions and a single, stoic Caryatid Column that guard this area. The 2 skeletal figures carry 2d12 gold pieces in rotted belt pouches from when they were *living* guards.

ZENUBIUZ THE NAGA



ZENUBIUZ-DARK NAGA CR 8 - AC 22 - HP 101 - XP 4,800

STR 14, DEX 21, CON 18, INT 16, WIS 15, CHA 17

16. THE LAIR OF ZENUBIUZ - This 30-foot by 15-foot area feels more like a gigantic alcove for something sinister. A large Bramblebriar Tree with its telltale hollows and holes perform a haunting flutelike melody as the wind and rain tear at the tree, seemingly from all sides. The water here is even murkier than the connective moat surrounding the pagoda, and what's worse is the stench. The unmistakable stench of damp, rotting flesh assaults your nostrils. *This tree does not belong here, you think to yourselves...*

Something about the scene before you is eerily captivating. Almost hypnotic. A wispy fog as thick and green as the water below it billows in all directions as the rain smashes down. The texture of this rare tree is so unique - it makes you think as if it is indeed a breathing and thinking being. What happens next is something you almost miss. A movement on the tree - a *shift* moving straight downwards is almost completely missed. The texture of the tree seems to indeed manifest to life as what you saw as wet bark an instant ago is clearly the bumpy, scaly hide of an enormous snakelike creature almost 15 feet long. As odd as it sounds, you feel a split-second of relief as you see this giant snake uncoil. *Snakes are nothing compared to the horrors we have faced*, you think. Your hopes are shattered as a large, bulbous human-like face forms at the business end of this serpent. The face grimaces and spits forth with sheer hatred laced in every word,

“Pathetic. *Pathetic!* Sickening humanoidsss have come to defile my lair and leisure! I will defile you bastards insssstead!”

The muscular serpent slithers from the tree and with horrifying speed, lunges forward with a set of gnashing pointed teeth.

The following is a list of suggestions regarding how ZenubiuZ may choose to attack the party:

01. Bite target #1, +8 (1d4+2)
02. Bite target #2, +8 (1d4+2)
03. Sting target #1-6*, +8 (2d4+2 plus poison)
04. Ray of Frost at target #1-6 (*if applicable)
05. Invisibility
06. Retreat behind tree. Wake of water can fairly easily be seen as ZenubiuZ retreats! DC Perc. 12
07. 5 Magic Missiles at 5 different targets. 1d4+1
08. Scorching Ray at 3 separate PCs.
09. Lightning Bolt at the largest party member.

THE TREASURES OF ZENUBIUZ

Some additional oaths of rage and promises of sheer violence might include the following:

"I'm going to *ssuck* the very marrow from your brethren as they watch in iron chainsss!"

"Which one of you *tasssstes* the *bessst*? I will *ssstart* with the *weakessst* and work up to the *strongessst* of you *vermin*!"

A search of the grimy waters here may reveal the treasures of Zenubius. Nestled beneath the water and entwined with brambles and roots in the 2 corners of this lair, a PC may find (Perception DC 20) the following littered amongst 3 skeletons that have been gnawed on from head to toe:

1. A cyclopean, golden headdress with a red ruby worth **1,200gp**.
2. A jade armband depicting an octopus man with extended tentacles and with 3 jewels for eyes worth **600 gold pieces**.
3. 2 silver chalices with carvings depicting sacrificial victims. One man and one woman. **400gp each**.
4. **Net of Snaring**.
5. **+2 Trident** painted green and named Murth.
6. Necklace made from small black pearls with one large white pearl as the centerpiece - **1,800gp**.
7. Made of black beads with white skulls inserted after every 5th bead - **Necklace of Strangulation**.
8. Vase made from polished copper, silver and gold with platinum filigree depicting a medusa - **900gp**.
9. An open treasure chest with the following coins: **333cp, 444sp, 616gp and 212pp**.

17. SOUTHWEST TOWER - This tower appears to be like all of the other 3 towers. 25-foot square and with 2 skeletal figures and a single marble statue holding a curved scimitar.

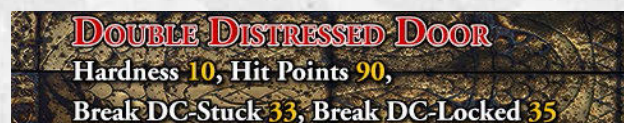
There are 2 Skeletal Champions manning this tower, waiting for anyone to get within 30 feet for their attack. Each carries 2d12 gold pieces from when they were a part of the land of the living. A Caryatid Column joins them.

18. WEST CATWALK - This 50-foot long bamboo catwalk looms over a terra cotta walkway and moat below. A skeleton that has been completely stripped of any arms, armor or weapons is splayed out onto the walkway. Blood has been sprayed everywhere and even with the rain, the blood still seems to not wash away.

There are 3 Skeletal Champions that have been tasked with manning this area in stoic silence. The 3 skeletal figures carry 2d12 gold pieces in rotted belt pouches from when they were once living.

19. BRIDGES TO THE FINAL BATTLE - There are 2 stout, iron-bound wooden bridges connecting the walkway to the pagoda's 2 sets of thick double doors. The pagoda is a smooth grey and measures 40 feet by 30 feet in size. The outer walls reach 20 feet high and are topped with bright orange tiles. The 2 double doors are massive, and have the crescent moon emblem painted on each door. All is silent, besides the rain that relentlessly continues to pour down.

The doors here are locked.



THE FINAL SHOWDOWN

20. BEDCHAMBERS - You manage to bypass the massive double doors and the doors push forth to reveal a brightly-lit and beautifully decorated bedroom with a bed fit for a small giant. The room is 20 feet by 30 feet running north to south and appears to be empty. The room is furnished with luxurious rugs and tapestries, a grey, oaken desk and chair at the southwest corner, and a wrought iron armoire directly ahead of you in the northeast corner of the room. The walls are adorned with a variety of paintings and ceremonial shields, and just past the bed, in the northwest corner of the room is a 5-foot square iron grate covered in blood. A pair of wicked, hooked gaffs are crossed over the pit and covered in blood as well. There are 2 sets of red velvet curtains draped on the east wall. One is 5 feet away from you, and the other is roughly 25 feet away. Both of the curtains apparently lead to another room just to your right.

Benrikian and his loyal bodyguard lie in wait in the next room. They figure that this will be their very last stand, or a very bountiful and exquisite meal.

In the pit are 2 corpses holding each other, as if trying to protect one another. They have been stabbed repeatedly, and all over their bodies are holes in their faces, heads and torsos. They are quite dead and lie still over a mass of skeletons that have also met with the very same fate.

A DC 10 Perception check will reveal to a PC the following treasures:

1. Silver-bladed **tanto** +1 with black pearl pommel.
2. Fat Ogre Mage golden statue, 1,300gp.
3. Double-size/dam. **5 Shuriken** +2 set (see pg 65.)

A secret door in the north wall leads to a sunken treasure trove. DC 28 Perception check to find it.

21. DINING ROOM - You peer into a 20-foot by 30-foot room, and it is the brightest you've seen throughout this entire adventure. Seated calmly at an enormous dining table are 2 Ogre Magi that have obviously been expecting you. The Ogre Mage seated at the north side of the table clearly stands out and draws your immediate attention. He is dressed regally and wears a combination of decorative ceremonial clothing and intricate red and black armor. The armor has been buffed to produce a magnificent shine - almost as bright as the impressive katana he has placed on the table before him. His associate is dressed in pitch black battle armor and he glares at you with a stare a mother Owlbear would use while protecting her young. His weapon of choice is a greatsword. The more empirical Ogre Mage is a perfect match for the wanted poster you were given before this adventure began, *and it seems you have finally found your beast.* He then nods as he shares a knowing sneer with you. The pair then look at each other, and in a flash of an instant, **swords are drawn and the battle has commenced!**

Suggested tactics that the duo may use are:

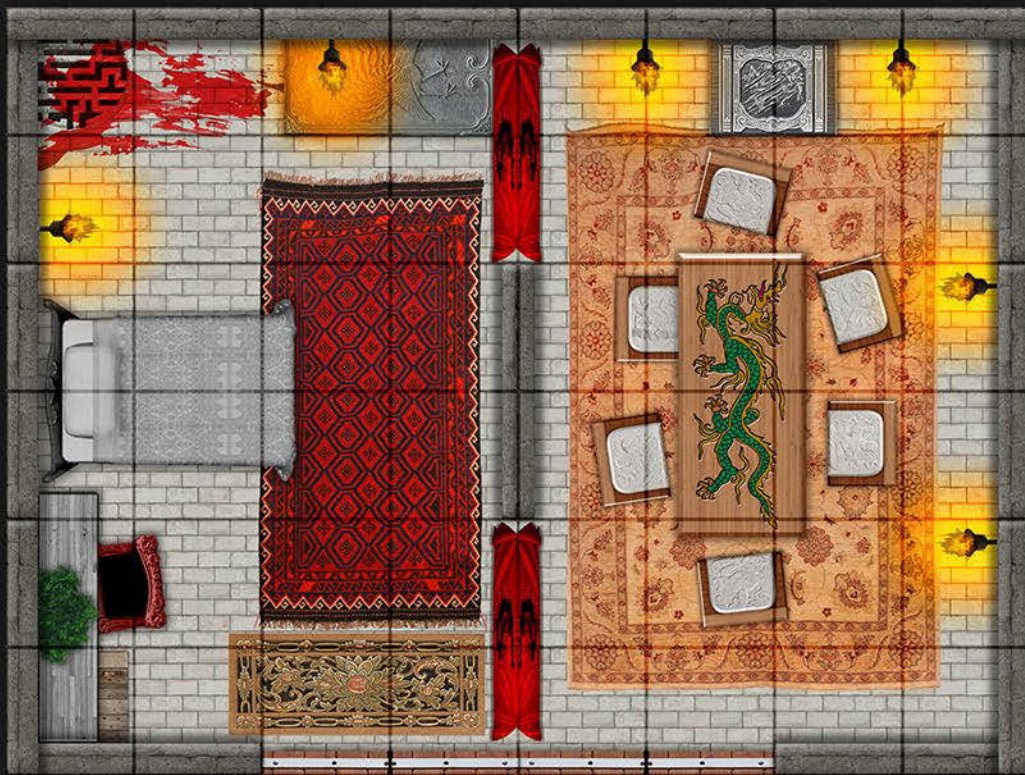
01. Greatsword +14/+9 (3d6+10) PC 1-6*.
02. Greatsword +14/+9 (3d6+10) PC 1-6*.
03. Fly to furthest area of chamber.
04. Cast Darkness on the room.
05. Greatsword +14/+9 (3d6+10) PC 1-6*.
06. Move to area 20 and cast Invisibility.
07. Comp. longbow attack +10 (2d6+7) PC 1-6*.
08. Comp. longbow attack +10 (2d6+7) PC 1-6*.
09. Cast Deep Slumber.
10. Greatsword +14/+9 (3d6+10) PC 1-6*.
11. Greatsword +14/+9 (3d6+10) PC 1-6*.
12. Cast Cone of Cold
13. Assume Gaseous Form.
14. Attempt to exit via double doors.

*This 1d6 is if there are up to 6 party members that are even still alive. Tazudoro attacks similarly.

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Each square = 5 feet

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BENRIKIAN'S STAT BLOCK

GRUMBLETHUMBS BENRIKIAN

Ogre Mage - CR 9 - XP 6400 - LE Large Outsider
Init +9; Senses Darkvision 60, Low-light Vision;
Perception +15

DEFENSE

AC 24, Touch 13, flat footed 20
(Chain Shirt, Shield, none)
(+4 Dex, +7 Natural, -1 size, +4 armour)
hp 111 (8d10+64); Regeneration 5 (fire or acid)
Fort +14, Ref +7, Will +12
Spell Resistance 19

OFFENSE

Speed 40, fly 60ft., Flight, Fly (good)

Melee

Single Attack Katana +16 (2d6+13/18-20)
or Longbow, Composite +12 (2d6+9 x3)

Full Attack

Katana +16/11 (2d6+13/18-20)
or Longbow, Comp. +12/7 (2d6+9 X3) range 110
Space 10ft.; Reach 10

Special Attacks

Spell-like Abilities At will - darkness, invisibility
Spell-like Abilities Constant- fly
Spell-like Abilities (CL 9th)
Spell-like Abilities 1/day- gaseous form
Spell-like Abilities (CHR) 3rd DC(18) 1/day- deep
slumber
Spell-like Abilities (CHR) 4th DC(19) 1/day-
charm monster
Spell-like Abilities (CHR) 5th DC(20) 1/day- cone
of cold

STATISTICS

Str 28, Dex 21, Con 27, Int 18, Wis 18, Cha 21
Base Attack 8 CMB 18 ; CMD 33

Feats

Combat Expertise: You can choose to take a -1
pen. on melee attack rolls and combat checks to
gain a +1 dodge bonus to your AC. Every +4 base
attack penalty increase by -1 and dodge by +1
Combat Reflexes: DEX mod additional attacks
of opportunity,
Improved Initiative: +4 Initiative checks,
Iron Will: +2 on will saves

Skills Bluff 16, Disguise 16, Fly 16, Intimidate 16,
Know Arcana 15, Perception 15, Sense Motive 15,
Spellcraft 15, Use Magic Device 16

Languages Common, Giant

SPECIAL ABILITIES

Change Shape (Small, Medium, or Large humanoid; alter self or giant form I)

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Oni Subtype: An oni is an evil spirit who takes humanoid form to become a native outsider. All oni have the following traits, unless otherwise noted in a specific creatures entry.

Darkvision 60 feet and low-light vision.

Change Shape (Su) All oni are shapechangers with the shapechanger subtype, but an oni takes only other shapes similar to its normal humanoid form.

Humanoid Shape: As evil spirits clad in humanoid flesh, all oni possess a humanoid subtype.

Regeneration (Ex) The rate of regeneration and damage type that suspends it depends on the type of oni, but is typically acid or fire.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind

THE TREASURES OF BENRIKIAN

of shapeshifting, and not every creature that can change shape has the shapechanger subtype.

A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

During this final battle, the GM may choose to have Benrikian issue forth a series of threats and curses.

"I congratulate you, my friends. No one has made it this far in my castle before. Nor will anyone get this far ever again..."

"TAZUDORO! It looks like we will be sharing a feast beyond compare tonight!"

"After this battle, I will sever each of your legs. Then, one by one, I will feed you to my crows!"

Tazudoro remains speechless. After all, *Benrikian cut out his tongue for speaking his mind just a fortnight ago*. Regardless, Tazudoro will fight to the bitter end for his master.

TAZUDORO CR 8 ~ AC 21 ~ HP 108 ~ XP 4,800

STR 24, DEX 17, CON 23, INT 14, WIS 14, CHA 17

If the party is fortunate enough to defeat the Ogre Magi, a PC may have a chance to find a secret door in both areas 20 and 21. DC Perception 25. Both secret doors lead to area 22. This is Benrikian's beloved treasure trove.

22. TREASURE CHAMBER - This 10-foot by 15-foot chamber is completely empty save for a large chest, a steel ladder leading up to the ceiling, and a magnificent sword mounted directly opposite from you on the north wall..

For once, a treasure chamber is completely free of traps. Benrikian would visit this small room 2 or 3 times daily, to bask in his stolen successes.

The following treasures are GM-optional and may include the following:

1. 3 Figurines of Wondrous Power w/commands.

- **Serpentine Eagle** "SER-APH-AR"
- **Obsidian Steed** "REG-OH-LAH"
- **Marble Elephant** "GOND-EHR-OH"

2. Bracers of Armor +3.

3. 12,345cp, 11,007sp, 4,444gp and 1,820pp.

4. Miniature gold bucket waterfall statue 800gp.

5. Coffer of 40 pearls, 100gp each.

6. 80 gold shuriken worth 120gp apiece.

7. 24" x 36" Original art oil painting of the hero known as Vagresh by the mad artist BOGDAN. This painting is worth **1,500gp**.

8. THE MOON SWORD - This sword is what was used to permanently sever the normally regenerative tongue of TAZUDORO. Anyone approaching this sword for the first time causes it to glow a beautiful sapphire blue when within 10 feet of it. (see pages 67-69)

The ladder leads up to an obvious trap door that leads up and out to the northwest corner of area 3, on the lower level of Castle Rendenford.



These shuriken are crafted
of the finest ebony Maritabi
steel and you will find them
to have twice the damage
potential and three times
the effective range.
Enjoy, Benrikian!

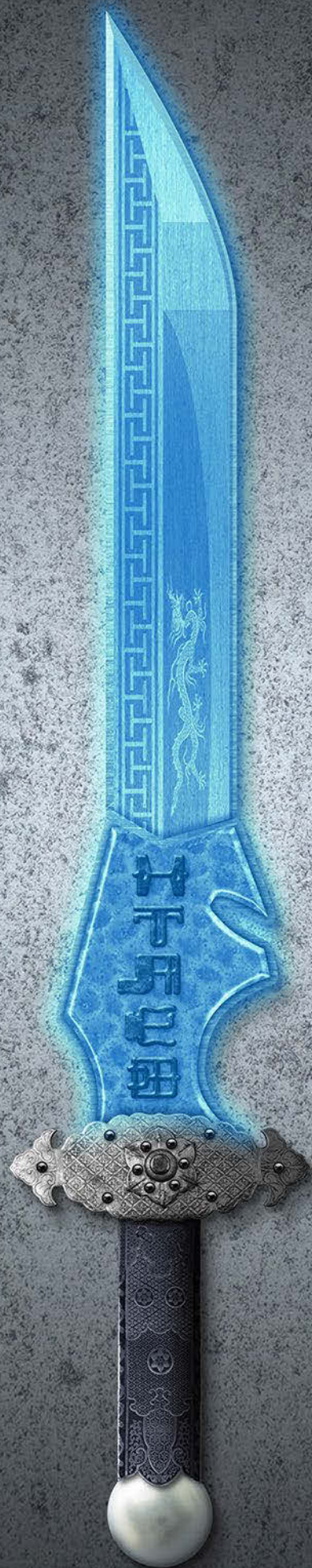
A WORTHY BUT
VERY BEAST WARRIOR

田
心
風
田

JOE DAN









SWORD NAME **BREN BARRA**
 OVERALL LENGTH **44" AND 88"**
 BLADE LENGTH **33" AND 66"**
 HANDLE LENGTH **7.5" AND 15"**

TREASURES **1 GIANT PEARL, 10k GP**
 TREASURES **1 BLACK IVORY HANDLE, 2k GP**
 TREASURES **24 BLACK PEARLS, 100 GP EA**

SPECIAL POWERS~The **+2 MOON SWORD**

- Roll of **20** SEVERS 5-6-Head, 3-4 Arm, 1-2 Leg
- Adjusts SIZE according to wielder +/- up to 2x
- Cancels ALL enemy regenerative properties
- Detects LIVING 10 FEET
- Sheds Blue LIGHT
- Sheds DARKNESS



CONCLUSION

THE AFTERMATH

THE SLAUGHTERHOUSE OF THE OGRE MAGE has now ended. We hope that the GM and as many surviving PCs as possible found some fun and joy in playing this adventure. The next fun adventure in this series is **THE PINE BARRENS**. An adventure for a handful of tough and smart PCs between levels 7-8. Please look for THE PINE BARRENS in the future at **DriveThru RPG** here:

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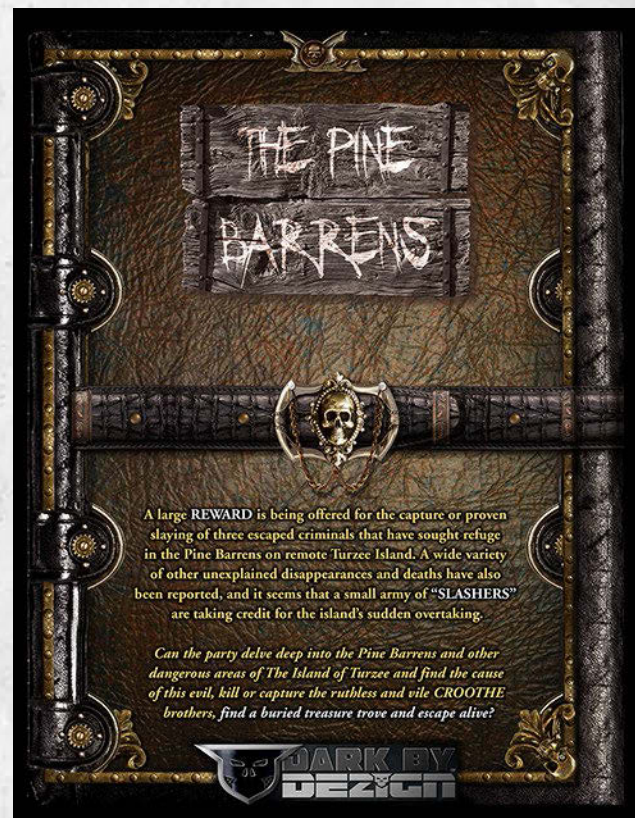
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A PATHFINDER-COMPATIBLE ADVENTURE FOR 4-6 PLAYERS OF LEVELS 5-6

SLAUGHTERHOUSE OF THE OGRE MAGE

HUNT THE FUGITIVE OGRE MAGE!



AND SLAY GRUMBLETHUMBS BENRIKIAN

