

he Ogres New Doots

An Adventure for 4-6 Players, Levels 1-5 For use with the World's Most Popular RPG Ruleset

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ROLEPLAYING GAME COMPATIBLE

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AnAdventure for 4-6 Players, Levels 1-5 For use with the World's Most Popular RPG Ruleset

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Adventure Background

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For years, Bruboe, a sensitive young ogre shunned by his tribe for his artistic urges, wandered the pine forests of the north solemn and alone, until one day he encountered a troupe of actors from the kingdom of Brynndel. That day he discovered his destiny – becoming a great actor and performing before an admiring audience. Bruboe travelled south to Bright Mountain Valley, finding a ragged tribe of belchers who were more than happy to have a powerful ogre living among them. The mutant goblins pretended to appreciate the ogre's bizarre performances, but over time, some have lost their patience and wish him gone.

Bruboe has collected a large selection of costumes since joining the belchers, but he lacks a set of fine boots, and in fact often injures his feet during his performances. To remedy this, Bruboe plans to kidnap Nogget the cobblerthe finest bootmaker in all of Bright Mountain Valley. Bruboe arranged to have a false letter delivered to Nogget, supposedly from the Copper Crown Mountains, instructing the cobbler to travel north to custom fit boots for the dwarf prince's stone giant bodyguard.

Nogget and his young son Arton set out in his wagon, along with a pair of half-made large sized boots, joining a small caravan heading north upon the King's Road. Now the good cobbler is prisoned up in Bruboe's lair, furiously working on his pair of lovely giant boots, boots that are his ransom and his revenge.

Adventure Synopsis

The player characters begin at the Laughing Dragon inn in the town of Brighton. A young gnome boy runs into the main room and collapses, crying out that ogres have kidnapped his father, a local bootmaker. Panic erupts in the bar and the PCs must calm the situation. A little while later, a group of local gnomes approach the party, led by Eldon the smoke shop owner. The gnomes test the PCs abilities before begging them to rescue the boot-maker. The PCs hike to the site of the attack, finding a large group of belcher goblins dismantling the wagon as a fog begins to rise along the road. Once the PCs engage the belchers, corpses rise from the ground, awoken by violence so close to their shrine dedicated to Shub-Niggurath. After either working with the belchers, or fighting both groups, the PCs must track the goblin mutants back to their lair.

During their search the PC's must use their wilderness knowledge to avoid becoming mired in a swamp while being stalked by dangerous predators. Once they arrive at Bruboe's lair, the PCs must storm or infiltrate the entrance, which the belcher's have trapped. They venture deep under the mountain to find a great spherical lava

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Bruboe, the Ogre

bubble that the ogre is turning into an amphitheater. A half-finished stage and floor are suspended over the curved bottom of the bubble, and many belchers cling to the walls, enduring the ogre's boring soliloquy from an old Cythean play. After defeating the belchers supported by the ogre, the PCs must chase down Bruboe and battle him to free Nogget the cobbler. Completing this, the PCs may choose to smash the power of the belchers by defeating their living god – a strange lava child. When they do this, the mountain cools and the belchers scatter, ending the danger to Brighton.

For the Game Master

"The Ogre's New Boots" makes use of the Pathfinder Role Playing Game Core Rulebook, Ultimate Magic, Ultimate Combat, Advanced Class Guide and the Pathfinder RPG Bestiary, Pathfinder RPG bestiary 2, and Pathfinder RPG Bestiary 3.

This Adventure assumes the GM has access to these sourcebooks. All Rules referenced in this adventure are available for free online as part of the Pathfinder Reference Document at **paizo.com/prd.**

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Read or paraphrase the following to get the adventure underway.

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The mid-day meal at the Laughing Dragon is savory roast mutton and flagons of rich dark ale. Locals in homespun chat happily while several gnomes weave past the knees of their taller fellows, quarts of ale in hand.

Then, a haggard, tiny figure blocks the light from the open door to the taproom. It is a very young gnome, little more than a child.

"Ogres!" he shrieks, and all around you, townspeople gasp and cry out in fear. "Ogres! They took my father! Ogres and Belchers on the King's Road!"

Panic breaks out – parents grab children, the locals rush here and there yelling in fear. The young man collapses at the door and several gnomes run over to tend to him. The chaos seems to be getting out of hand among the townsfolk, they risk crushing the little gnome as they rush the door.

The gnome boy is Arton, son of a the local cobbler.

The PCs may attempt a **DC 18** Diplomacy or Intimidate Skill Check to calm the locals. Give bonuses for roleplaying. If the PCs fail, the young man is trampled by a particularly portly matron, knocking him unconscious-something the local gnomes notice.

The PCs may make a **DC 15** Heal Skill check to patch up the gnome child's wounds if he has not been trampled, but must use healing magic if he has passed out. Arton is a preadolescent with green hair, bright green eyes and a scatter of freckles on his face. He can answer some questions if he is conscious.

What happened? "My father and I were delivering some boots north along the King's road. Our caravan was attacked by goblins and ogres! The ogre grabbed my father and took him away! I tried to fight, but I must have been knocked out. It was morning by the time I awoke – and someone took my boots!

Wait, how many ogres were there? "Well, I only saw one, but he was big, and wore fancy clothes. Except that he was barefoot!"

Why do you think the ogres would want your father? "He's the best bootmaker around! Even the sheriff wears his boots and he hates gnomes!"

Arton begs anyone near to go and find his father – "I know he's alive! I can feel it!"

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Meanwhile Eldon the Tobacconist, a local gnome leader, goes to find the sheriff. He returns a few minutes later and speaks to the crowd in a loud, booming voice, much deeper than most assume for a gnome.

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"Stay calm everyone! The sheriff is busy with other duties, but he has asked me to investigate the matter in his absence." The crowd gradually clears out, muttering implications to one another.

Several gnomes remain. Eldon addresses the PC's who assisted Arton.

"I am Eldon the Tobacconist, and these others are some notable gnomes of our fair town. Truth be told, the sherriff is too busy to look into this, and I'm really no ogre slayer. Would you be so inclined to investigate what happened to our friend and colleague Nogget the Cobbler, I can offer 150 gold for each of you if you return the man safely."



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When the PCs agree, an elderly gnomish woman named Dilly speaks up.

"How do we know they are capable? What if they die in the wilds? Their deaths will be on our hands."

The PCs are allowed to try to impress the gnomes by making an attack roll of 15 or higher, casting a first level spell, or performing a Skill Check and rolling 15 or higher. If any two of these are done, the gnomes are impressed enough to offer the PCs two potions of *energy resistance: fire*, and two potions of *cure light wounds*. The potions appear in the form of fruits: Cool blue plums for the potions of energy resistance: fire and silver apples for the potions of cure light wounds.

If PCs impress the gnomes, Eldon says

"The fire protection is no accident. A group of fire-breathing goblins called belchers have long plagued this region. I dreamt that they would be up to no good – if you can drive them from their lair by destroying their vile fire-god, you would do much good for the people of Brighton, human and gnome."

PCs can attempt several knowledge checks to learn about the local area.

Knowledge (local)

DC 10 Brighton is a rich agricultural village, mostly human, but with a significant gnome minority. They two races generally get along, but occasionally there is tension **DC 15** Some years ago, a horde of brutal ogres occupied Brighton and slaughtered many citizens during a monthlong reign of terror. The common folk remain terrified of a repeat occurrence.

DC 20 The smallfolk tell tales of corpses returning to life to consume the living, a tale associated with evil magic and dark cults.

Knowledge (geography)

DC 10 Bright valley consists of a broad valley bottom with rich farmlands, but nearby, the land sinks into foul fens and then rises into rough, quartz-strewn hills **DC 15** The wild parts of the local area are easy to get lost in. The plant life is unhealthy and infected with molds and fungi. PCs gain a +1 to survival checks during this scenario.

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DC 20 The Mountains in the area contain large seams of quartz crystal and are old volcanic formations. Creatures from the elemental plane of fire can be found in lava caves in the region. PCs gain a +2 to all survival checks in this scenario that does not stack with the DC 15 bonus.

Knowledge (dungeoneering)

DC 10 Belchers are a type of goblin with strange powers

DC 15 Belchers make a large amount of flammable gas in their bellies, which they can use to float down from dangerous drops and breathe as fire in combat **DC 20** Belchers can use their special powers once a day, that's how long it takes for them to regenerate their stores of flammable belly gas.

Chapter One: The Wilds of Bright Mountain Valley

a. The Caravan's Demise (CR 3)

About two hours down the king's road it begins to wind through the local mountains a haunted and wild region. There the PCs come upon the remains of the cobbler's caravan

The king's road runs through a short valley surrounded by hills wooded with strange, fungus-laden trees of ill aspect. A great willow dominates the valley and along the road before it crushed and abandoned carts lie scattered. Several bodies of people and cart horses lie among the wreckage.

Several belchers are breaking up the wreckage and stacking the timbers. Belchers are a bizarre subspecies of goblin that possesses a bloated body and is constantly belching flammable stomach gas. They are so gassy that they seem to almost float as they move about, but cannot actually fly. Skuggs proudly wears a set of battered gnome-sized boots, and demands a pair as tribute if he thinks he can get one while negotiating with the PCs.

Most likely, the PCs will attack. The belchers will follow their tactics below. If the PCs speak to the belchers, see diplomacy, below. Either way, one round after the PCs act, a mist rises around the valley, and the willow, a site holy to Shub-Niggurath, begins to grow black leaf buds, which the PCs can notice with a DC 20 Perception Skill check.

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Scaling the Adventure

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There are 4 belchers working at the ambush site. For each PC beyond 4, add another belcher. For 2nd to 3rd APL parties, Skuggs becomes a boss belcher. For APL 4-5 parties, the belchers are all bosses, and Skuggs is a belcher boss with 30 hp and 4d6 damage fire breath. Two human zombies animate at the end of round one, with an additional human zombie if there are 6 PCs. For each APL from 2 to 3 add an additional zombie. If the Party is APL 4-5, give the zombies the advanced template.

The tree animates several zombies on the second round of the encounter (see scaling the encounter, above). The zombies attack both the PCs and the belchers, powered by the dark magic of the tree. A PC who succeeds on a DC 20 Knowledge Religion Skill Check realizes that positive energy can defeat the evil of the tree. If the tree takes more than 10 points of positive energy damage from healing spells or channeled energy, the zombies fall to pieces and the tree's buds fall away to dust.

Diplomacy: The leader of the belchers is a scarred old salt named Skuggs. He lives in fear of Bruboe, but is fed up with the ogre's long performances. He begins unfriendly to the PCs, but if made friendly by use of the diplomacy skill, he offers to help the PCs find the Belcher's lair if they promise to not kill too many belchers in the process of eliminating the ogre. He warns the PCs about the steam traps, and drops clues to help them find their way to the lair, which gives the PCs a +4 bonus to survival checks to find the belcher lair.

CR 1-2

Belcher (4) CR 1/3 Variant Goblin sorcerer 1 (Pathfinder RPG Bestiary 156) **CE** Small humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +0 DEFENSE AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 10 (1d6+4) Fort +0, Ref +3, Will +2 **OFFENSE** Speed 30 ft. Melee club +0 (1d4-1) Bloodline Spell-like Abilities (CL 1st; concentration +3) Sorcerer Spells Known (CL 1st; concentration +3) 1st-Level (1/day each)—burning hands (DC 13), feather fall **Bloodline** Elemental

TACTICS

Before Combat The belchers work to take apart the wagon. **During Combat** On the first round, half the belchers attempt to close and use their burning hands effect on the PCs. The others will use the burning hands on the second round. The belchers try to maneuver to hit as many PCs with their burning hands effects, and then team up to flank and attack the strongest looking PC. When faced with the zombies, the goblins concentrate on defeating them with their clubs and breath.

Morale Each belcher will retreat if reduced to 3 or less HP.



STATISTICS

Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 15 Base Atk +0; CMD -2; CMD 11 Feats Eschew Materials, Toughness Skills Acrobatics +4, Ride +7, Stealth +15; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin Other Gear club

Treasure Skuggs wears masterwork boots with great pride – they are worth 150 gp and bear a tag "Crafted by Nogget, master bootmaker of Brighton." This links the belchers to the abduction. Each belcher also carries several gold nuggets, worth 35 gp each.

CR+-5

Belcher boss (4) CR 1/2 XP 400

Variant goblin sorcerer 2 (Pathfinder RPG Bestiary 156) CE Small humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +0 DEFENSE AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 15 (2d6+5) Fort +0, Ref +3, Will +3 **OFFENSE** Speed 30 ft. Melee club +1 (1d4-1) Sorcerer Spells Known (CL 2nd; concentration +4) 1st Level (1/day)—burning hands (DC 13), feather fall **Bloodline** Elemental STATISTICS Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 15 Base Atk +1; CMB -1; CMD 12 Feats Eschew Materials, Toughness Skills Acrobatics +5, Ride +7, Stealth +16; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin **Other Gear** club

Treasure Skuggs wears masterwork boots with great pride – they are worth 150 gp and bear a tag "Crafted by Nogget, master bootmaker of Brighton." This links the belchers to the abduction. Each belcher also carries several gold nuggets, worth 35 gp each.

Human Zombies (2) CR 1 each XP 200 NE Medium undead Init +0; Senses darkvision 60 ft.; Perception +0 DEFENSE AC 12, touch 10, flat-footed 12 (+2 natural) hp 12 (2d8+3) Fort +0, Ref +0, Will +3

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DR 5/slashing; Immune undead traits OFFENSE Speed 30 ft. Melee slam +4 (1d6+4) STATISTICS Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +4; CMD 14 Feats ToughnessB Special Qualities staggered SPECIAL ABILITIES

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

Treasure In addition to the treasure listed in CR 1-2, one of the zombies wears a jeweled pendant in the form of a dragons head with small blue garnets for eyes. It is worth 400 gp.

Boss Skaggs

B. Tracking the Belchers

The Belcher's trail leads down into swampy country and back up into the acrid volcanic mountains. The start of the trail is obvious, but as the PCs venture deeper into the wilderness, they may end up lost. It is 3 hours to the belcher lair by a direct route, but each failed Survival check adds an hour to the PCs journey. Allow PCs to make Wisdom checks to track the belchers if they do not have the Survival skill.

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B1: Lost in the Swamp

If the PCs fail a DC 18 Survival check, (DC 22 for APL 3rd or higher parties) they will make a wrong turn and end up in a fetid, mosquito plagued swamp. In this case, PCs must make a DC 12 Fortitude save or contract filth fever. In addition, the PCs end up wet and filthy.

B2: Snake Ambush

If the PCs fail a second DC 18 Survival check, (DC 22 for APL 3rd or higher parties) they will end up in the ambush zone of one or more hungry constrictor snakes. The snake will use its Stealth of +11 to hide in a tree, and drop down upon the last PC to pass under it. The snake attempts to escape into nearby water if detected, and retreats if reduced to 5 or less hit points.

Tier 1-2 (CR 2) Constrictor Snake

Tier 4-5 (CR 5) Advanced Constrictor Snakes (2) **Treasure**: Each snake skin is worth 50 gp. A PC can skin a snake with a successful DC 15 survival or wisdom check.

B3: Obsidian Knives

If the PCs fail the last DC 16 Survival check (DC 20 for APL 3rd or higher parties), they will find themselves in a valley of sharp obsidian blades. Unless they succeed on a DC 20 Perception check, the blades cut the feet of the PCs, doing 1d4 points of damage, and with a failed DC 12 reflex save, the wounds reduce the speed of the PC by 5 feet for the next day, or until someone magically heals the wounds.

Bt: The Hidden Vale

If the PCs are successful on all three checks, they find themselves in a beautiful highland vale of oak and birch trees. A path leads along the side of a lovely highland lake. A constrictor snake has hidden in the tree and waits to ambush the party in an encounter identical to B2 above. When the party is victorious, they meet the guardian of this area, who more than understands the PCs need to defend themselves. In fact, she has been impressed by their valor. A dryad by the name of Larissa dwells here, and she greets

the PCs. Larissa has birch-bark skin and hair of autumn leaves. She warns the PCs of the trapped entrance of the lava caves, and offers to reward them with a 600 gp water opal if they destroy the Belcher's elemental god and drive them from the region. The goblins are cutting down her trees and despoiling her forest, and she wishes to see them gone.

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Chapter 2: Assault on the Lava Caves

A. Steam Traps (CR 2 or 5)

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The entrance to the lava caves are guarded by two nasty traps, both of which take advantage of the natural volcanism of the region.

The narrow cave entrance ahead reeks of filth and steam. Mist rolls out, curling among several skulls mounted on wooden spikes.

First Trap (marked T): **Anchored Bear Trap**

Type mechanical; Perception 20; Disable Device DC 14 **EFFECTS**

Trigger Location Reset: Manual

Effect: Bear trap (+7 attack, 1d8 pts of damage), if hit, target must make a DC 15 reflex save or be entangled and held on the square. Target may make a DC 15 escape artist or strength check as a full round action to escape. 1d4 rounds after entrapment, a steam blast roasts the square with the trap for 3d4 fire damage.

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Second Trap (marked T): **Hanging Snare Trap**

Type mechanical; Perception 22; Disable Device DC 18

EFFECTS

Trigger Location Reset: Manual

Effect Foot snare (+5 touch attack) if hit, the trap lifts the target 6 feet up and hangs her upside down (counts as staggered for 1 round, sickened until freed). Target may make a DC 15 escape artist or strength check as a full round action to escape. 1d4 rounds after entrapment, a steam blast roasts the square with the trap for 3d4 fire damage.

Tier 4-5

The traps are identical, save that attacks and all DCs are +4. Also, the steam blast will roast the square the round after the trap is sprung. In addition, the bear trap does 2d8 damage, and the steam does 5d4 damage for both traps.

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B. The Grim Theater:

The narrow fissure of black stone suddenly opens into the side of a huge spherical chamber in the stone, a giant bubble frozen in the center of the mountain. The floor falls away from you, but a narrow bridge of rickety scavenged timbers leaps the gap, reaching to a makeshift plank stage that takes up the far side of the chamber. The side of the stage is dominated by a large set crudely painted and obviously meant to be a castle wall with a balcony. There are many small crack and passages leading from the walls of the chamber. One passage to the side is decorated with skulls, each with a burning candle on top of it.

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After defeating the traps at the entrance, the PCs delve into the narrow lava-cracks that will lead them to the belcher's lair. After a half hour of walking, the PCs find themselves at the edge of an ancient lava bubble frozen to black basalt stone. The bubble is a hundred feet across, and the far side is half-floored by a makeshift stage. A narrow plank bridge crosses the curved floor of the bubble to reach the stage. The floor drops away as noted in the map. PCs may climb the walls with a DC 12 climb check. Dozens of belchers cling to the walls, listening to very boring soliloquy from an ogre dressed as a flamboyant rake. This is Bruboe in a great hat, huge pantaloons and cloak but lacking boots over his feet which have large bandages around both little toes.

PCs may attempt a profession (actor) or Perform (actor) Skill check of DC 15 to recognize the speech as part of the play "The Tragedie of Plammus and

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Thislee". The ogre is playing the part of the noble young man Plammus, who is wooing the princess Thislee. If a PC succeeds on a Profession (actor) or Perform (act) or (oratory) Skill check with a DC of 20, they know enough to ad-lib Thislee's lines for one round, and join the play from edge of the lava bubble. In this case, the Belchers hold off on attacking until the PC fails a check, as the excited Bruboe plays along, happy to have someone to act with. Feel free to replace this play with any that your players would know and want to act along with. Most of Shakespeare is great for this.

Allow charisma checks to ad-lib if they players enjoy this. Waves of belchers and their firebat pets will assault the PCs as the ogre uses his skald abilities to bolster them. On the first and 4th round, 3 belchers drop onto the bridge using feather fall, placing themselves between the PCs and Bruboe.

Subtier 1-2

4 firebats

2 waves of 3 belchers each, appearing on round 1 and 4 Belcher (see page xx) Bruboe (see below)

Subtier 4-5

Subtier 4-5 6 firebats 2 waves of 3 belcher bosses, appearing on round 1 and 4. Bruboe (see below)

Bruboe the Actor Tier 1-2

Ogre Skald 2 CE Large humanoid (giant) Init +0; Senses darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size) hp 46 (6d8+20) (currently 38) Fort +9, Ref +1, Will +5; +4 vs. bardic performance, language-dependent, and sonic OFFENSE

Speed 40 ft. Melee mwk greatclub +8 (2d8+6) Space 10 ft.; Reach 10 ft.

Special Attacks raging song 7 rounds/day (inspired rage) Skald Spells Known (CL 2nd; concentration +4)

1st Level (3/day)—blurred movement, ear-piercing scream (DC 13), expeditious retreat

0 Level (at will)—ghost sound(DC 12), know direction, mage hand, open/close(DC 12), resistance **TACTICS**

Before Combat Bruboe is acting, casting *ghost sound* regularly to play the part of the princess Thislee. He has no defensive spells cast.

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Scaling the Encounter

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For parties with more than 4 members, add an additional belcher (or boss, for tier 4-5) per extra 2 party members per wave. For second level parties, make one belcher per wave a belcher boss, and for third level parties, make two belchers bosses. For 5th level parties, make one belcher a belcher boss with 30 hp and a 4d6 damage fire breath in each wave.

During Combat: Bruboe ducks behind the castle set to gain full cover (+4 AC), and uses his raging song to give the Belcher's inspired rage.

Morale: Bruboe casts expeditious retreat as soon as a PC gets close to the stage. He runs as soon a PC reaches the stage, as he is a coward.

STATISTICS

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Str 18, **Dex** 10, **Con** 15, **Int** 10, **Wis** 9, **Cha** 14 **Base Atk** +4; **CMB** +9; **CMD** 19

Feats Iron Will, Scribe Scroll, Skald's Vigor[ACG], Toughness

Skills Acrobatics +0 (+4 to jump), Climb +9, Intimidate +9, Perception +6, Perform (act) +5, Perform (oratory) +8

Languages Common (broken), Giant

SQ bardic knowledge +1, versatile performance (oratory) **Other Gear** mwk greatclub, 150 gp

Special Abilities

Skald's Vigor (Fast healing 2) While maintain raging song, gain Fast Healing 2.

Inspired Rage (Su) At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a -1 penalty to AC. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Bruboe the Actor Tier 4-5

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CR 6 2400 XP Ogre skald 4 CE Large humanoid (giant) Init +4; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size) **hp** 62 (8d8+28)

Fort +10, **Ref** +2, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities uncanny dodge **OFFENSE**

Speed 40 ft.

Melee +1 greatclub +10/+5 (2d8+7) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks rage power (intimidating glare), raging song 11 rounds/day (inspired rage, song of marching) **Skald Spells Known** (CL 4th; concentration +6)

2nd Level- (2/day)—cacophonous call (DC 14), eagle's splendor

1st Level- (4/day)—blurred movement, ear-piercing scream (DC 13), expeditious retreat, vanish (DC 13)

0 Level- (at will)—ghost sound (DC 12), know direction, light, mage hand, open/close (DC 12), resistance **STATISTICS**

Str 18, **Dex** 10, **Con** 15, **Int** 10, **Wis** 9, **Cha** 15 **Base Atk** +6; **CMB** +11; **CMD** 21

Feats Improved Initiative, Iron Will, Scribe Scroll, Skald's Vigor[ACG], Toughness

Skills Acrobatics +0 (+4 to jump), Climb +9, Intimidate +10, Perception +7, Perform (act) +7, Perform (oratory) +8, Perform (percussion instruments) +7, Sense Motive +4 Languages Giant

SQ bardic knowledge +2, rage powers, versatile performance (percussion)

Other Gear +1 greatclub, 150 gp

Special Abilities

Intimidating Glare (Ex) As a move action while raging, demoralize vs. adj foe with extended duration.

Raging Song (standard action, 11 rounds/day) (Su) Inspired Rage(Su) At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a –1 penalty to AC. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration

Skald's Vigor (Fast healing 2) While maintain raging song, gain Fast Healing 2.

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Firebat

CR 1/4 XP 65

N Tiny outsider (animal, elemental, extraplanar, fire) Init +2; Senses blindsense 20 ft., darkvision 60 ft., low-light vision; Perception +6 DEFENSE AC 15, touch 12, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 4 (1d8) Fort +2, Ref +4, Will +2 Weaknesses vulnerable to cold **OFFENSE** Speed 5 ft., fly 40 ft. (good) Melee bite +4 (1d4 fire) Space 1 ft.; Reach 0 ft. **STATISTICS** Str 5, Dex 15, Con 10, Int 2, Wis 14, Cha 5 Base Atk+0; CMB +0; CMD 7 Feats Weapon Finesse Skills Acrobatics +2, Fly +14, Perception +6

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C. The Shackled Gnome

The hundred foot passage comes to an end, opening into a small chamber. A thick grate sits within the stone floor, a great iron padlock welded onto its latch. A shaft stretches down beneath the grate, disappearing into the darkness.

The PCs come to a stout iron grate in the floor as they chase the ogre down the passage. 30 feet beneath the grate sits the cobbler, beaten and shackled to the floor. The PCs can open the lock on the grate with a DC 25 disable device check, or with the key the ogre keeps around his neck. As the PCs approach, the gnome, mostly delirious, asks "Who is there?" When he learns the PCs are from Brighton, he cries out

"My son! My son! Is Arton safe?"

If reassured, the cobbler tells the party "Convince the ogre to put on his new boots! You must do so – you will like the results!" Nogget has 5 hp remaining and is in much physical pain.



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D. The Ogre's Last Stand

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When the PC's reach the passage between areas C and D, read or paraphrase the following.

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At the end of the curving corridor is an open chamber blazing with light. Crudely stitched, large-sized costumes lay on the cold, rocky floor in heaps. A cracked mirror for makeup, and many lanterns blaze with light. A pair of amazingly crafted large sized boots sits in the middle of the room, ready to be worn.

If he is still alive, Bruboe is within shouting loudly about "Thugs! Enemies of art! I am a thes -uh- thes -uh... actor!"

The Ogre grabs a huge ornately carved club that was once the post of a four-post bed and studded with what seem to be children's marbles. His bare feet are bloody, and there he has tied a large bloodstained bandage around each little toe. An exquisitely crafted

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An exquisitely crafted pair of largesized knee-high boots sit next to him, but clearly he has not had time to put them on.

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PCs can use bluff or diplomacy to convince the ogre to put on his boots. Bruboe really wants to try them on, so that gives him a penalty. He begins as unfriendly (DC 22), but his strong desire to be admired (-2 to any checks if the PCs roleplay that out), and his strong desire to put on the lovely boots (-4 to any checks if the PCs offer to wait or express an interest in seeing him in the boots) can lead to a combined -6 to the DC for a DC of 16 to make him at least indifferent. PCs may them request he put on the boots by succeeding on a DC 10 diplomacy check. If the PCs attempt to bluff Bruboe, his sense motive check takes a -1 (+4 in Tier 4-5). PCs gain a +5 to their roll to convince Bruboe to put on the boots, as he really wants to believe that the PCs either are here to admire his acting, or want to see him put on the boots.

If Bruboe puts on the boots, as he has attaches the last clasp, a hidden flint and steel sparks, and Nogget Cobbler has his revenge. Flames shoot up from the boots, and the ogre hops around screaming in pain as alchemist fire infused into the leather bursts into flame! Bruboe takes 2d6 points of fire damage the first round and is stunned. The next round, he takes the same amount of fire damage and is staggered. The ogre is insane with rage and attacks the PCs, calling them liars and critics. He favors physical attacks with his club over spells.

E. The Shrine of the Lava God

A small fissure leads from the great bubble tube down to the shrine of the lava god, the source of the steam and heat that keeps the Belcher's here. This is a challenging optional combat that will give the PCs extra treasure and increase their heroic reputations throughout the kingdom.

This cave is a roughly shaped cyst in the earth where water drips from the ceiling to fall into a lava pool and turn to steam. Blasts of steam randomly shoot from the pool, and the glitter of gold sparkles here and there on the cavern floor. Skulls with candles burning atop or inside them sit around the entrance to the room.

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The lava child is immune to metal, but PCs have some options. An axe or mace with a wooden handle still deals 1d4 points of damage to the creature. A PC can use a rock as an improvised weapon, this is -4 to hit and does 1d6 points of damage.

Subtier 1-2

Lava Child CR 3 XP 800

Male lava child

N Medium monstrous humanoid (earth, fire)

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) **hp** 30 (4d10+8)

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

Immune immunity to earth magic, fire, immunity to metal

Weaknesses vulnerable to cold, vulnerable to water OFFENSE

Speed 30 ft., burrow 10 ft., earth glide **Melee** bite +6 (1d4+2 plus 1d6 fire), 2 claws +6 (1d4+2) **Special Attacks** magma throwing, rend (2 claws, 1d4+3)

TACTICS

Before Combat The lava child is confident, and takes no action besides demanding to be worshipped as a god **During Combat** The lava child attacks the strongest combatant. When it defeats this enemy, it will take a full round action to drag the body to the entrance of the cave and toss it out, laughing. The Lava Child does not pursue enemies beyond the cavern.

Morale Convinced it is a lava god, the lava child fights to the death

STATISTICS

Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 13 Base Atk +4; CMB +6; CMD 17 Feats Great Fortitude, Power Attack Skills Bluff +5, Intimidate +8, Knowledge (dungeoneering) +1, Knowledge (nature) +2, Knowledge

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(planes) +1, Perception +8 Languages Common, Draconic, Ignan, Terran Special Abilities

Immunity to Metal (Su) Immune to metal weapons, ignore any AC bonus from metal armor

Magma Throwing (4/day) (Su) Move, make lava ball (as alchemist's fire), throw or add to claw damage.

Vulnerable to Water (Ex) +50% dam from cold/water spells, take 1d6 from gallon water, 2d6 immersed. **Treasure** There are gold and electrum nuggets scattered across the floor of the cave worth 732 gp.

Subtier 4-5

Lava Child (See Above)

Medium Magma Elemental

XP 800 N Medium outsider (earth, elemental, extraplanar, fire) init +3; Senses darkvision 60 ft.; Perception +7 DEFENSE AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural) hp 30 (4d10+8) Fort +6, Ref +3, Will +1 Immune fire, elemental traits Weaknesses vulnerable to cold OFFENSE Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +6 (1d6+3 plus burn) Special Attacks burn (1d4, DC 12), lava puddle STATISTICS

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Str 14, Dex 8, Con 15, Int 4, Wis 11, Cha 11 Base Atk +4; CMB +6; CMD 15 Feats Improved Initiative, Power Attack

Skills Knowledge (dungeoneering) +4, Perception +7, Stealth +6

Languages Ignan SQ earth glide

SPECIAL ABILITIES

Burn (Ex): A magma elemental's burn DC includes a -2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex): A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su): Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava puddle, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

Treasure: There is an additional 600 gp of gold nuggets on the floor of the chamber.

Conclusion

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Returning Nogget to Brighton earns the PCs the admiration and respect of the town's gnomes, who throw a party for the PCs and declare them 'gnomefriend'. If the PCs defeated the Lava god, the fame of their deeds spread in song. For the next year, the PCs gain a +2 to any interaction rolls involving gnomes if they defeat the lava god, or +1 if they merely saved Nogget. The Sheriff is grudgingly but genuinely thankful to the party, and he asks specifically if there was more than one ogre, and if the PCs think there is an ongoing ogre threat. If the PCs destroyed the elementals, the Belchers flee their now-cool cavern system never to return.

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Several days later, Nogget and Arton present the PCs with pairs of custom made boots. They are decorated with symbols personal to the PCs and their names. They are masterwork boots worth 150 gp each. In addition, a local gnomish wizard enchants one of the pairs of boots (PCs choice) to become *boots of the cat*.

Magma Elemental

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