

Due to a miscommunication with the printer, statistics that were correct on the pre-press proofs were accidentally altered before the final print run. These mistakes are minor, but have been corrected on these sheets.

The correct weapon and damage for each ogre character is as follows:

**Arldag:** wields a masterwork greatsword one-handed for 2d6+5 points of damage.  
**Cromlok:** wields a masterwork greataxe one-handed for 1d12+10 points of damage.  
**Nugdush:** wields a huge greatclub two-handed for 2d6+12 points of damage. (corrected)  
**Roafalt:** wields a large greatclub one-handed for 1d10+5 points of damage (corrected)  
**Scurley:** wields a large greatclub one-handed for 1d10+6 points of damage (corrected)  
**Sushnak:** wields a huge greatclub two-handed for 2d6+7 points of damage (corrected).

The **correct** FEAT list for **Roafalt** is:

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

**Arldag's** Will Save is +6, and his Reflex Save is +3. (corrected)  
**Shushnak's** Will Save is +5 (corrected)  
**Cromlok's** melee BAB is +15/+10 and ranged BAB is +7/+2 (corrected)  
**Roafalt's** Hit Dice are 4d8+12 plus 5d8+15 (corrected)

Also, it should be noted that, though Arldag lives with a brown bear "pet," this is not actually his familiar. Arldag had a toad familiar, but the bear ate it, and Arldag saw this as an example of survival of the fittest.

At Fiery Dragon, we are dedicated to providing dependable statistics in all of our products. However, sometimes bad luck and human error are unescapable.

We apologize for any difficulty this causes in the running of this adventure.

# ARLDAG

MALE OGRE MAGE, 1ST-LEVEL WIZARD



ABILITIES			SAVES		HIT DICE	STATISTICS		
STR	20	(+5)	FORT	+8	1D4+4	SIZE	LARGE	
DEX	14	(+2)	REF	+3	PLUS	HEIGHT	10'1"	
CON	19	(+4)	WILL	+6	5D8+20	WEIGHT	560 LB	
INT	19	(+4)	ARMOR		HIT POINTS		REACH	10 FT.
WIS	16	(+3)	ARMOR CLASS		CURRENT HP		ALIGNMENT	LE
CHA	14	(+2)	18		58		SKILLS	
MOVEMENT			TOUCH (AC 11)		SUBDUAL HP		ALCHEMY +3	
INIT	+6		FLAT-FOOTED (AC 16)				CONCENTRATION +7	
SPEED	30 FT.						KNOWLEDGE (ARCANA) +5	
FLY	40 FT.						LISTEN +6	
MELEE BAB +7, RANGED BAB +4							SPELLCRAFT +7	
WEAPON INFORMATION							SPOT +6	
GREATSWORD (MW): +8, 2D6+5 /19-20 CRIT							SPEAKS GIANT, COMMON	
FEATS & ABILITIES (ALREADY INCORPORATED)							IMPROVED INITIATIVE, FLIGHT, LIGHT ARMOR PROFICIENCY, MARTIAL WEAPON: GREATSWORD, REGENERATION 2, SCRIBE SCROLL	
SPECIAL ABILITIES/QUALITIES							Spell-Like abilities At will – <i>darkness</i> and <i>invisibility</i> ; 1/day – <i>charm person</i> , <i>cone of cold</i> , <i>gaseous form</i> , <i>polymorph self</i> , and <i>sleep</i> . These abilities are as the spells cast by a 9th-level sorcerer (save DC12+spell level). SQ–Spell Resistance 18. <b>Spells Known (cast 3/2):</b> 0– <i>daze</i> , <i>detect poison</i> , <i>flare</i> , <i>light</i> , <i>mage hand</i> , <i>read magic</i> , <i>resistance</i> ; 1st– <i>comprehend languages</i> , <i>endure elements</i> (fire), <i>identify</i> , <i>shield</i> . (10% chance of spell failure while in armor).	
CARRYING CAPACITY							LIGHT: 266 LBS	
							MEDIUM: 532 LBS	
							HEAVY: 800 LBS	

## POSSESSIONS

**SPELLBOOK**  
**MASTERWORK GREATSWORD**  
**MATERWORK LEATHER ARMOR**  
**POTION OF SWIMMING**

## REGENERATION

SUBTRACT ANY FIRE OR ACID DAMAGE FROM HIT POINTS. ALL OTHER DAMAGE, ADD TO SUBDUAL DAMAGE TAKEN. IF SUBDUAL DAMAGE EQUALS HIT POINTS, YOU FALL UNCONCIOUS. YOU HEAL 2 POINTS OF SUBDUAL DAMAGE PER ROUND.

## CARRYING CAPACITY

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

### Background

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

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

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

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

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

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

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

### Goals

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

### Methods

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

### Mannerisms

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

### Quote

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

# CROMLOK

MALE OGRE, 5TH-LEVEL FIGHTER



ABILITIES			SAVES		HIT DICE	STATISTICS	
STR	26	(+8)	FORT	+12	4D8+16 PLUS 5D10+20	SIZE	LARGE
DEX	11	(--)	REF	+2		HEIGHT	10 FT.
CON	18	(+4)	WILL	+3		WEIGHT	350 LB
INT	6	(-2)	ARMOR		HIT POINTS	REACH	10 FT.
WIS	12	(+1)	ARMOR CLASS		TOTAL HP	ALIGNMENT	CE
CHA	4	(-3)	20		90		
MOVEMENT			TOUCH (AC 9)		CURRENT HP		
INIT SPEED	+4	30 FT.	FLAT-FOOTED (AC 20)				
MELEE BAB +15/+10, RANGED BAB +7/+2							
WEAPON INFORMATION							
GREATAXE(MW): +16/+11, 1D12+10 / X3 CRIT							
FEATS (ALREADY INCORPORATED)							
IMPROVED INITIATIVE, WEAPON FOCUS (GREATCLUB), WEAPON FOCUS (GREATAXE), WEAPON SPECIALIZATION (GREATAXE)							
ADDITIONAL FEATS							
CLEAVE: IF YOU DROP A FOE, YOU CAN MAKE ANOTHER ATTACK. POWER ATTACK: CAN TAKE A PENALTY TO HIT, ADD BONUS TO DAMAGE.							

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

## Background

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

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

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

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

## Goals

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

## Methods

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

## Mannerisms

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

## Quote

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

# NUGDUSH

FEMALE OGRE, 5TH-LEVEL FIGHTER



ABILITIES			SAVES		HIT DICE	STATISTICS			
STR	24	(+7)	FORT	+12	4D8+16 PLUS 5D10+20	SIZE	LARGE		
DEX	11	(--)	REF	+2		HEIGHT	9'6"		
CON	18	(+4)	WILL	+3		WEIGHT	340 LB		
INT	7	(-2)	<b>ARMOR</b> ARMOR CLASS <b>20</b> TOUCH (AC 9) FLAT-FOOTED (AC 20)		<b>HIT POINTS</b> TOTAL HP <b>88</b> CURRENT HP	REACH	10 FT.		
WIS	12	(+1)				ALIGNMENT	CE		
CHA	5	(-3)						<b>SKILLS</b>	
<b>MOVEMENT</b>								<b>POSESSIONS</b>	
INIT SPEED	+4 30 FT.							BANDED MAIL (MW) HUGE GREATCLUB HELM OF UNDERWATER ACTION	
MELEE BAB +14/+9, RANGED BAB +7/+2								CLIMB +5* JUMP +5* LISTEN +4 SPOT +4 SPEAKS GIANT <small>*ARMOR CHECK PENALTY OF -6 ALREADY FACTORED IN</small>	
<b>WEAPON INFORMATION</b>			HUGE GREATCLUB: +15/+10, 2D6+12		<b>CARRYING CAPACITY</b>				
<b>FEATS (ALREADY INCORPORATED)</b>			CLEAVE, IMPROVED INITIATIVE, WEAPON FOCUS (GREATCLUB), WEAPON SPECIALIZATION (GREATCLUB)		LIGHT: 466 LBS MEDIUM: 932 LBS HEAVY: 1400 LBS				
<b>ADDITIONAL FEATS</b>			GREAT CLEAVE: YOU CAN MAKE ANOTHER ATTACK IF YOU DROP A FOE. POWER ATTACK: CAN TAKE A PENALTY TO HIT, BONUS TO DAMAGE.						

## Background

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

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

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

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

## Goals

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

## Methods

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

## Mannerisms

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

## Quote

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

# RAOFALT

MALE OGRE, 5TH-LEVEL DRUID



ABILITIES			SAVES		HIT DICE	STATISTICS		
STR	20	(+5)	FORT	+13	4D8+12	SIZE	LARGE	
DEX	12	(+1)	REF	+3	PLUS	HEIGHT	9'8"	
CON	17	(+3)	WILL	+8	5D8+15	WEIGHT	350 LB	
INT	8	(-1)	<b>ARMOR</b>		<b>HIT POINTS</b>		REACH	10 FT.
WIS	16	(+3)	ARMOR CLASS		TOTAL HP		ALIGNMENT	NE
CHA	4	(-3)	20		68		<b>SKILLS</b>	
<b>MOVEMENT</b>			TOUCH (AC 10)		CURRENT HP		ANIMAL EMPATHY +2	
INIT	+1		FLAT-FOOTED (AC 19)				CLIMB +0*	
SPEED	30 FT.						KNOWLEDGE (NATURE) +4	
MELEE BAB +10/+5, RANGED BAB +6/+1								
WEAPON INFORMATION								
GREATCLUB: +11/+6, 1D10+5								
FEATS (ALREADY INCORPORATED)								
GREAT FORTITUDE, MARTIAL WEAPON: GREATCLUB, TRACK, WEAPON FOCUS: GREATCLUB								
ADDITIONAL ABILITIES								
NATURE SENSE, RESIST NATURE'S LURE, TRACKLESS STEP, WILD SHAPE (1/DAY), WOODLAND STRIDE.								
SPELLS PREPARED: 0- CREATE WATER, KNOW DIRECTION, LIGHT, MENDING, RESISTANCE; 1ST- ANIMAL FRIENDSHIP, CALM ANIMALS(2), ENDURE ELEMENTS; 2ND- SOFTEN EARTH & STONE, SPEAK WITH ANIMALS, WARP WOOD; 3RD- PLANT GROWTH, STONE SHAPE.								
CARRYING CAPACITY								
LIGHT: 266 LBS								
MEDIUM: 532 LBS								
HEAVY: 800 LBS								

## POSSESSIONS

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

## RA-HAKU

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

### Background

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

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

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

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

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

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

a voice in the direction his community takes.

### Goals

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

### Methods

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

### Mannerisms

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

### Quote

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

# SCURLEY

MALE OGRE, 5TH-LEVEL ROGUE



ABILITIES			SAVES		HIT DICE	STATISTICS	
STR	22	(+6)	FORT	+9	4D8+12	SIZE	LARGE
DEX	14	(+2)	REF	+8	PLUS	HEIGHT	9'4"
CON	17	(+3)	WILL	+3	5D6+15	WEIGHT	320 LB
INT	10	(--)				REACH	10 FT.
WIS	10	(--)				ALIGNMENT	CE
CHA	4	(-3)					

## MOVEMENT

INIT SPEED	+6 30 FT.
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## ARMOR

ARMOR CLASS	20
TOUCH (AC 11)	
FLAT-FOOTED (AC 18)	

## HIT POINTS

TOTAL HP	65
CURRENT HP	

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

## WEAPON INFORMATION

GREATCLUB: +12/+7, 1D10+6

## FEATS (ALREADY INCORPORATED)

IMPROVED INITIATIVE, MARTIAL WEAPON: GREATCLUB, SHIELD PROFICIENCY, WEAPON FOCUS (GREATCLUB).

## ADDITIONAL ABILITIES

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

## SKILLS

APPRAISE +5  
 DISABLE DEVICE +7  
 HIDE +6  
 JUMP +5  
 LISTEN +8  
 MOVE SILENTLY +5  
 OPEN LOCK +9  
 SEARCH +5  
 SPOT +8

## POSSESSIONS

STUDED LEATHER (MW)  
 BUCKLER\*  
 GREATCLUB  
 +1 CLOAK OF RESISTANCE

\*ARMOR PENTALY TO SKILLS HAS ALREADY BEEN FACTORED IN TO BONUS.

## LANGUAGES

SPEAKS  
 GIANT & COMMON

## CARRYING CAPACITY

LIGHT: 346 LBS  
 MEDIUM: 692 LBS  
 HEAVY: 1040 LBS

### Background

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

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

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

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

### Goals

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

### Methods

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

### Mannerisms

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

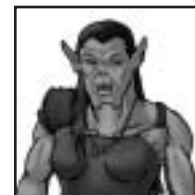
### Quote

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

# SUSHNAK

FEMALE OGRE, 5TH-LEVEL ROGUE

ABILITIES			SAVES		HIT DICE	STATISTICS		
STR	20	(+5)	FORT	+8	4D8+12 PLUS 5D6+15	SIZE	LARGE	
DEX	15	(+2)	REF	+7		HEIGHT	9'6"	
CON	16	(+3)	WILL	+5		WEIGHT	320 LB	
INT	10	(--)			HIT POINTS	REACH	10 FT.	
WIS	12	(+1)	ARMOR			TOTAL HP <b>68</b>	ALIGNMENT	CE
CHA	4	(-3)	ARMOR CLASS <b>19</b>				CURRENT HP	
			TOUCH (AC 11) FLAT-FOOTED (AC 17)					



## MOVEMENT

INIT SPEED	+6 30 FT.
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MELEE BAB +11/+6, RANGED BAB +7/+2

## WEAPON INFORMATION

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

## FEATS (ALREADY INCORPORATED)

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

## ADDITIONAL ABILITIES

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

## POSSESSIONS

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

## LANGUAGES

SPEAKS  
 GIANT & COMMON

## CARRYING CAPACITY

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

### Background

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

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

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

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

### Goals

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

### Methods

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

### Mannerisms

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

### Quote

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

# PLAYER'S HANDOUT 1: FIELD STUDY: ABOUT OGRES

## *Field Study: About Ogres*

By Ran Kemflar, of the Kathendas Enclaves.

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

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

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

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

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

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

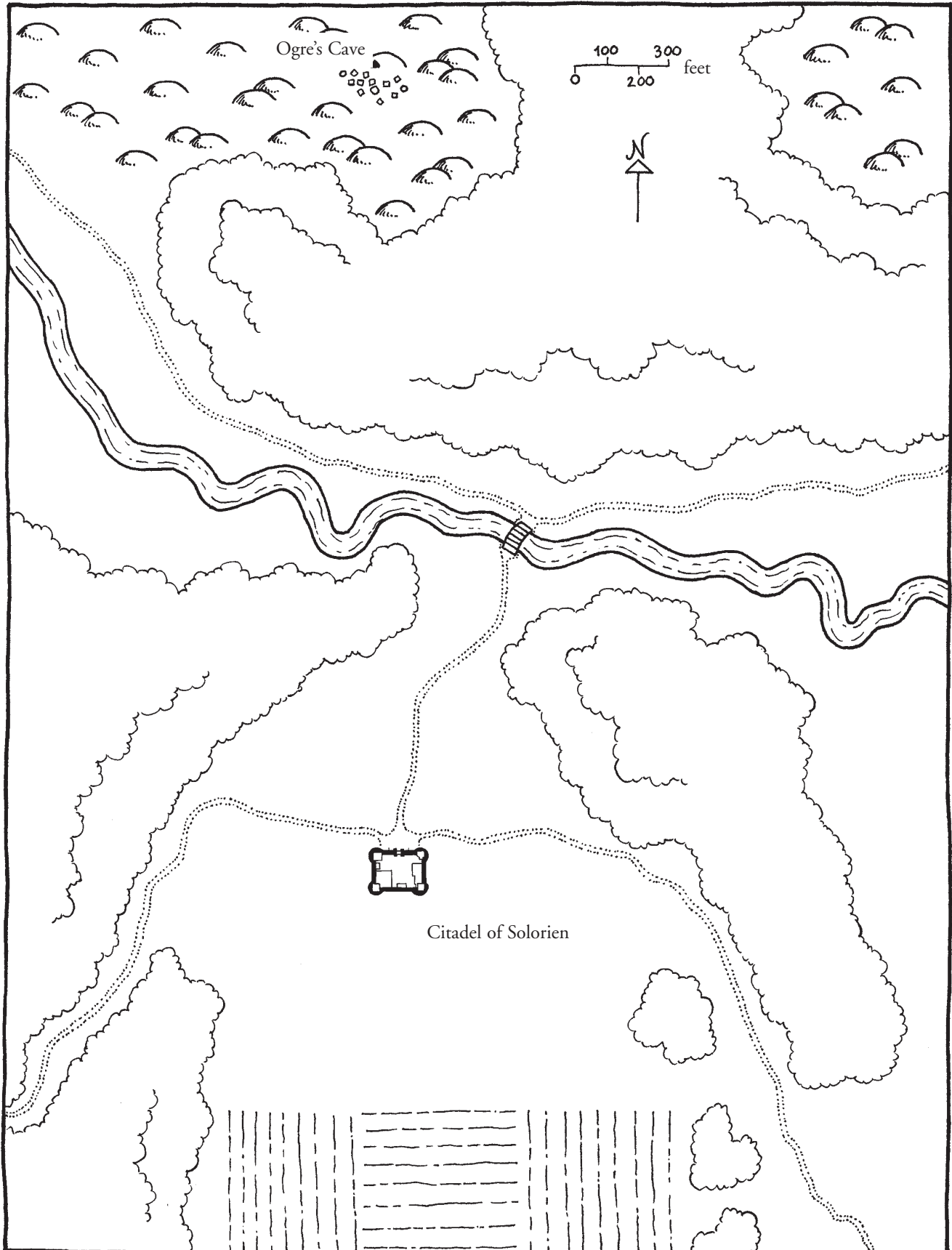
These ogres have been settled in this region for nearly a century, when their ancestors traveled from a northern wasteland and stayed in the Agger hills. This particular generation fell into some disarray when their shaman – an ogress named Fashka – left on a "vision quest" some years ago. The leader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

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

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

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

# PLAYER'S HANDOUT 2: AREA MAP





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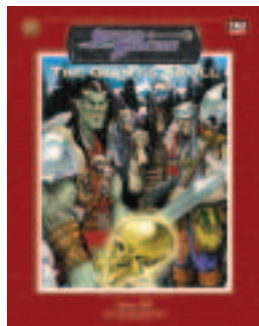
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