

Kingdoms of Kalamar[®]

RAID ON BÔKAGNA

An Adventure for 1st to 3rd level **Evil** Characters



by Paul "Wiggy" Wade-Williams



RAID ON BÔKAGNA

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A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar is a vibrant setting alive with rich cultures, imminent danger and complex intrigue. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil clerics worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining all the elements of fantasy you've come to enjoy with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian horselords for control of territory, guarding your elven home against the human threat, or ridding the desert of undead abominations, the Kingdoms of Kalamar provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

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RAID ON BÔKAGNA

This adventure takes place in the Arajyd (“air-uh-jyd”) Hills, dun-colored ridges marking the northwestern boundary of the Khydoban Desert. Strong gnomish clans inhabit the western side of this range but, unfortunately for them, a tribe of orcs has decided to move into the area.

This adventure is designed for a party of four orc characters of levels 1 to 3 with few to no magic items. Although written from an orc point of view, you can easily modify this adventure to fit any evil party. Simply replace references to orcs with the appropriate race, or ignore the orc references altogether.

BRIEF BACKGROUND

The encroaching orc tribe has some of the local gnomes worried, and Clan Kirennen of the western Arajyd Hills has decided to make plans for all-out war against the orcs. The gnomes have a small forward outpost (normally used for warring against the kobold tribes of the eastern hills) just inside the clan’s current borders. Also, dire badger-riding gnomes have begun to scout the area of the planned assault.

The orcs, whose spies informed them of the forthcoming attack, need more detailed information. A small party has been picked to enter one of the fortified subterranean lairs and steal any papers and maps they can find. Capturing high-ranking gnome officers would also be a mark of pride (gnome prisoners are valued because of their alchemical skills). The orcs are given the location of the gnome outpost and told to gather as much information as possible.

GNOME OUTPOST

The outpost known to the gnomes as Fjakalja (“fyah-kal-yah”) serves as a base for the gnome raiders targeting the orc tribe. The orcs call this place Bôkagna (“bo-kah-gun-ah”). All gnomes stationed at the base know that they are on the frontline of battle, and are all members of Clan Kirennen. The base is fairly self-sufficient, containing a bakery, forge and workshops. Fresh food is brought in weekly by passing patrols, and the troops are rotated every six months. Communications with the clan elders is maintained through runners and through carrier pigeons.

DM’s Note: Alarms

If the alarm is sounded because of external attack, the dire badger cavalry immediately leaves the base, circling around the enemy for a flank charge. The troops on the inside man the arrow slits while the officers prepare to burn their papers. An internal breach results in the gnomes rushing to that spot, while simultaneously destroying plans and maps and emptying the treasury. The commander and a small group then try to escape through the secret exit.

Should an internal alarm be sounded (such as for escaping characters or if an intruder is sighted) then the outpost locks down. Five gnome warriors man the exit (these are from the Dining Hall), the central command area is placed under a five-man guard (also from the Dining Hall), and two roving patrols of three gnome warriors (from the Barrack Room area 12) move from room to room, searching carefully. The armory and treasury receive double guards (also from area 12). By coincidence, the cavalry returns and checks outside for escaped prisoners.



When fully staffed, the outpost contains one senior officer, a handful of sub-officers, and 20 to 30 soldiers (and around 10 dire badger mounts and their riders). There are around 10 support staff, such as cooks, jailors, stable hands, and the like. Although of low-level, they are trained combatants (to some degree) and will help defend the outpost.

Although the orcs are only aware of one entrance, there is a second some distance away. Dire badgers are not small creatures and the gnomes have installed an access ramp to allow them to enter and leave the complex without having to pass through inhabited areas. If a character decides to search the area for another entrance, he or she needs 3d8 minutes and a Spot check (DC 20) to find the top of the ramp. The ramp brings the orcs to the large doors in Room 30 (Saddling Area).

Unless otherwise stated, all doors are constructed from sturdy wood and are ordinarily unlocked though they are fitted with locks (Open Locks DC 23; Break DC 23).

1) MAIN ENTRANCE (EL 1)

If the PCs approach the gnome lair from the front, **DISPLAY ILLUSTRATION #1 ON PAGE 13** and read the following text.

The entrance to the gnome command post is built into a cliff face. A double door, iron-bound, faces you and marks the start of the gnomes' lair. Two gnome guards stand outside the doors.



The front entrance was built as a single room with arrow slits on the outwards-facing wall. The double doors (hardness 5, hit points 30, Break DC 25) are kept barred from the inside except when letting out patrols or accepting them back in.

Creatures: On routine days, a small force of two gnome soldiers, fully armed and armored, guards the entranceway.

Gnome soldiers (2): hp 7, 9

2) WAITING ROOM

Looking through the alcove, you can see a room with padded benches lining the walls. There are no other furnishings.

Guests are kept in here, under guard, until Commander Ronmar can be summoned to see them. This is also where they are interviewed, as the gnomes are loathe to show anyone the interior of the base unless they must. Important gnome dignitaries are obviously kept waiting for a lesser time than routine messengers.

3) PREPARATION ROOM

This large, L-shaped room is devoid of any furnishings or decoration, although the floor is covered with dozens of shallow scratches.

Located near the entrance, this small room is where patrol members meet to check their equipment and receive final orders before embarking on their patrol. As such, it is unfurnished.

4) ARMORY (EL 2)

The door to this area is locked. If the PCs are able to enter, read the following.

Racks of short swords and short bows line the northern wall. Quivers of arrows stand propped. Just as you see this, a pair of gnomes lunge towards you and attack.

Although every gnome is issued weapons and armor that they are supposed to keep with them at all times, there is always the risk that gnomes wandering the fortress during an attack are not carrying their weapons. The armory, which is kept locked at all times, is stocked with 10 short swords and six short bows, as well as 120 spare arrows in quivers of 20. Only Commander Ronmar and his lieutenants have a key.

Creatures: Normally guarded on the inside by two gnomes, this rises to five gnomes during any alarm.

Gnome soldiers (2): hp 8, 5

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5) APOTHECARY AND EXAMINATION ROOM (LOCKED UNLESS THERE ARE WOUNDED)

The room is filled with benches and shelves, on which stand bottles, vials and glass jars, retort stands, alchemical formulae, and raw ingredients.

The apothecary (and also the healer) uses this room to create salves and ointments for the hospital, and also mundane potions for use by the troops (such as lampblack or alchemist's fire). The lab effectively counts as a full alchemist's laboratory. Using this laboratory grants a +2 circumstance bonus on Craft (alchemy) skill checks to create such items.

6) HOSPITAL (LOCKED UNLESS THERE ARE WOUNDED)

This room contains six beds, a small table on which lies a wad of paper, and a bench holding bedpans and the like. A small cupboard stands against the eastern wall.

There are usually no patients in the hospital. The healer is only here when needed. The small cupboard holds spare bedding, bandages, splints, and so on.

Creatures: Wounded gnomes, when found, are taken here and the healer, a non-combatant, will also be present performing surgery. He confronts any intruders and asks them to show mercy to the wounded.

Gnome healer: hp 6

7) BRIEFING ROOM

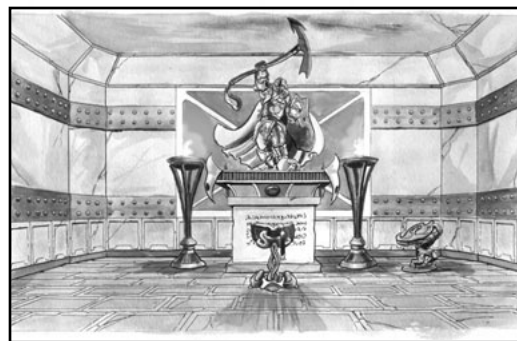
At the far end of this otherwise undecorated and unfurnished open chamber stands a small podium and several chairs.

It is here that the Commander Ronmar and his lieutenants brief the soldiers on their patrol routes and battle plans. So far only routine patrols and mock battle plans have been handed out, with few of the actual soldiers realizing just how close to battle they really are.

8) TEMPLE TO SARABAL (EL 1)

A single gnome soldier guards the door to this room. If he is called away or if the PCs defeat him and enter read the following and **DISPLAY ILLUSTRATION #2 ON PAGE 14.**

Dominating this well decorated room is a huge carving of a muscular armored gnome brandishing a military pick and shield. Two bronze braziers stand on either side, filling the room with the sweet smell of burning incense. A small stand to the right holds another ten sticks of incense. In front of the statue is a book resting on a lectern.



The statue is a depiction of The Old Man, god of war, tactics and strategy (known to the orcs as Bugar, and to the gnomes as Sarabal). Of course, the characters should only know this after a successful Knowledge (religion) skill check at DC 20 (or DC 15 for followers of The Old Man). Although heavy (around 200 pounds), the carving can be sold for 350 gp. The book on the lectern is titled "The Way of Strategy." It is written in gnomish and is the canon of the faith (known as the Order of the Pike). See the *Player's Guide to the Sovereign Lands* for more information on this tome.

Creatures: Normally, there are no gnomes actually in the temple. At night, there is a 25% chance that one sub-officer and three guards are in here praying. The outpost has no official cleric at this moment and instead a mendicant cleric visits every other Godday to give blessings and reading.

Gnome soldier: hp 7

9) BARRACK ROOM

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall.

This barrack room is one of four nearly identical ones that house the gnome soldiers. At present, the 10 gnomes that live in this room are out on patrol, but will return within three hours after the PCs enter the outpost.

10) BARRACK ROOM

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall.

This barrack room is one of four nearly identical ones that house the gnome soldiers. During the scenario, the gnomes from this room are on duty around the fortress and this room is empty. However, if the characters choose to hide here there is a 10% cumulative chance per hour that the guard shift changes and 10 armed and armored gnomes come into the room.

11) BARRACK ROOM

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall.

This barrack room is one of four nearly identical ones that house the gnome soldiers. The gnomes from this room are currently in the dining hall as their shift starts shortly. There is a cumulative 10% chance every 30 minutes that 1d3 gnomes come back to the room to gather equipment or take a nap.

**12) BARRACK ROOM
(EL 10 WHEN GNOMES ARE AWAKE AND DRESSED)**

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall. Ten gnomes, apparently sleeping, lie in their bunks, snoring peacefully.

This barrack room is one of four nearly identical ones that house the gnome soldiers.

Creatures: The 10 gnomes that call this room home are currently sleeping and will take 10 rounds to rouse and arm themselves after an alarm is given. Trying to investigate the

room whilst its occupants sleep requires a successful Move Silently check (versus an opposing Listen check of 5 for the sleeping occupants; PCs receive a -10 penalty for wearing medium metal armor or a -15 penalty for wearing heavy metal armor). Any noise will cause one of them to rouse and investigate.

Gnome soldiers (10): hp 4, 4, 4, 6, 9, 9, 7, 6, 8, 6

13) SUB-OFFICERS QUARTERS (EL 3)

Obviously housing higher-ranking officials, this well-decorated room contains four single beds, plus padded chairs, a large table, and personal lockers. A framed painting of an elder gnome hangs on the far wall.

Creatures: At any one time there is normally one sub-officer in here (the one who runs the squad in Barrack Room area 12) writing papers or sleeping. The others are on duty around the fortress. On the far wall is a large portrait of the current clan elder (the painting itself is worth only 20 gp, but the jeweled frame is worth 100 gp). None of the papers are of a sensitive nature.

Sub-Officer: hp 24

14) DINING HALL (EL 10)

Two tables dominate this rectangular room. The larger holds 10 rowdy gnomes, all wearing armor but with weapon sheathed. They seem to be enjoying a meal of sweet smelling porridge. The smaller table is currently unoccupied, but would seat four gnomes comfortably.

Creatures: The main table is currently in use by the 10 gnome soldiers from area 11, and they are all armed and armored. Their leader is in the Sub-Officers' Lounge (area 18). Bowls of porridge, loaves of bread, and flagons of watered-down ale cover the table.

There is a fair amount of noise being generated by the boisterous soldiers and any Listen check a PC makes to hear it automatically succeeds. It also allows the characters to make some noise without being overheard by those in this room. The door to the south leads to a typical privy.

Gnome soldiers (10): hp 4, 4, 4, 6, 9, 9, 7, 6, 8, 6

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15) KITCHEN (EL 1)

This area appears to be a kitchen. A large fire pit sits in the center of the floor, the smoke from the fire drifting upwards to a chimney hole. Shelves and racks hold pans, bowls, plates and flagons and a large tray holds cutlery. Currently cooking over the fire is a huge pot of steaming food.

Creatures: Two gnome servants work here and will put up a stiff defense until reinforcements arrive.

Gnome servants (2): hp 6 each

16) STOREROOM AND COLD STORAGE

The storeroom is piled high with crates and barrels. All are clearly labeled in what is probably the gnome language.

The gnomes receive fresh supplies weekly and make their own bread in the kitchens. All of the crates, etc. are clearly labeled in Gnomish.

17) LIBRARY AND MAP ROOM (EL 1)

The room contains a cornucopia of tomes, scrolls and maps stored on shelves and low tables. Chairs are dotted seemingly randomly around the room.

Most of the writings are simple reference books, the kind available in any bookshop, but others are specialist works, covering not just military practices, but also poetry, mining techniques, gem values, and so on. The maps are of the Arajyd Hills, the locations of the cities, towns and villages (see the *Kingdoms of Kalamar Atlas*), and some individual building floor plans.

Creatures: There is normally one gnome soldier in here, referencing material for his masters. He naturally shouts for assistance if attacked.

Gnome soldier: hp 7

18) SUB-OFFICERS' LOUNGE (UNLOCKED) (EL 3)

This room is furnished with four well-padded armchairs, a small mahogany table hosting two empty, but used, wine glasses, and a pouch of tobacco. A lone, armored gnome sits in one of the chairs, his sword resting across his lap.

Creatures: Normally one officer is in here, either drinking or taking time out for a pipe (this is the only smoking room in the building). The officer wears a *ring of sustenance*.

Rarely will any other sub-officers be in here at the same time as their duties place them at different places at the same time. Commander Ronmar normally uses his own lounge and study when off duty.

Sub-Officer: hp 24

19) COMMAND CENTER (EL 8)

Two well-armored gnomes stand peering at a collection of maps, diagrams, and writings spread over a large table. Two lit lanterns stand at the far edge of the table. A third gnome stands guard in front of a door on the eastern wall.

The command center is the hub of operations for the gnomes and contains large tables covered with maps of the area, noting not just geographical features, but also Arajyd Hills border patrol routes, caravan trails, and so on.

The piles of papers contain patrol rosters, battle plans to attack several trade caravans, correspondence between the commander and his superiors back home, and so on. The plans are all coded, and require knowledge of Gnomish as well as a Decipher Script check (DC 25) to crack the code. Lanterns light the room and can be used to torch the papers if necessary.

Creatures: Normally Commander Ronmar and one sub-officer are present, reviewing and discussing the plans. If given a chance, they try to burn the papers. A single gnome soldier, who has orders to keep non-officers out at all times, guards the door to area 20 from the outside.

Commander Romar: hp 34

Sub-Officer: hp 24

Soldier: hp 8

20) COMMUNICATIONS ROOM (EL 1)

The room houses a single desk covered with pens, vials of ink, both black and colored, and pieces of parchment and papers. A box near the desk houses ten pigeons. In the eastern wall is a small chimney hole, though there is no sign of a fireplace.

The communications center houses a single desk on which communiqués are written. Naturally they are all written in code. The pigeons are released with messages through the hole that leads to the surface. During a raid, pigeons are released to alert the other clan forces of the assault. The room is normally unmanned unless a message is being written or received, in which case the sub-officer from area 19 is in here.

21) CORRIDOR (EL 2)

This short corridor contains nothing but two doors at the far end; one in the eastern wall and one in the western wall.

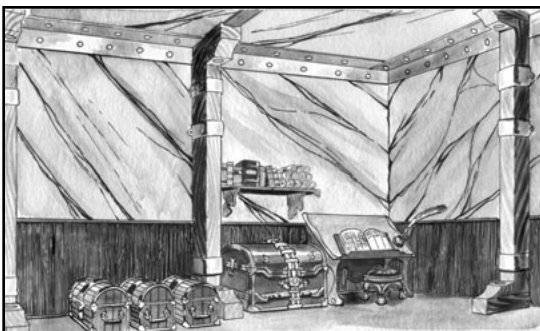
Creatures: Two gnome raiders are assigned here as guards, with orders to defend the position if the base is attacked.

Gnome soldiers (2): hp 9, 8

22) TREASURY (LOCKED) (EL 1)

If the PCs gain access to the treasury, read the following and **DISPLAY ILLUSTRATION #3 ON PAGE 15.**

This room contains three small chests and one larger chest that sit against the eastern wall. To the right of the chests is a small stool and table with an open book and ink quill resting on it. A bookshelf containing books and scrolls rests on the wall above the larger chest. The walls are shored up with stout timber.



This small room has a locked door (hardness 5, hit points 20, Break DC 28, Open Locks DC 20) marked with the Gnomish symbol for 'Treasury' and contains no light source. Only Commander Ronmar and his sub-officers hold keys, which they wear on their key rings.

The treasury contains monies for paying the troops, paying spies in local towns and cities and for buying extra equipment. It is contained in several small caskets, none of which is trapped but all of which are locked (hardness 5, hit points 1, Break DC 17, Open Locks DC 20).

A larger chest stands besides them, and this is locked and trapped (hardness 5, hit points 15, Break DC 23, Open Locks DC 25). It contains three potions, protected by straw padding. The only other furnishings are a small table and stool and a bookshelf. Upon the table and bookshelf are the ledgers (written in Gnomish), detailing the income and outgoings of the outpost. It does not inform the reader exactly what the treasury holds, however.

Trap: Hail of Needles trap: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22)

Treasure: The total treasury contents come to 1,100 gp, a 9 gp moss agate, a 60 gp pink pearl, a 100 gp red spinel, a *potion of cure serious wounds*, a *potion of bull's strength* and a *potion of hide from kobolds* (as *hide from undead*, but applies to kobolds).

23) COMMANDER ROMAR'S STUDY (LOCKED)

There are several comfortable armchairs, a writing table with a letter on it, and a well-carved pipe with a pouch of tobacco resting on the table in this room.

This room is used by the commander as his private study. The letter (written in plain Gnomish) is to his wife and children and promises he will be home soon.

The door to the study is locked (hardness 5, hit points 15, Break DC 18, Open Locks DC 15).

24) COMMANDER ROMAR'S ROOM

This chamber is well furnished, with a four-poster bed, an oak writing table, a bedside table, a large portrait of a gnome female in a gilded frame, and a chest holding spare clothes.

The commander is only here at night, preferring to spend his days in the command center.

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25) WEAPONSMITH AND BLACKSMITH WORKSHOP (EL 1)

The room contains two small forges, racks of tools, three anvils, bars of unforged iron, buckets of water, piles of wood, and several unfinished weapons. A hole in the roof allows smoke to escape. Two gnomes, clad only in trousers and leather aprons, work at the forges.

Creatures: The weaponsmith and blacksmith workshop houses two gnome servants, both of whom are busy working at forges.

Gnome artisans (2): hp 6 each

26) LOWER CORRIDOR (EL 1)

This corridor contains five doors. A single gnome soldier stands in the hallway on guard duty.

One gnome soldier is normally positioned in the corridor, guarding the workshops and cell area.

Gnome soldier: hp 9

27) LEATHERWORKERS (EL 1)

By the smell of tanned leather, there can be no mistaking the function of this room. Two gnomes work at a bench along the back wall. A collection of small anvils, hammers, nails, scissors, and pincers lie on the bench.

This room also houses two gnome artisans. The leatherworkers are only used to repair and maintain the dire badger saddles, and occasionally the soldiers' boots.

The four unmarked rooms (see the map) are toilets for the gnomes that live and work in this area. There is a 10% chance at any time that the toilet is in use by a gnome soldier (1-7) or an artisan (8-10). If occupied, use a gnome from either Room 12 or from Room 27, as applicable.

Creatures: The two gnomes are currently repairing a saddle that suffered from a kobold spear hit. Aside from several benches, there are also racks for tools.

Gnome servants (2): hp 6 each

28) BREAK AREA

This room has a table with two chairs in the center. Along the north wall is a small cabinet, a second cabinet is located along the south wall.

This room is the break room for the various smiths. At any given time, there is a 25% chance that there will be two gnomes relaxing before returning to finish their shift.

Gnome artisans (2): hp 8, 8

29) DIRE BADGER STABLES

This room contains 10 dire badger stalls. Each stall has plenty of fresh straw, meat and water in it.

This stalls are normally used to hold the dire badger mounts. Servants change the straw daily. At the moment, the entire dire badger cavalry is on patrol and the stalls are empty.

30) DIRE BADGER SADDLING AND VETERINARY AREA

This large, L-shaped room contains two large, low tables, one of which is stained slightly with a red substance. A table on the far wall holds a variety of medical instruments. A large set of double doors, currently barred, stand in the eastern wall.

Currently quite bare, the room normally holds the saddles and lances for the dire badgers, kept on hooks on the walls. A Heal check of DC 12 shows that the medical instruments are for veterinary use. The ramp to the surface, found behind the wooden doors, is fairly shallow and travels for roughly 80 feet before breaching the surface.

31) TRAINING HALL

This large room is well stocked with wooden and blunted practice weapons. On the walls are charts showing fighting moves and the floor has a fencing square equivalent carved into it.

BESTIARY (MAJOR NPCs)

The soldiers use this room to perfect and hone their fighting skills. It is busy only on Godday (the sixth day of the week), after the day's religious service.

32) CELLS

Each cell contains only a bucket. There is barely enough room to lie down in, and certainly no bed on which to rest.

Though currently empty, any orcs taken alive are placed in here for interrogation at a later date.

33) SERVANTS' QUARTERS (EL 2)

This simply furnished room houses 14 bunks in sets of two, and a few stools and chests.

These are the rooms of the gnome servants.

Creatures: At any one time there will be four servants here, two awake talking and two asleep. Not willing to die foolishly, they will put up a fight while shouting for assistance.

Gnome servants (4): hp 6 each

34) SERVANT'S KITCHEN AND DINING HALL

This small kitchen is a simple affair, containing only a fire pit, a simple wooden table with stools around it, several cooking pots, wooden plates and bowls, pewter tankards, pewter cutlery, and food stores.

At meal times there are normally four gnome servants in here eating (two from the leatherworkers and two from the black-smiths).

COMMANDER RONMAR KIRENNEN

Male rock gnome illusionist 3/fighter 3 (CR 6)

LN Small humanoid

Attack and Movement

Init +6

Melee +8 *short sword* +1 (1d6+2)

Ranged +7 *shortbow* (1d6)

Base Atk +4; **Grp** +1

Speed 20 ft. (4 squares)

SA +1 attack vs. goblinoids and kobolds

Defense

hp 34 (HD 3d4+3d10+6)

AC 13 (+2 Dex, +1 size), touch 13, flat-footed 11

Fort +5, **Ref** +4, **Will** +4

SQ +4 AC dodge bonus vs. giants; +2 save vs. illusions

Spell-like Abilities (DC 11 + spell level)

1st (1/day) - *dancing lights, ghost sound, prestidigitation, speak with burrowing mammals*

Illusionist Spells (DC 13 + spell level); cannot cast spells from the Conjuraton or Necromancy schools

0 (4/day + 1 illusion) - *daze, detect magic, ghost sound, ray of frost, read magic*

1st (2+1/day + 1 illusion) - *color spray, magic missile, reduce person, sleep*

2nd (1+1/day + 1 illusion) - *invisibility, mirror image (x2)*

Traits

Racial low-light vision

Abilities Str 12, Dex 14, Con 12, Int 16, Wis 10, Cha 12

Skills Climb +4, Concentration +12, Craft (alchemy) +5,

Handle Animal +7, Jump +3, Knowledge (arcana) +5,

Knowledge (geography) +6, Knowledge (history) +4,

Knowledge (military tactics*) +6, Knowledge (nobility

and royalty) +6, Knowledge (religion) +5, Ride +8,

Spellcraft +8

*see the *Player's Guide to the Sovereign Lands*

Feats Combat Casting, Improved Initiative, Leadership, Mounted Combat, Scribe Scroll, Weapon Focus (short sword)

Languages Gnomish, Merchant's Tongue, Draconic, Giant, and Orc

Deity Worshipped Sarabal, The Old Man

Equipment

short sword +1, spell book

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DIRE BADGER MOUNT

See the *D&D Monster Manual* for statistics.

Note: If a gnome soldier is on his mount when it rages, he must make a Ride check (DC 4) every round or be flung from his saddle. Flung gnomes must make a second Ride check at DC 10 to avoid taking 1d6 damage. The rider may attack when his mount is enraged, but all melee attacks suffer a -4 penalty and missile fire becomes impossible.

SOLDIERS

Male rock gnome fighter 1 (CR 1)

LN Small humanoid

Attack and Movement

Init +6

Melee +4 short sword (1d6+2) or

Melee +4 light lance (1d6+2)

Ranged +4 shortbow (1d6)

Base Atk +1; **Grp** -1

Speed 20 ft. (4 squares)

SA +1 attack vs. goblinoids and kobolds

Defense

HD 1d10+3 (hp variable)

AC 17 (+2 Dex, +1 size, +4 chainshirt),

touch 13, flat-footed 15

Fort +5, **Ref** +2, **Will** +0

SQ +4 AC dodge bonus vs. giants; +2 save vs. illusions

Spell-like Abilities (DC 10 + spell level)

1st (1/day) - *dancing lights*, *ghost sound*, *prestidigitation*,
speak with burrowing mammals

Traits

Racial low-light vision

Abilities Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 8

Skills Climb +4, Intimidate +1, Hide +2,

Move Silently +2, Ride +2, Spot +2

Feats Improved Initiative, Mounted Combat

Languages Gnomish, Merchant's Tongue, Draconic,
Low Elven, and Goblin

Deity Worshipped Sarabal, The Old Man

Equipment

chainshirt, short sword

SUB-OFFICERS

Male rock gnome illusionist 3/fighter 1 (CR 4)

LN Small humanoid

Attack and Movement

Init +2

Melee +5 short sword +1 (1d6+1)

Ranged +4 shortbow (1d6)

Base Atk +2; **Grp** -1

Speed 20 ft. (4 squares)

SA +1 attack vs. goblinoids and kobolds

Defense

HD 3d4+1d10+8 (hp variable)

AC 13 (+2 Dex, +1 size), touch 13, flat-footed 11

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

SQ +4 AC dodge bonus vs. giants; +2 save vs. illusions

Spell-like Abilities (DC 10 + spell level)

1st (1/day) - *dancing lights*, *ghost sound*, *prestidigitation*,
speak with burrowing mammals

Illusionist Spells (DC 13 + spell level); cannot cast spells

from the Abjuration or Enchantment schools

0 (4/day + 1 illusion) - *acid splash*, *detect magic*, *ghost sound*,
read magic, *touch of fatigue*

1st (2+1/day + 1 illusion) - *cause fear*, *color spray* (x2),
mage armor

2nd (1+1/day + 1 illusion) - *darkness*, *invisibility*, *web*

Traits

Racial low-light vision

Abilities Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 10

Skills Craft (alchemy) +10, Concentration +12, Handle

Animal +2, Knowledge (arcana) +5, Knowledge

(geography) +4, Knowledge (military logistics*) +5,

Knowledge (nobility and royalty) +5, Knowledge

(religion) +5, Ride +5, Spellcraft +10

*see the *Player's Guide to the Sovereign Lands*

Feats Combat Casting, Mounted Combat, Scribe Scroll

Languages Gnomish, Merchant's Tongue, Draconic,

Elven, and Goblin

Deity Worshipped Sarabal, The Old Man

Equipment

short sword +1, spell book

BESTIARY (MINOR NPCs)

BLACKSMITHS/WEAPONSMITHS

Male rock gnome expert 1 (CR 1/2)

LN Small humanoid

Attack and Movement

Init +3

Melee +1 short sword (1d6)

Base Atk +0; **Grp** -4

Speed 20 ft. (4 squares)

SA +1 attack vs. goblinoids and kobolds

Defense

HD 1d6+2 (hp variable)

AC 14 (+3 Dex, +1 size), touch 14, flat-footed 11

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

SQ +4 AC dodge bonus vs. giants; +2 save vs. illusions

Spell-like Abilities (DC 11 + spell level)

1st (1/day) - *dancing lights*, *ghost sound*, *prestidigitation*,
speak with burrowing mammals

Traits

Racial low-light vision

Abilities Str 10, Dex 16, Con 14, Int 15, Wis 13, Cha 12

Skills Craft (alchemy) +4, Craft (blacksmithing or

weaponsmithing) +8, Concentration +2, Heal +7, Hide +9,

Intimidate +3, Knowledge (nature) +4, Listen +3, Move

Silently +3, Open Lock +5, Ride +5, Sense Motive +5,
Spot +1, Swim +4
Feats Skill Focus (Craft (blacksmithing/weaponsmithing))
Languages Gnomish, Merchant's Tongue, Low Elven,

Goblin

Deity Worshipped Sarabal, The Old Man

Equipment

short sword

HEALER

Male rock gnome expert 1 (CR 1/2)

LN Small humanoid

Attack and Movement

Init +3

Melee -2 short sword (1d6-2)

Base Atk +0; **Grp** -6

Speed 20 ft. (4 squares)

SA +1 attack vs. goblinoids and kobolds

Defense

hp 6 (HD 1d6+1)

AC 14 (+3 Dex, +1 size), touch 14, flat-footed 11

Fort +1, **Ref** +3, **Will** +5

SQ +4 AC dodge bonus vs. giants; +2 save vs. illusions

Spell-like Abilities (DC 10 + spell level)

1st (1/day) - *dancing lights, ghost sound, prestidigitation, speak with burrowing mammals*

Traits

Racial low-light vision

Abilities Str 7, Dex 16, Con 12, Int 12, Wis 16, Cha 11

Skills Craft (alchemy) +3, Decipher Script +2, Diplomacy +2, Gather Information +4, Heal +7, Hide +5, Intimidate +4, Knowledge (nature) +5, Knowledge (religion) +3, Listen +5, Move Silently +3, Sense Motive +5, Spot +3

Feats Dodge

Languages Gnomish, Merchant's Tongue, Goblin

Deity Worshipped Kaerast, Lord of Silver Linings

Equipment

short sword

SERVANTS

Male rock gnome warrior 1 (CR 1/2)

LN Small humanoid

Attack and Movement

Init +0

Melee +1 short sword (1d6-1)

Base Atk +1; **Grp** -4

Speed 20 ft. (4 squares)

SA +1 attack vs. goblinoids and kobolds

Defense

HD 1d8+1 (hp variable)

AC 11 (+0 Dex, +1 size), touch 11, flat-footed 11

Fort +3, **Ref** +0, **Will** +0

SQ +4 AC dodge bonus vs. giants; +2 save vs. illusions

Spell-like Abilities (DC 10 + spell level)

1st (1/day) - *dancing lights, ghost sound, prestidigitation, speak with burrowing mammals*

Traits

Racial low-light vision

Abilities Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11

Skills Listen +4, Spot +2

Feats Weapon Focus

Languages Gnomish, Merchant's Tongue, Draconic, Low Elven, Goblin

Deity Worshipped Sarabal, The Old Man

Equipment

short sword

MAGIC ITEMS

POTION OF BULL'S STRENGTH (AREA 22)

The potion is kept in a small clay pot marked with a bull's head, sealed with a cork bung. The liquid itself is dark red and smells of blood. There is enough for one dose.

POTION OF CURE SERIOUS WOUNDS (AREA 22)

The potion is unlabelled and kept in a small glass vial, sealed with a copper screw top. The liquid itself is smoky and almost ephemeral in nature, smelling slightly of uncooked fish. There is enough for one dose.

POTION OF HIDE FROM KOBOLDS (AREA 22)

The potion is unlabelled and kept in a small smoked glass vial, sealed with a cork bung. The liquid itself is black in color and smells faintly of cinnamon and beer. There is enough for two doses.

RING OF SUSTENANCE (AREA 18)

The ring is built of two interlaced strands of precious metals - one of gold and the other silver. It bears a small crest of a flagon of ale and a sheaf of wheat in its center, carved from platinum. The ring is of elven origin, although an Appraise check (DC 20) or Knowledge (races) check (DC 25) is required to identify this (reduce DC by 10 for characters who have often seen or come into frequent contact with elven items). This ring once belonged to the famed elven ranger Corellon the Silent, who died several decades ago whilst leading a raid against the orc tribes of the Neebau Cliffs.

SHORT SWORD +1 (AREA 19)

This finely polished bronze short sword is known as "Striker" and its name is engraved on the blade in Gnomish runes. It was constructed just over three centuries ago for the chieftain of Clan Kirennen and has passed down through the family until it came into the hands of the current warlord's eldest son, Ronmar. The pommel has a small agate in it, which can be removed to reveal a small compartment for storing tiny items. It currently contains a lock of brown, curly hair.

PLAYING AN ORC

In the dead of night, six figures move silently through the near darkness, weapons ready in their hands and the lure of treasure in their hearts. With a single, swift motion a door is kicked open in a shower of splinters and the intruders rush into the room, killing females and their offspring without mercy in their unending quest for riches.

Does this example make orcs sound bad? It shouldn't - since this is also the standard approach of many adventuring parties when entering humanoid lairs. Many players happily kill goblinoid and humanoid females ("stops them breeding") or children ("that's the next generation dead") with little thought or emotion. If you tend to play along these lines, then you will enjoy playing an orc.

Orcs, as a "monster race," are always seen as the bad guys, who loot, murder, rape and plunder without hesitation. The psychology of an orc is only describable as evil personified. No act of terror, violence or debauchery is too low for an orc to perform. Orcs are inherently greedy and always desire more than they already possess. Violence is seen as the only way to achieve anything. The orcs have a saying that is ingrained into them from birth; *gugha nagn urár nukug na urár* (which translates literally as 'live long do the great (or strong), quick death to the not strong (i.e. weak)'). Violence is therefore a means to an end: survival. However, cowardice also runs deep in orc veins. For all their reputation as fearsome raiders they will only attack when numbers or the situation are in their favor. Orcs are also experts at ambushes and night raids, preferring to use every advantage they have. Honor is not highly regarded amongst the orc race.

Even so, at their core, they are typical players entering a dungeon, and adapting to playing an orc requires little effort in and of itself. What does require some forethought is actually role-playing an orc and not stereotyping them (often referred to as playing a human in a rubber, or furry, suit). What follows are merely a brief set of guidelines on playing orcs, not hard and fast rules. Use them wisely and orcs should be as fun and versatile, to play as any standard player race; ignore them, and you simply play a monster on the rampage.

The average orc, for all his levels, hit points, base attack bonus, or other abstract game mechanics, is still a coward at heart. Two lowly town guards may as well be expert fighters for all he cares, and charging in recklessly is not his nature. Orcs prefer to fight battles of any sort on their own terms, using ambushes, withering missile fire, and spells to weaken foes before entering into any melee. An orc is as likely to run from one-on-one combat as he is to stay and slug it out. There is no orc term for "coward" for a good reason. Remember this, when faced with strong opponents.

In a similar vein, orcs prefer company in combat. Lone players may bravely volunteer to guard the corridor while the rest of the party searches for secret doors, but an orc will want strength of numbers on his side. The same applies to entering a room; orcs rush in en masse to overwhelm opponents and present multiple targets rather than using sophisticated room clearance tactics.

Destruction of works of art and the pillaging of treasure occur for two reasons. First, orcs lack any understanding of art's inherent value. What use is a statue compared to a weapon? Where is an orc going to sell a painting that he takes from a

Rules or Roles?

Having orcs as inherent cowards goes against the grain in most D&D campaigns, which, for the greater part, require a character to defeat his enemies rather than flee in order to advance a level. There are two solutions to this 'dilemma'.

First, running away does not mean you will not fight at all, it just means you will not fight fairly. By running, you can lead an opponent into an ambush or gain enough distance to make missile fire and spell casting a safe option.

Second, you should reward players that avoid a fight in the name of good role-playing with a small incentive, say 50 XPs as a maximum. Dungeon Masters need to be careful that the game doesn't degenerate into the players running away from everything just to gain some experience or trying to find ridiculously tough monsters just so they can retreat and claim they were role-playing. Make sure that the system is not abused! A third level orc barbarian would not flee from a single gnome soldier!

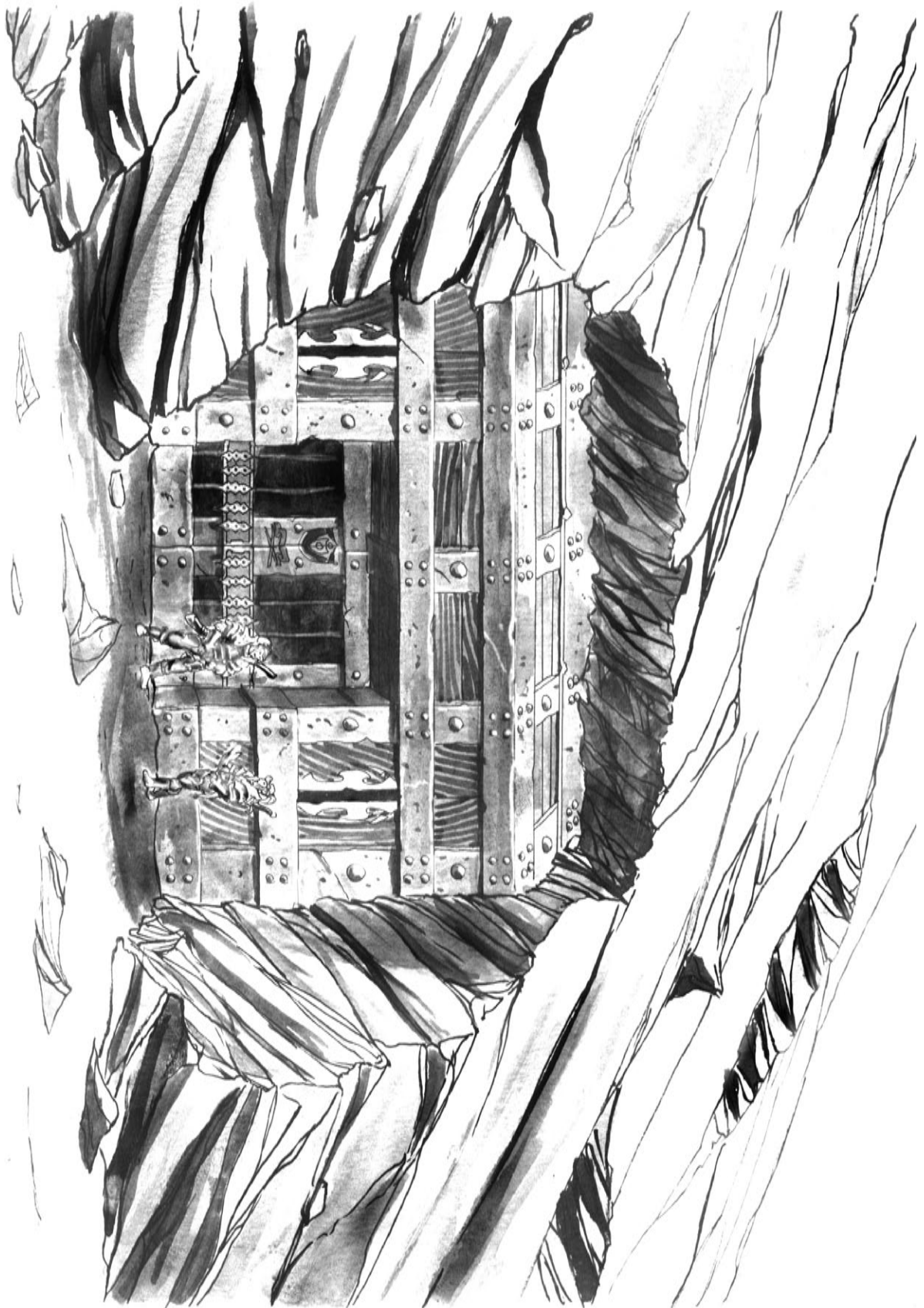
monastery or noble's house? Given their supposed creation method as a tool of evil, orcs prefer to destroy what is worthless to them, so as to deny it to other races. Second, because they see all valuable items (this means items of inherent use rather than pure monetary value) as being rightfully theirs, they want them back. Most of the spoils of a raid go to the tribal ruler and his aides anyway. Orc heroes rarely walk around with pockets bulging with coins and gems and glowing like the Assembly of Light on the summer solstice. Being given a magic item is a sign of favor, not a right because you happened to grab hold of it first or killed its previous owner. For this reason, Dungeon Masters should restrict orc characters to roughly one permanent item per level at most, and make more use of masterwork weapons and armor as rewards.

Religion, though not an overriding factor in the life of the average orc, does give him a reason for performing certain actions. Their gods teach them that the world is rightfully theirs, but that they have been usurped by the other races and must fight to win it back. Priests also expound racial supremacy, with orcs at the top of the ladder and the other races further down. Only through dominance of the "lesser races" can this "natural order" be set right. Do not let religious motivation become an excuse for destructive acts; it is part of the reasoning behind them. (Orcs typically worship Bolg the Creator of Strife, Bugdush the Emperor of Scorn, Grag the Battle Rager, Hilg the Prince of Terror, or Grurg the Vicelord.)

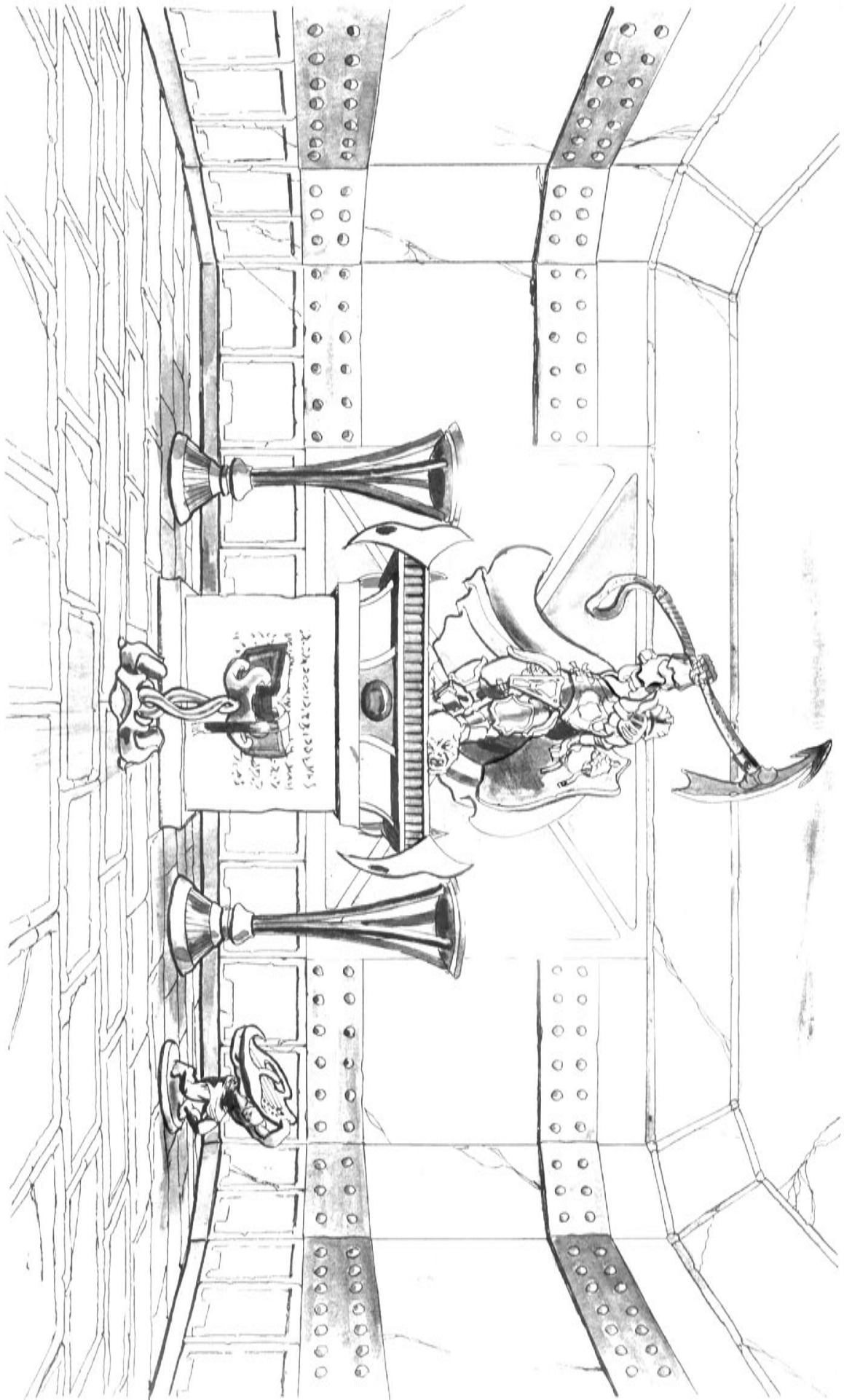
The orc social structure is based on ability and a willingness to advance by removing the person above you on the ladder. This is not taken lightly as there are ancient traditions in place to stop a tribe turning on itself and death awaits the loser. Much better to make your rival look bad in front of his superiors or wait for him to get killed in action. Orcs have short lives, through violence more than any other reason, and advancement is only a heartbeat away. Players should not feel the urge to turn on each other for supremacy within a group. Such actions destroy group morale and ruin the game. As with any fighting force, orcs rely on their comrades for support and will give it freely in return.

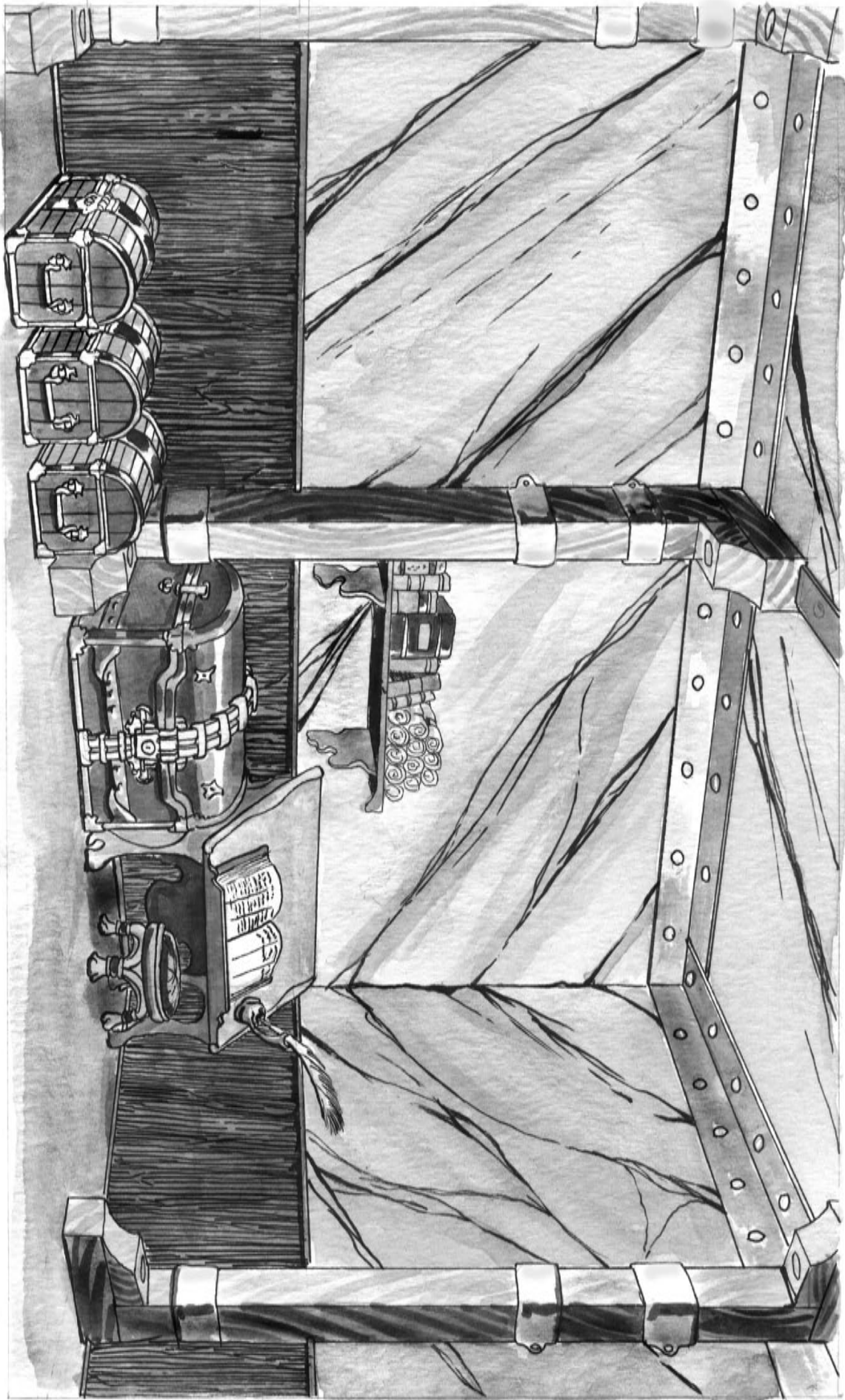
For further details on orc subraces, cultures, personalities and more, be sure to read *Fury in the Wastelands: the Orcs of Tellene*.

The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. The map at the end of the section is for DM use ONLY.



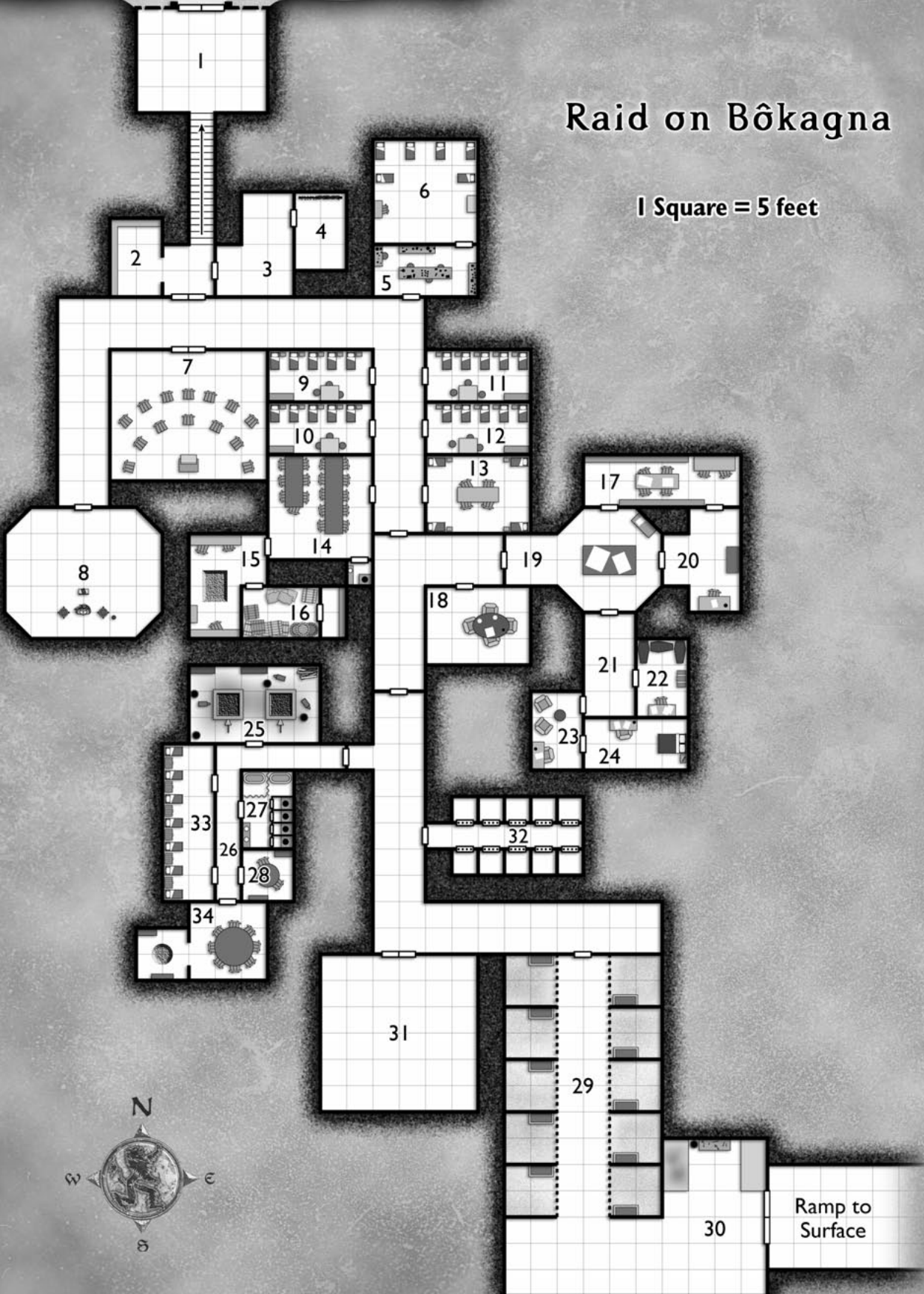
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Raid on Bôkagna

1 Square = 5 feet



Kingdoms of Kalamar

RAID ON BÔKAGNA

LET THE GOOD BEWARE.

In western Reanaaria Bay, the gnomes of the Arajyd Hills struggle against the kobolds of the land. But worse is yet to come. A band of orcs has decided to lay claim to the hills, and one lone gnome outpost is all that stands between the orcs and their new territory. But you are not the valiant gnomes, struggling against savage evil. No, you are the orcs! Let nothing stand in your way, and show no mercy against those who would deny your rightful claim! Assault the outpost - and let the blood run deep.

Like all Kenzer and Company products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! Here's some of what you get:

- 16 pages of useful background, maps, artwork and adventure details; no useless fluff!
- Magic items and NPCs!
- ImageQUEST Adventure Illustrator: "Because a picture is worth 1,000 words." ImageQUEST is the picture book that gamers love. Now DMs can not only read the boxed text, they can actually show it to the players.

Although easily converted for use in any campaign setting, this book is designed for the official Dungeons & Dragons campaign setting, the Kingdoms of Kalamar - a realistic, dynamic world where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come faces to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

To use this adventure in a Dungeons & Dragons campaign, you also need a copy of the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. You can also find further detail on the Kingdoms of Kalamar campaign setting in the Kingdoms of Kalamar campaign setting sourcebook, the Player's Guide to the Sovereign Lands PDF and our many other fine sourcebooks and adventures.

Note: A previous version (v3.0) of this adventure appeared in *Fury in the Wastelands: the Orcs of Tellene*. This 3.5 version adds improvements to the text, updated NPCs and game mechanics, an additional regional map, and locates the adventure in a specific area of Tellene.

For evil characters of 1st to 3rd level. Although written from an orc point of view, along with details on how to play an orc character, you can easily modify this adventure to fit any evil party. Simply replace references to orcs with the appropriate race, or ignore the orc references altogether.

