

**THE OGRE SANCTION**  
**(1984 Win-games V semi-final)**

By Michael Hopper

# The Ogre Sanction

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# The Ogre Sanction

## Player Introduction

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\* Distribute the (identical) character sheets. Read the Player Introduction = this section after the  
\* **DM NOTE.** Allow answers to some very high-level questions.

\*

\* **DM NOTE:** Win-games V varies from its predecessors. Players are the same character  
\* class/race as other players on the team. Each round presents a different character class and  
\* race combination. Players that advance will do so based on skill, role playing, knowledge of  
\* the rules, luck, and diversity.

\*\*\*\*\*

The Ogre king, an older behemoth of an Ogre, sat on his throne of bones on a raised dais and glared down at you before speaking in a gruff, raspy, and partially toothless commanding voice.

Each of you are commanded to go on a raiding mission deep inside the territory of the Cloud Giant. Your main mission is to retrieve the ancient Ogre Crown, a rare artifact of great power which was stolen from our kingdom long ago. You are to immediately bring it back to me, your king. Any of you who successfully brings the Ogre Crown back to me will be rewarded, getting what I know you have always deserved.

I have learned that the forces of Good, led by a wizard who specialises in constructing magic items, are attempting to mass produce the ancient Ogre Crown. Portents indicate that the timing is right for this raid. The wizard has left the Cloud Giant's castle for a brief period. While on this mission you are to kill, maim, loot, and pillage everything, everyone, every place. The more time it takes for the good-niks to recover from this expedition the better it will serve the Ogre kingdom, and me.

From reconnaissance reports you need to know:

1. The Cloud Giant's castle is located on an island, off the coast away from the mainland. There is only one bridge connecting the island to the mainland.
2. The Cloud Giant's castle is located near the top of, and imbedded in the side of, the mountain on the island.
3. The island is extremely rocky, which long ago gave avaricious and ugly Dwarves an excuse to mine the island and root in the dirt.
4. The Dwarves have some sort of arrangement with the Cloud Giant, which we know nothing about.
5. It is believed that the Ogre Crown is kept inside the Cloud Giant's castle, likely close to the wizard's quarters.
6. Twice a day, in the mid-morning and late evening, a strange whistling sound comes from the mountain on the island. Nobody knows what the whistling sound signifies.
7. The Dwarves generally work in their mines at night, as it is cooler.

If you fail to bring the Ogre Crown back, it must be destroyed. It gives the wearer the ability to control other Ogres. As mentioned before, if you bring the Ogre Crown back you will earn prestige and everlasting fame, in addition to getting your just reward.

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\* **DM NOTE:** The Ogre king's words are specific. Players do not have to work or travel together.

\*\*\*\*\*

# The Ogre Sanction

## Player Character Sheets

\*\*\*\*\*  
\* **DM NOTE:** Ideally the party will have 6 players and therefore 6 characters. The module was  
\* written with teams of 6 players in mind but it can easily support 5, 7 or 8 players. If 4 players  
\* are all that are available, and the game is not competitive, allow each player to run 2  
\* characters or reduce the number of Dwarves and Fog Giants.  
\*\*\*\*\*

### Ogre Magi Fighter/Magic User (Monster)

Name:

Character Race: Ogre Magi (5+2 Dice)

Alignment: Lawful-Evil

HTK: 45

5d8+2 =(8+8+8+7+7) +2 +5 (constitution bonus)

**Stats:**

Strength: 18(100)

+6 Damage,

+3000 GP Weight

Intelligence: 16

Opens Doors 1-5 (2)

Bend Bars 40%

Wisdom: 13

Constitution: 15

Dexterity: 16

+2 Defensive Bonus

Charisma: 12

(the charisma is only for other Ogres and Ogre Magi)

**Combat Information:**

Size: Large (11.5 feet tall)

Move: 9" / 15"

AC: 2 (4 without dexterity)

Weapon: +1 naginata that does 2-8 / 2-12

THACO: 15 (14 with the naginata)

**Saving Throws:**

- Paralysis/Poison: 11
- Petrification/Polymorph: 11
- Rod/Staff/Wand: 9
- Breath Weapon: 13
- Spell: 10

**Abilities:**

- Once per day:
  1. 8D8 Cold Ray (see Wand of Cold)
  2. Charm Person
  3. Sleep
  4. Gaseous Form (12 turns)
  5. Fly (12 turns)
  6. Darkness (1" radius, 12 turns)
- Often, as desired:
  1. Become invisible
  2. Regenerate 1 Hit Point per melee round (not fire damage)
- 3. Polymorph to any humanoid form (4 foot to 12 foot in size)

# The Ogre Sanction

## Area Maps and other Habitat Details

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\* **DM NOTE:** The following information “can” be used to help answer a few high level questions.  
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### Scale

- Any campaign map hex is between ¼ and ½ a mile in diameter.
- Any graph sheet map square represents a 10 foot by 10 foot area.

### Time

- The party arrives near the coast by foot. The amount of time taken to cross the wasteland is irrelevant as the Ogre Magi can regenerate, even if starving or wounded. Player choices to look for combats in the wasteland, or even fight with each other, is up to the players.
- **DM NOTE:** The Ogre king did say there is a small window of opportunity before the good wizard returns to the mountain castle. This hint, if ignored, should only be addressed when assessing team and player scores and a lack of intelligence on the importance of getting into the mountain castle. The players do not know it, but the wizard will not return during the module.
- **DM NOTE:** Time within the mountain castle is critical and should be tracked. Time to get inside the mountain castle is mostly irrelevant other than tracking when any Ogre Magi runs out of abilities on any given day.

### Natural Habitat

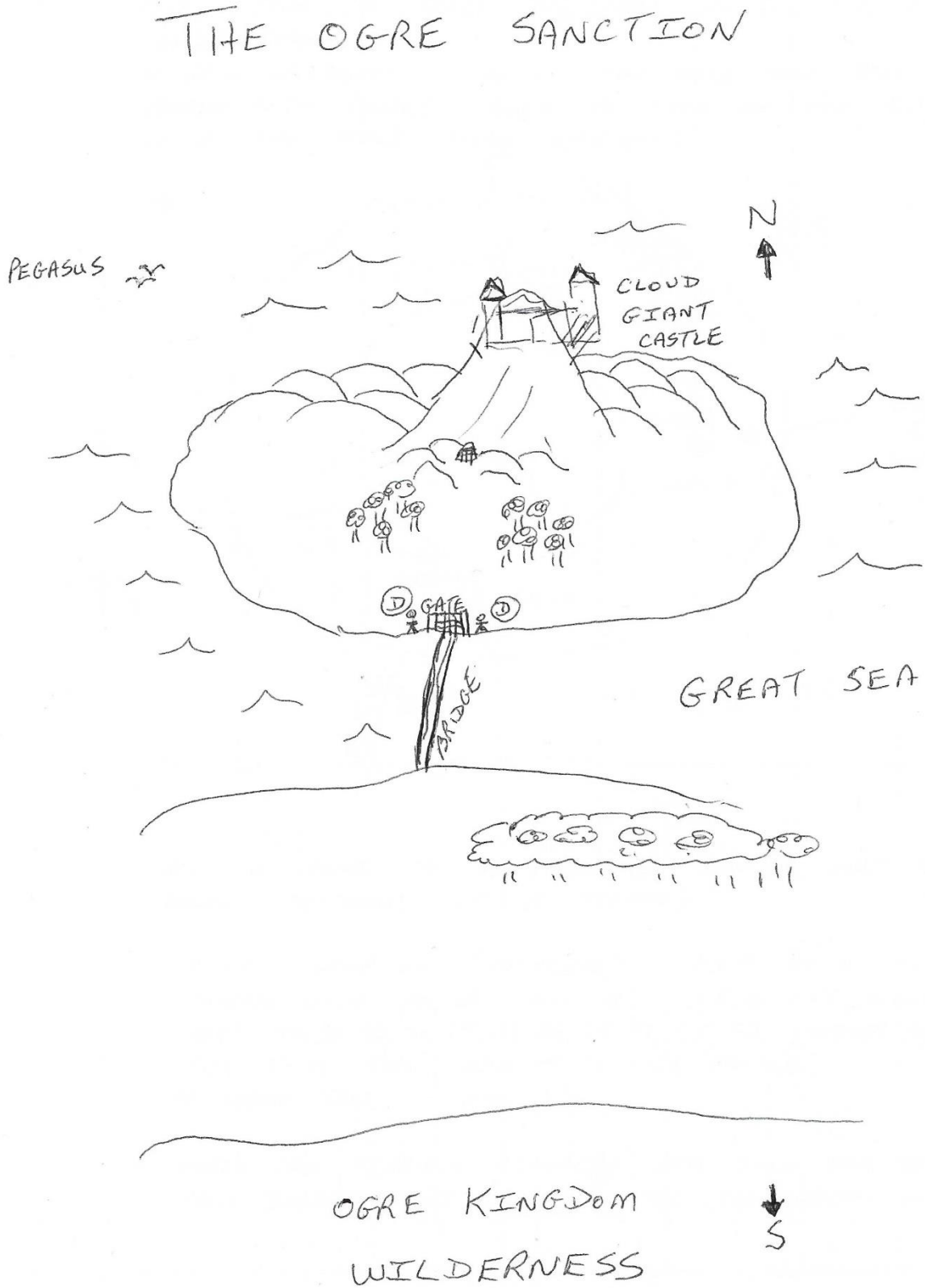
- The Ogre kingdom is separated from the coastal area by a huge uninhabited wasteland. Ogres and Ogre Magi can traverse the wasteland on little food or water due to their hardy nature. There is little to see or do in the wasteland. Survival is typically done by eating raw lizards.
- The coastal area of the mainland is a hybrid mixture of barren rocky land, an extension of the wastelands, and small forests. The forests and grassy savannah near the coast are a result of more precipitation.
- Smaller wildlife such as rabbits are abundant. Larger predators are exceedingly rare due to the nearby presence of a Dragon with an appetite. The Ogres and Ogre Magi do not know what type of dragon but if they ask the DM, they will learn that foot prints of “a” dragon has been seen in the wilderness. The type of dragon remains unknown.
- The water off of the coast could be an ocean or a great sea. The Ogre Magi do not know, and it does not matter. Fish and other aquatic creatures are in abundance.

### Random Encounters

**DM NOTE:** Some parties may decide to wander around the map. This is okay as long as they are heading toward the isle of the mountain castle. If a party avoids the direct path to the island, one or two Pegasus will be spotted flying high in the sky outside any missile fire or spell range. Each Pegasus, if encountered or seen at a distance, has a rider. Travel by night will allow the Ogre Magi to get to the coast without being discovered by the Pegasus or Rangers.

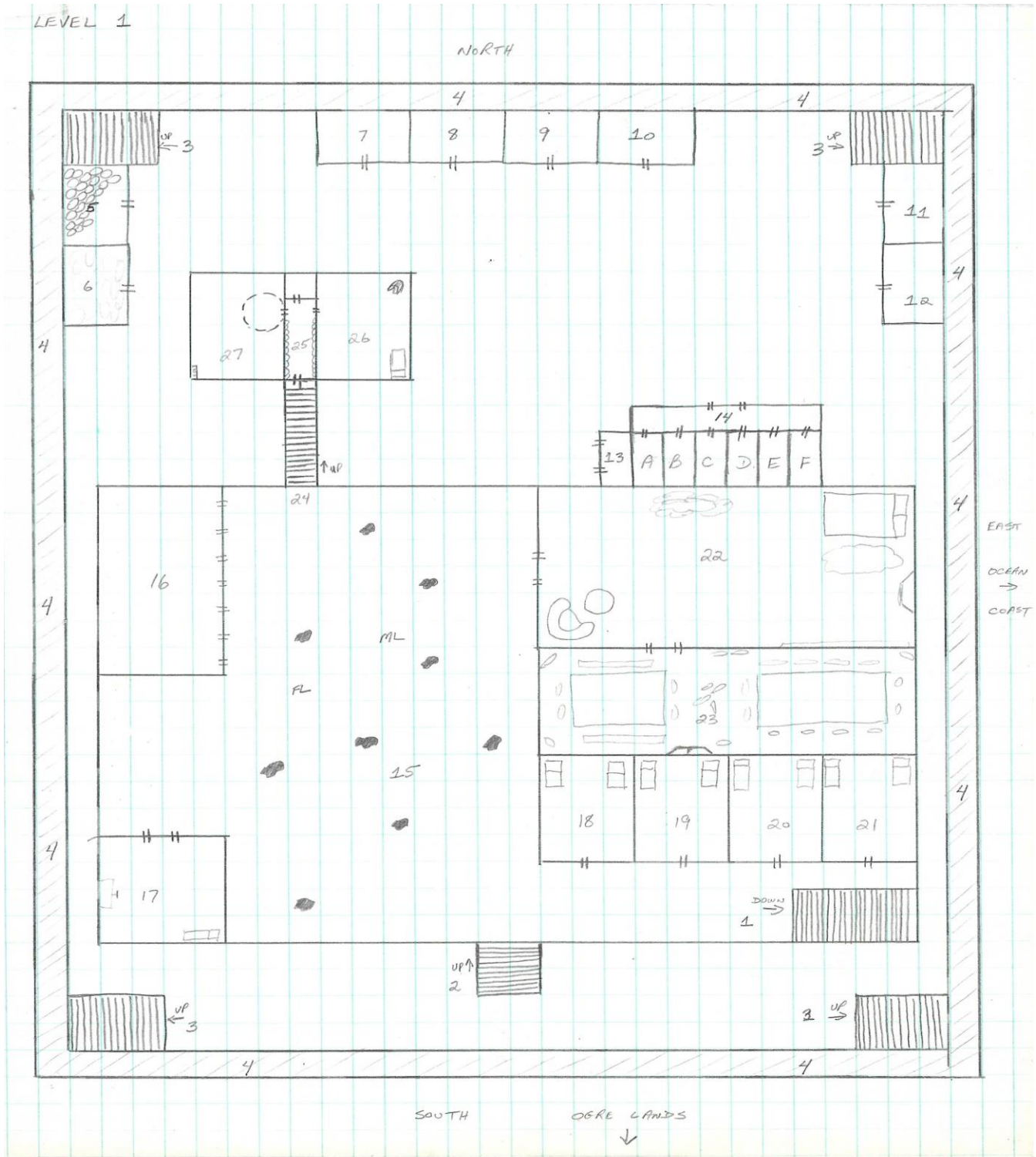
# The Ogre Sanction

Map – Coastal Area



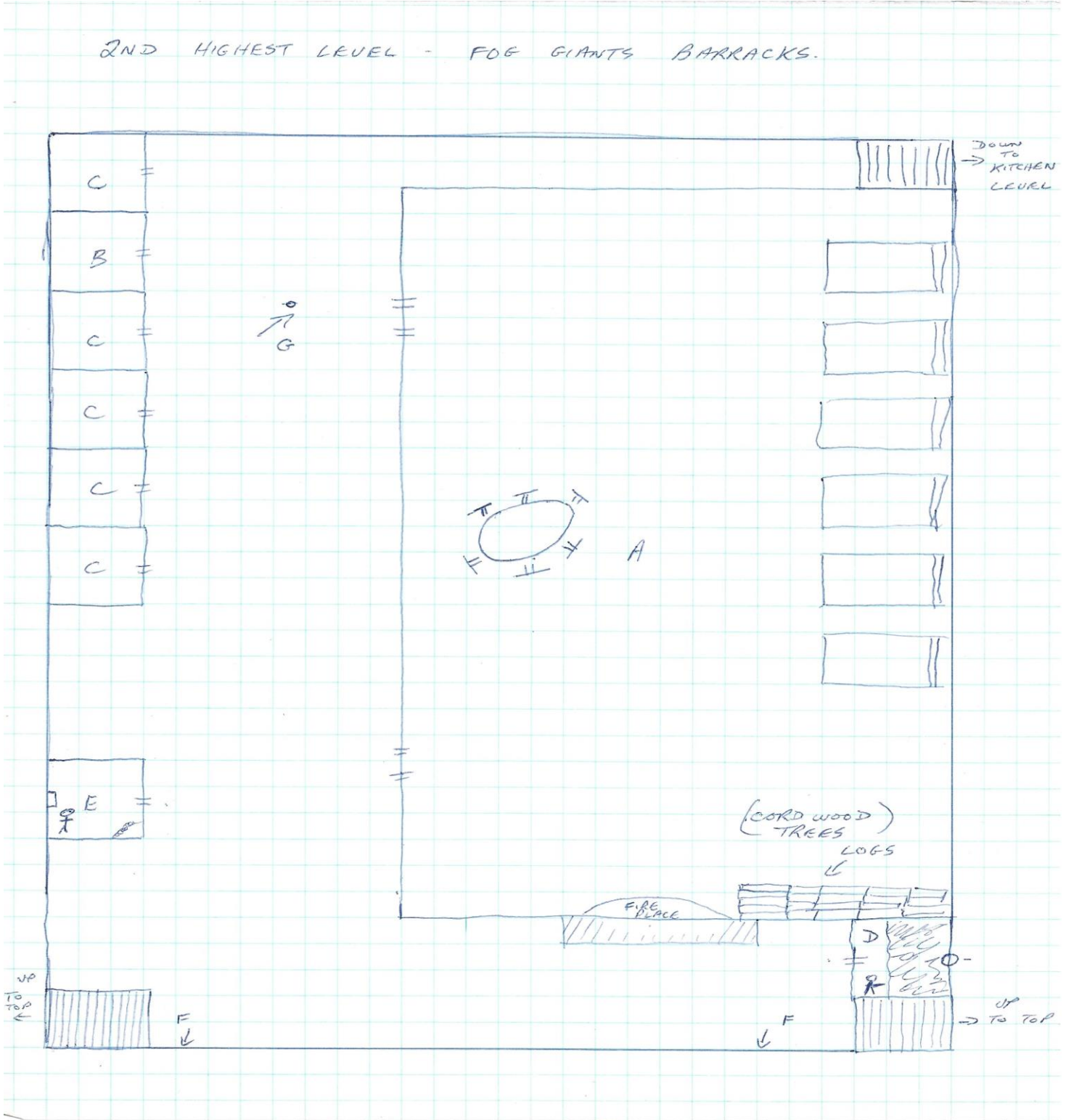
# The Ogre Sanction

Map – Highest Level of 4 Levels of the Castle



# The Ogre Sanction

Map – Second Highest Level of 4 Levels of the Castle





# The Ogre Sanction

## The Ogre Sanction Module

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\* **DM NOTE:** Once the question period is over, the module begins. Players have four (4) hours  
\* to complete the module.

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\* **DM NOTE:** Prior to running the module the DM should review all rules pertaining to Dwarves.  
\* Dwarves are resistant to some magic, may be able to smell or otherwise detect Ogre Magi.

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## Mainland Starting Position

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\* **DM NOTE:** The DM should ask players to refer to the Start position on the Map – Coastal  
\* Area, then read the following.

\*\*\*\*\*

The Ogre kingdom is separated from the coastal area to its north by a vast wasteland of desolation smothered in unbearable heat. The darkness of the night provided some relief from the sun, as well as concealment from the oft prying eyes of the humans who habitually live near large bodies of water such as the one you are now approaching.

The passage through the wasteland during the night was uneventful. Once you reached the northern edge of the wastelands you easily spot a belt of full grown trees shadowing the coastline. The approach of the dawn's sunrise encouraged your party of Ogre Magi to quickly enter the wood line to provide yourselves with cool shade and, more importantly, concealment. Your party moves through the woods till daylight filters into the wood line on the other side of the belt of trees. You can see an isle is nearby. A narrow bridge connects the isle to the mainland. From the isle's side of the bridge you notice two clumps of trees near the base of the mountain. Between the two miniature forests you can see a shaded cave entrance, closed by a portcullis gate.

Even though the wind has not carried the rancid scent to your position, your blood boils at the sight of one of your natural enemies, the Dwarves. From your hiding spot you observe two Dwarves standing guard on the island's side of the narrow bridge connecting the isle to the mainland. The Ogre Magi also see a group of Dwarves stopping in front of the portcullis gate leading to a passageway heading into a cave at the foot of the mountain. As you survey the surroundings and approach to the mountain entrance, a Pegasus lands in front of the group of Dwarves. A human or elf, from the distant looks of his size, dismounts to challenge the Dwarves. Looking up, you notice a second Pegasus, with its own rider, circling over head. After a minute of discussion and arm pointing the Dwarves continued their march through the half-open portcullis gate. The rider and his Pegasus launched into the air while waving at the disappearing Dwarven party. The two aerial riders then fly off and resume their sky patrol of the isle and its surroundings.

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\* **DM NOTE:** The DM should ask players what they want to do next. The party should  
\* understand they need to look for the mountain castle (obvious to those who look upward on  
\* the mountain). The party also needs to decide whether to cross the bridge in the open, thereby  
\* alerting the Pegasus riders or use subterfuge or invisibility to walk up to the cave entrance.

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## Island Surface

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\* **DM NOTE:** Enough time “can” go by between encounters in the wilderness so that each  
\* ability used may expire as well as be recovered. The DM and players will have to work  
\* together to track which abilities \* are used and when the “day” ends so that the Ogre Magi can  
\* recover the abilities for a new day. Regeneration to full strength between encounters should  
\* easily happen outside the Cloud Giant’s castle. Once inside the castle, tracking regeneration  
\* of damage will have to be monitored closely.  
\*\*\*\*\*

## Bridge

2 Dwarves are on sentry duty on the island side of the bridge. The bridge has a portcullis gate covering the bridge’s access to the island, on the island side of the bridge. The portcullis gate is closed, preventing anyone from walking across the bridge to the island.

The Dwarves are each 1<sup>st</sup> level, AC:8 and HTK:8, The Dwarves are armed with war hammers (1d6 damage). Any physical strike by an Ogre Magi automatically kills a Dwarf because of the +7 damage that the Ogre Magi inflicts.

The Dwarves will not open the portcullis gate without the correct password for the day. Also, the Dwarves will not open the gate unless they are conversing with other Dwarves or someone who looks like a Ranger (without the Pegasus). If the Dwarves are alarmed, one or both Dwarves will sound their respective horn, alerting other Dwarves near the entrance to the Dwarven mines, as well as the two Rangers, two Pegasus, and the Treants.

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\* **DM NOTE:** The password is whatever the DM wants it to be for the day (module).  
\*\*\*\*\*

## Reconnaissance Patrol in the Sky

2 Winged horses (Pegasus) patrol the flat lands around the mountain, flying around the mountain top and occasionally flying lower to investigate any movement on the surface of the island or nearby coastal area, if something is spotted. Each Pegasus has a Ranger riding on its back, doubling the number of good guys who are patrolling by having 4 sets of eyes (2 Rangers, 2 Pegasus). The Rangers each wear a magical cat pendant to give them immunity to the 2 spotted Lions in the Cloud Giant’s castle.

- Rangers: 4 HD, females, AC:5 HTK: 23, 24, Neutral Good, They are armed with long swords, long bows and 20 arrows each.
- Pegasus: 4 HD, 1 male and 1 female, AC:6 HTK: 18, 18, Chaotic Good

\*\*\*\*\*  
\* **DM NOTE:** The DM has the discretion of deciding whether a Pegasus or a Ranger is in  
\* charge of the sky patrol. The Pegasus are intelligent and cooperate with the Rangers.  
\*\*\*\*\*

# The Ogre Sanction

## Trees

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\* **DM NOTE:** The two groups of trees were not mentioned in the Ogre king's introduction,  
\* describing a rocky landscape on the island.  
\*\*\*\*\*

The trees in both wooded areas are all Treants. Each area (group A & B) is identical and has 11 Treants. I.e. there are 22 Treants in total.

### Treants:

- a. HD:8
- b. AC:0
- c. 2 Attacks per round
- d. Damage: 2d8 per attack
- e. Move: 12"
- f. -4 versus fire
- g. Align: Chaotic-Good
- h. HTK: 45, 36, 42, 30, 24, 39, 36, 37, 37, 45, 32 (per group A and per group B)
- i. They are never surprised.
- j. Size: 12'-15' Tall
- k. Add +4 to fire damaged done to them.

\*\*\*\*\*  
\* **DM NOTE:** The DM has the option of mentioning that the Ogre Magi are terrible climbers.  
\* The DM can also indicate that climbing, if attempted, will take a considerably long time,  
\* something that the Ogre king cautioned the party they had limited quantities of before the  
\* good wizard returns to the Cloud Giant's castle.  
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## Cave Entrance

The cave entrance to the Dwarven mines has 8 Dwarven guards situated just inside the mine entrance, inside the closed portcullis gate. The cave entrance is visible from the mainland, but the 8 guardsmen are not.

8 Dwarves: each 1<sup>st</sup> level, AC:5 and HTK:8, The Dwarves are all armed with war hammers (1d6 damage). Any physical strike by an Ogre Magi automatically kills a Dwarf because of the +7 damage that the Ogre Magi inflicts.

All 8 guards have horns for sounding alarms. Also, there is a large brass gong just inside the entrance. The horns, if sounded, can be heard by Treants, Dwarves and possibly the Pegasus and Rangers flying outside the cave entrance. The horns do not carry sufficient sound to be heard by anyone else inside the mines.

As well, there is a brass gong, supported by 2 bronze standing poles. If sounded the gong's noise will carry into the mines sufficiently so as to alert other Dwarves in the mines.

The Dwarves will require a password before opening the gate, even if the Ogre Magi are smart enough to change shape to look like other Dwarves.

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## Dwarven Mine Entrance

Past the 8 Dwarven guards a tunnel exists inside the mountain. It is 20 feet tall, 10 feet wide, and goes all the way around the base of the mountain. It is a running track for the Giants.

Just inside the entrance to the running track is a rune on the floor, barely visible because of the filtered light from outside. It depicts the outline of a hand under a vertical zigzag line. This rune refers to a Stone Golem's right hand which rises out of the floor just beyond the rune. An Ogre Magi or NPC in the module must actually grasp (touch) the Stone Golem's hand to activate the secret door in the ceiling.

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\* **DM NOTE:** The Stone Golem is the hand. The other hand is behind the secret door in the ceiling. The rest of the body is elsewhere in the upper castle.

\*

\* **DM NOTE:** The rune on the floor does nothing besides radiate magic.

\*

\* **DM NOTE:** If the Ogre Magi do not find the secret door leading to the spiraling corridor that winds upward toward the bottom level of the castle then the Ogre Magi (party) will waste time going around the running track at the base of the mountain.

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## Dwarven Mine Secret Corridor

If an Ogre Magi opens the secret door by grasping the Stone Golem's hand, then the ceiling's secret door opens up. A set of stone steps magically appears, one step after another, as it lowers itself to the floor of the running track. The stone steps allow the Ogre Magi to ascend the stairs into a secret tunnel in the ceiling.

The secret corridor in the ceiling is similar in shape and size to the running track. The secret tunnel above the Giant's running track spirals around the inside of the mountain, constantly spiralling upward toward the bottom of the lowest level (level 4) of the castle. Just inside the secret door entrance, in the secret tunnel, there is a second Stone Golem hand, the Stone Golem's left hand. If grasped, it will cause the secret door to close after the stone steps disappear.

There are several alcoves and offshoots in the spiralling secret corridor. Any alcove or room off of the spiralling corridor passage is on the inside of the passageway, toward the center (or heart) of the mountain. The path through the spiralling secret tunnel is linear. I.e. Any Ogre Magi traversing this path will go through the sequence of A-H before reaching the lowest level of the castle (4th level – the Dwarf barracks).

**DM NOTE:** A map of the spiral corridor is not necessary as the alcoves and offshoots are sporadically placed as the secret corridor spirals upward to the bottom of the castle. The DM will simply read A, let the party react, go to B, then go to C as the Ogre Magi move closer to the castle.

- A. A wall slides up and down, revealing a magic mouth armed with a permanent gust of wind spell. The magic mouth breathes heavily, blowing any mine gases up through the mines.

## The Ogre Sanction

- B. A chasm with a rope bridge running across the chasm lies here. The rope bridge is a non-sticky Spider web. A large 6 HD poisonous Spider will cast a web (equivalent of a spell) to envelope a single character. From experience the Spider is intelligent enough to let the Dwarves pass as the Dwarves have proven resistant to its poison. The Spider can cast a new web each round. Whether the Spider casts a web on the same or a different target is dependent on the DM's choice (the Spider) or a random die roll. The poisonous Spider is HD: 6, HTK: 27; AC:6. Any character caught in a web needs to make a saving throw to get out of the web.
- C. A dead end non-descript room is off the main (secret) corridor. The far end of the room is raised, 10 feet higher than the floor to the entrance of the room. 2 Dwarves have managed to climb a small ladder and are perched atop the raised area. The Dwarves will attempt to push/drop boulders on any Ogre Magi attempting to climb onto the raised area. The Dwarves can be defeated with missile fire, charms, spells or boulders being thrown back at them.

2 Dwarves are each 1<sup>st</sup> level, AC:8 and HTK:8. Any physical strike by an Ogre Magi automatically kills a Dwarf because of the +7 damage that the Ogre Magi inflicts. The Dwarves are also armed with war hammers (1d6 damage).

- D. A pool crosses the floor of the spiralling corridor. The pool is 8 feet deep. A small boat lies on the other side (upward side) of the spiralling corridor and pool. There are no definitive tracks indicating that anyone other than a Dwarf, or Dwarves, used the boat to cross the pool of brackish water.

The Ogre Magi can wade through the pool to the other side.

- E. This room is a small Dwarf prayer room extending off of the corridor. 8 Dwarves are attending a service.

8 Dwarves: each AC:5, HD:1, HTK: 8, The Dwarves are all armed with war hammers (1d6 damage).

- F. An abandoned mineshaft is off the corridor. The mineshaft has a gas leak. Characters can smell the gas at the entrance to the mineshaft.

**DM NOTE:** If a character falls or attempts to climb in the mine shaft (resulting in a fall), the character(s) will have to be convincing to persuade the DM that a non-climbing Ogre Magi can get out of the shaft. Damage done via a fall is irrelevant because the Ogre Magi can regenerate in time before any main conflict later in the module.

**DM NOTE:** While the characters can smell gas, the gas is dissipated and will not do any damage.

- G. Some abandoned ore cars are stockpiled in an alcove off the spiral corridor.  
H. This chamber has a large lens in a wall, with a giant eye in the middle of the lens.

**DM NOTE:** The lens stops at the wall. It is magical. There is another lens in the Mist Dragon's lair which allows 2-way visibility between the chambers, thereby alerting the Mist Dragon that something is amiss. The eye belongs to the Mist Dragon who is watching from the other end of the lens in the Mist Dragon's cave. The Ogre Magi can destroy the magic lens with physical attacks.

The corridor which extends past H ends at a door which enters the bottom level (level 4) of the castle.

# The Ogre Sanction

## Lowest (Bottom) Level of 4 Levels of the Castle (Dwarf Barracks)

This level consists of one large barrack area. The entrance to the barracks from the spiral mountain passageway is on one side of the barracks. A flight of stairs leading to the next level of the castle is on the other side of the barracks. The orientation is irrelevant so the DM can place the two opposing passageways anywhere the DM wants. A map is not necessary as it is a huge area to host 120 Dwarves if all Dwarves on the island were present at the same time. Aside from the open cavern which hosts the Dwarven miners, there are two doors. Two doors lead away from the barracks.

The barracks have 80 Dwarves present. Each Dwarf is AC:8 (leather armor) but is -4 to armor class against Giants and giant class. Each Dwarf has a war hammer (1D6 damage), HTK: 8 and is HD: 1.

The barrack area is non-descript. There are 120 beds for 120 Dwarves in the castle area. None of the Dwarves has significant coin or anything magical worth stealing or destroying. Small traces of gold can be found on the Dwarves if the Dwarves are killed and then searched.

Dwarves in the castle's area include:

- 2 by the bridge
- 8 inside the cave entrance
- 2+8 in the tunnel below the castle
- 80 in barracks
- 20 in the kitchen and dining room

### Barrack Door number 1 – Fido the Mist Dragon's lair (east side of barracks)

This door opens upon the Mist Dragon's cave. When the party enter this room, they find they are in a room (cave) filled with mist. An ominous reverberating breathing occurs inside the mist, coming from in front of the door entrance, but some distance away. A permanent magic mouth on the wall near the door entrance blows mine gas across the room, separating the mist temporarily as it provides fresh gas to the Dragon on the far side of the room. The mist does not separate enough that any Ogre Magi can see the Mist Dragon. If characters can sense or see at all, they will likely spot portions of the Mist Dragon's treasure hoard, including 24,000 Gold, 10,000 Platinum, 30,000 Electrum, 40,000 Silver, 120,000 Copper (his bed is copper coins).

Mist Dragon = AC:-1 or AC: 2 Move: 6", flies 33" HD:10 HTK: 51, Number of attacks: 4 Damage: 1D4, 1D4, 2-24, 2-8. It is 30% magic resistant, has exceptional intelligence. Alignment: Neutral, Size: Large, The Mist Dragon has special spell use (see Monster Manual 2). The Mist Dragon is a tamed pet of the Cloud Giant. Most of the money is kept here as the Cloud Giant's bank, more than "treasure" or something to keep Fido the Mist Dragon happy.

The Mist Dragon has a gold dragon shaped body but is colorful and semi-transparent.

**DM NOTE:** The Mist Dragon will most likely know about the Ogre Magi if they arrived via the spiralling tunnel inside the mountain. If the Ogre Magi passed the lens in the tunnel, and the Ogre Magi were not invisible, using darkness spells, then the Mist Dragon is aware of their presence in the mountain and lower levels of the castle. If Fido the Mist Dragon is losing any fight with Ogre Magi, it will not stay and fight to the death. It will "mist out".

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**DM NOTE:** If any Ogre Magi is in gaseous form, it must make a saving throw versus Magic or die. The Mist Dragon's breathing (occasional snorts) result in dissipating a gaseous form (by accident?!).

**DM NOTE:** If players ask where the Dwarves mine, they go outside the mountain's secret tunnels. There is no actual mining operation in the main mountain. Any mining (abandoned shaft) was done aeons ago.

### Barrack Door number 2 – Garbage Chute (north side of barracks)

This door leads to a garbage chute on the northern side of the mountain. A stone wheel door covers the entrance to the garbage chute (behind the door leading from the barracks), which opens straight into the air on the north side of the mountain away from the mainland.

The garbage chute has a round stone wheel door covering the entrance to the garbage chute. When the stone wheel is rolled away, revealing the opening to the garbage chute, the tunnel (garbage chute) makes a screaming whistling sound as wind passes through the garbage chute. Any garbage, Ogre Magi, or other item/person in the chute is blown down the chute by winds and out into the sea.

**DM NOTE:** There are two access points to the garbage chute. One entrance is on the Dwarven barrack level on the 4<sup>th</sup> highest (bottom) level of the castle. The other stone wheel covered entrance to the garbage chute is off of the dining room on the 3<sup>rd</sup> highest (2<sup>nd</sup> lowest) level of the castle.

**DM NOTE:** One escape option in the module is for an Ogre Magi to slide out of the chute, shooting out over any mountain crags, and free fall down to the sea below. The Ogre Magi can activate its fly capability before landing and pull out of the 'dive', to escape the Cloud Giant's castle if it wants to. However, if the Ogre Magi is in gaseous form in the garbage chute the Ogre Magi is blown apart by the strong winds.

# The Ogre Sanction

## Second Lowest of 4 Levels of the Castle (Dwarf Kitchen and Dining Area)

This is the kitchen level. It has 15 non-descript rooms with various medieval kitchen utilities. No map has been provided for this level, similar to the lowest level of the castle. I.e., for purposes of the tournament module it does not matter. Like the lowest level of the castle, the two bottom levels of the castle are living quarters for sleeping and eating.

20 Dwarves are in one dining area, armed with their war hammers. Each Dwarf is AC:8 (leather armor) but is -4 to armor class against Giants and giant class. Each Dwarf has a war hammer (1D6 damage), HTK: 8 and is HD: 1.

The Dwarves are eating flaming shish kebabs which do 1D6 burning damage if a Dwarf uses the shish kebab as a weapon and hits.

There are 2 flights of stairs on this level.

1. 1 set of stairs leads down to the bottom level of the castle (Dwarven barracks).
2. 1 set of stairs leads upward to the northeast corner of the 2<sup>nd</sup> highest level of the castle (Fog Giant level).

One door exists, leading to the Kitchen-Dining Level's garbage chute in the side of the mountain. A stone wheel door covers the entrance to the garbage chute (behind the door leading from the dining room), which opens straight into the air on the north side of the mountain away from the mainland.

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# The Ogre Sanction

## Second Highest Level of 4 Levels of the Castle (Fog Giant Barracks)

\*\*\*\*\*  
\* **DM NOTE:** Refer to “Map – Second Highest Level of 4 Levels of the Castle”.  
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- A. One large barrack room contains all 6 Fog Giants.

6 Fog Giants: Alignment: Neutral Good, Size: Large, 18 foot tall, HD: 14, HTK: 56, 81, 69, 80, 72, 75, Damage: 4D6 with weapons/fist or 2D10 hurling large rocks. Move: 15”  
AC: 1

The Fog Giants can hurl the rocks up to 240 feet away. They have a 45% chance of catching rocks hurled at them. They surprise 80% of the time when blending in with a fog. They speak Fog Giant only. NOTE: There are no rocks present. The Fog Giants can throw their giant chairs and beds.

The Fog Giants have a very keen sense of smell and hearing. Even if Ogre Magi are invisible there is a good chance the Fog Giants will detect noise or odor.

When the Ogre Magi enter the room or look into it, the Fog Giants are sitting at a giant table, playing cards. The Ogre Magi will hear one of the Fog Giants asks, “Got any 3s?”, to which another Fog Giant responds, “Go Fish”. The Ogre Magi also see a lit fireplace.

DM NOTE: If an Ogre Magi goes to zero hit points, and recovers, the next time the Fog Giant will grab the body and throw it into the fireplace

- B. The Prison room contains 2 shackled Ogres, each with 1 hit point remaining. The Ogres are AC:5 if not shackled. The Ogres know nothing if asked and were experimented upon by a wizard with a crown on his head.
- C. Empty prison cells
- D. This room contains a pool. A hole in the east wall has a bucket rope system for hauling water and placing it in the pool. A Stone Golem is present, with no hands. Ropes are wrapped around his shoulders, neck and arms, enabling it to crank a winch and pull water up.

The mechanism can be destroyed even if the Stone Golem survives any attack. The Stone Golem will not leave the room, no matter what happens.

Stone Golem: AC5, HTK: 60

- E. This room contains an Iron Golem. It lifts a gate mechanism in the floor of the room to raise a gate at the bottom of the mine every minute, pushing gas out of the mine. There are no available weapons to damage the Iron Golem. The Iron Golem has no instructions to defend himself or the gate raising mechanism. If the mechanism is destroyed or the Iron Golem is killed, then the gate mechanism stops working. Anyone in the mines, including the secret spiralling tunnel area, is automatically killed by poisonous gas. This would include any Ogre Magi or other creature attempting to return to the bottom level of the castle or the tunnel underneath heading to the island’s surface.

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- F. Each "F" flight of stairs has 10 hooks on a wall beside the stairs. 5 of the hooks by each staircase are empty. The other 5 hooks by each staircase have cat pendants hanging on chains attached to the hooks. I.e. there are 20 cat pendants in total in the castle, and 10 are missing from the second highest level of the castle.

The cat pendants, when worn, give immunity to the 2 spotted Lions. The 8 4<sup>th</sup>-Level Rangers each carry a magical cat pendant, as does Joe Big Dwarf and Honinbo Lincoln, the 8<sup>th</sup> Level Ranger.

- G. A rope ladder hangs from a hole in the ceiling. It is attached to a bell quite a distance above. If the rope ladder is climbed, it sounds an alarm. All 4<sup>th</sup> level Rangers will meet in the square on the top level of the castle. The spotted Lions and Joe Big Dwarf will join them. The Cloud Giant and the 6 Fog Giants will go downstairs and check on any noise coming from the room with the rope ladder.

# The Ogre Sanction

## Highest Level of 4 Levels of the Castle

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\* **DM NOTE:** Refer to “Map – Highest Level of 4 Levels of the Castle”.

\*

\* **DM NOTE:** Time and Ogre Magi regeneration need to be tracked carefully on this level.

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1. These stairs are 20 feet wide and 2 feet high. The stairs progress upwards 30 feet from Level 2 below, where the 6 Fog Giants live. The stairs, like the rest of the castle, are made of generic mountain rock, granite and cement mortar combinations. If the party wants to chisel or destroy the stonework, it can be done at the rate of 10 feet per ten minutes given the proper tools. I.e. the party members need picks, morning stars, or maces that can chip rock.
2. This set of stairs is 20 feet wide with 2 feet high steps going for a length of 20 feet. It is the only normal means of gaining access down to the courtyard. A large iron gate bars the stairs. It is closed but not locked.
3. There are 4 sets of 20 foot wide, 2 foot high steps, 30 feet in length leading to the castle ramparts.
4. The castle ramparts are 60 feet above the courtyard. A fall from the ramparts causes 20D6 damage to all except the Giants, who sustain 10D6 damage if they fall. From the east rampart a tall 10 foot plus person could see the ocean. From the east wall a person could also see the cave hole for the garbage chute in the side of the mountain below. North and west views are mountains. The view to the south shows the coastline, the plains beyond the treeline along the coast, and the gap between the isle and the mainland.
5. This room contains 24 barrels of oil. Needless to say the explosion would rip a hole in the castle wall. 1 party point if this room is blown up. The room is 25 feet tall. The door is 20 feet tall. The walls and floor of the room are made of wood.\
6. This room contains large piles of boulders. These boulders are used by the Giants for throwing purposes. Smashing the boulders with mallets, spikes, or military picks will cause much damage. 1 party point for doing so. The room is 25 feet tall. The door is 20 feet tall. The walls and floor of the room are made of wood.
7. This room is much the same as #5 except all of the oil is piled against the west wall. If the oil is specifically moved to affect the east wall, then that room’s goods will be damaged as well. The room is 25 feet tall. The door is 20 feet tall. The walls and floor of the room are made of wood. For room 7 gain 1 party point. For destroying room 8 gain 1 extra party point.
8. This room contains 10 50-foot coils of rope. It also contains 20 15-foot long and 2 foot thick beams of lumber. In addition urns for oil (currently empty), melting pots and a large supply of coal exist here. One party point for destroying this room. The room is 25 feet tall. The door is 20 feet tall. The walls and floor of the room are made of wood.
9. This room contains a pile of military picks, clubs, hammers, and a large pile of metal scrap. The room is 25 feet tall. The door is 20 feet tall. The walls and floor of the room are made of wood. One party point for destroying this room’s goods.
10. This room is the same as #6.
11. This room is the same as #5.
12. This room is the same as #6.

## The Ogre Sanction

13. This room contains the grain bins for the Pegasus stabled in #14. This room is 15 feet tall, made of wood. The doors are 15 feet tall as well. Inside is a giant sized shovel, and a large supply of grain (oats and barley). 1 party point for polluting or otherwise destroying the goods in this room.
14. These are the stables for the 6 Pegasus. 4 of 6 Pegasus are in their respective stalls. While in the stalls the Pegasus are helpless and are easily killed. The Pegasus are
  - a. HD:4
  - b. AC:6
  - c. Damage: 1D8, 1D8, and 1D3
  - d. Move: 24" / 48"
  - e. Size Large
14. Continued... There are 6 stalls in the stables, described occupants as follows:
  1. Stall A = empty
  2. Stall B = empty
  3. Stall C = Male Pegasus, HTK: 21
  4. Stall D = Female Pegasus, HTK: 19
  5. Stall E = Male Pegasus, HTK: 10
  6. Stall F = Female Pegasus, HTK: 14

NOTE: There is a Pegasus egg in "F". It is hidden under straw and must be searched for.

15. The open courtyard contains many statues. Some statues are incomplete and chisel tools lie nearby.

2 Spotted Lions are wandering across the courtyard. These are trained war-pets of the Cloud Giant. If party members are wearing the cat pendant talismans the Lions will leave the Ogre Magi (who are wearing talismans) alone. If the "cats" are attacked or the Cloud Giant orders the Lions to attack they will ignore the protection aura issuing from the cat pendants.

2 Spotted Lions:

1. Size: L
  2. Surprised 1/6
  3. AC:5/6
  4. - keen sense of smell
  5. HD: 6+2
  6. HTK: 30 (female), 33 (male)
  7. Damage: 1-4, 1-4, 1-12 and Special 2-8, 2-8
16. The east wall of this 20 foot tall stone chamber has a series of 4 foot diameter holes along the wall at floor level. These lead into the cats' lair. The lair is covered with bones and straw.
  17. This chamber is the mage's room when he is present and working. A large set of sigils glow on this 20 foot tall, 20 foot wide bronze door. The sigils, if activated, set off 4 18HD delayed blast fireballs. The sigils pulse for 1 minute before going off.

The mage's quarters contain a crystal ball, a set of mostly completed notes on making the "Ogre Crown" and a brazier that is currently unlit. As well, normal personal effects occupy the room – a dresser, bed and a few robes.

18. 2 female Rangers occupy the 20 foot high stone room. They are asleep. Chainmail, shields and long swords lie by their beds. Simple furniture is adjacent to the walls, holding ordinary clothing that the Rangers will wear.

## The Ogre Sanction

A commotion in the courtyard will cause them to investigate. It takes 1 turn to don armor. The Rangers have average characteristics and do +4 damage to giant class creatures. Each Ranger wears a cat pendant.

Rangers are:

1. HD: 4
  2. AC: 10 (in bed) AC: 4 (wearing their armor)
  3. Neutral Good
  4. HTK: 22
19. This room is identical to room 18, including 2 additional female Rangers with the same statistics.
  20. This room is identical to room 18, including 2 additional female Rangers with the same statistics.
  21. This room is empty except for basic furniture (more female Rangers who are absent), 2 beds and a floor rug.
  22. This is the Cloud Giant's lair and chamber. The room is stone, 30 foot tall with two 10 foot wide and 25 feet high bronze doors.

It is presently unoccupied. A large sofa chair is in the southwest corner. A fireplace is beside the bed in the east wall. A large rug, a preserved sabretooth bear, lies beside the bed. A big pile of furs, rugs lie against the north wall. A wall mural hangs on the south wall. The wall mural is in fact a 50 feet long, 20 feet high flying carpet used by the Cloud Giant on occasion.

23. This is the games room, 30 feet high and made of stone. It is occupied by a large number of tables and chairs. Some of the tables and chairs are oversized. The Cloud Giant and a Dwarf occupy it.

Cloud Giant – Neutral Good, HTK: 76, Size: Large 18' Tall, Damage 6-36 (club). The Cloud Giant is highly intelligent, HD:12+2-7, AC:2 The giant can also hurl rocks for 2-24. The Cloud Giant has a 65% chance of seeing invisible.

Joe Big Dwarf – Lawful Good, HTK: 35 AC:0 – wears +2 plate, with a shield and Warhammer. The Dwarf's strength is 18 (17) INT: 11, WIS: 13 DEX: 10 CON: 18 CHAR: 10, Joe Big Dwarf wears a magical cat pendant, giving him immunity/invisibility to the 2 spotted Lions.

They will attack all intruders knowing they do not belong, except Honinbo Lincoln from Room 26.

Aside from three (3) jugs of wine, the room contains dice, knucklebones, and some wooden balls. The room is fairly soundproof. The fireplace holds nothing of interest.

If given the chance, the Cloud Giant will call for his cats. If the door are open, they will come. If the Ogre Magi close the doors the cats will not come.

24. The stairs go upward with 2 foot high steps, 40 feet in height, to an iron door. The door to this tower is not locked. Upon opening it, the bell above the door goes off (small alarm). A similar "tinkle" bell is on the way one-way iron door at the north end of the corridor. It is connected by chain and will go off if any noise is made. A small Japanese warrior armed with a longsword (flaming sword of sharpness, +3 chain mail, +1 shield, steps out from room 26. He inquires in perfect common "Yes, can I help you?"

## The Ogre Sanction

25. This passage is only 6 foot wide, and combat is single file. Pillars, stone gargoyles leer in the “Hall of Anguish”. The Dwarves carved the tortured faces of many Ogres in the walls. This passage will be defended by the fanatical chaotic-good Ranger Honinbo Lincoln (see room 26).
26. This is the sleeping quarters of the 8<sup>th</sup> level Ranger – Honinbo Lincoln, captain of the Ranger squad working at the Cloud Giant’s castle. Honinbo’s room contains 2 oil lamps. These are sitting beside his chair and bed. Each lamp is the equivalent of four flasks of oil if thrown as a missile weapon. A pile of worn broken rope (the former bell ringing rope) lies in a heap against one wall.

Honinbo Lincoln is a short Japanese half Elf, Age: 90, Mature, STR: 18 (71), INT: 14, WIS: 14, CON: 17, DEX: 10, CHAR: 13, Chaotic Good, +8 damage to Ogres and Ogre Magi, +3 damage from STR, +2 damage from his sword = +13 damage. Honinbo is +4 to hit (+2 from strength and +2 from sword); i.e. the sword is +4/+13 when wielded by Honinbo.

Honinbo is AC:0, he appears in chainmail, but the chainmail looks to be lacquered green armor. Honinbo also wears a head bandana.

Honinbo, if encountered in his room, will be sitting armored in his reading chair. He carries 2 potions of healing on him, as well as wearing a ring of regeneration. Honinbo will attack with the intent to kill. As long as the Ogre Magi attack in a single file he will remain to defend the crown room. If one or more Ogre Magi drop Honinbo will stab them again before pursuing any Ogre Magi who flee.

If the Ogre Magi flee, he will give up the initiative and drink his healing potions (if required) before pursuing. Honinbo will then pursue after taking care of himself.

Honinbo has a Lawful Good telepathic sword. It detects evil up to 60 feet away, even if an Ogre Magi is in gaseous form. Int: 15, sees invisible, Ego: 12, Detects Magic. The sword is a +2 Flaming Sword of Sharpness. On natural 19s and 20s the sword chops off a limb when attacking. Note: The flame damage from the sword does not regenerate.

**DM NOTE:** If Honinbo is killed, keep track of his damage and time lapsed. He regenerates unless his ring is taken from him. If he recovers, he will heal as much as possible before pursuing.

**DM NOTE:** If an Ogre Magi grabs the aligned Lawful Good Sword, the sword will do 1D8 of damage per round the sword is held.

Roll 1D8 (head hits are lethal so disallowed in the module):

1. Left leg
2. Right leg
3. Left arm
4. Right arm
5. Left hand
6. Right hand
7. Both legs
8. Impale = double weapon damage

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27. This is the room of the Ogre Crown.

A flagstone in the floor in the entrance way will trigger a falling iron cage when the flagstone is stepped on. The large cage drops over the first Ogre Magi who enters. To exit the cage a bend bars or lift gate type roll needs to be made (for strength). The Cloud Giant placed the cage to catch suspected thieves, but the cage is exceptionally large in case a band of thieves was to try and steal the Ogre Crown. All of the Dwarves on the island are aware that the Ogre Crown is in the north tower.

Ogre Magi can also use gaseous form to exit the cage. Regardless the cage may remain in the entrance way, obstructing further entrance or exit from the chamber.

In the southwest corner of the room the Ogre Crown sits on a shelf.

**DM NOTE:** This crown is fake. A secret panel is behind the Ogre Crown on the shelf. The secret panel contains a second duplicate image of the Ogre Crown.

**DM NOTE:** The Ogre Crown in the secret compartment is also fake. A secret panel under the secret panel in the wall contains a third (3<sup>rd</sup>) Ogre Crown. The 3<sup>rd</sup> Ogre Crown is the real one that the Ogre Magi were sent to steal.

The real Ogre Crown sits on a rune for an 18 hit dice delayed blast fireball. When the Ogre Crown is removed, the rune pulses, with the rate of pulsation increasing as the time counts down. After 1 minute the 18HD delayed blast fireball goes off in the room.

**NOTE:** If another crown or similar size object is placed on the rune before the minute is up, the rune will deactivate and reset.

28. The bell tower has a rope ladder used as a bell rope. This was a temporary repair placed by the giants. If the Ogre Magi choose to physically ascend, then the bell will alarm the ranger, Honinbo Lincoln, in room 26. The bell alarm will also alert the 2 spotted Lions, the Cloud Giant and the 6 Fog Giants. The Dwarves in the mines and the other Rangers will not initially hear the bell.

# The Ogre Sanction

## Designer Notes

This module was designed with a few points in mind.

- Fighter/Magic Users (Ogre Magi) are given an opportunity to be played and tested with role playing in mind to demonstrate skills through reconnaissance.
- Players need to think, not just act like murder hobos and kill things. Effective use of resources, both equipment, character class skills, and spells, can facilitate risk mitigation and reduction in damage in confrontation situations.
- Players have opportunities to explore their characters within a finite timeframe, role play, demonstrate skills, and obtain clues to make future outcomes more favourable.

### What to do with extra players

The University of Manitoba tournament framework provides opportunities for 6 groups of 6 players each to play in the Friday night round, and an additional 18 groups of 6 players each scheduled to Saturday morning, afternoon and evening (6 groups in each time slot). Successful teams and/or players will advance to play in the semi-final on Sunday morning. I.e., the tournament allows for 144 players. If a few extra players register, they can be added to create groups of 7 or even 8 players. Adding an additional Ogre Magi to this module should not heavily change the outcome of the module.

### What to do with players who are captured or surrender

Any characters that are captured will be killed by the forces of Good. There is no tolerance for the evil Ogre Magi.



# The Ogre Sanction

## Player Scoring

There are 20 points, maximum, for each player's scoring as follows:

- 0-2 points = 2 points for surviving the module.
- 0-9 points = 1 point for each spell ability used appropriately from the list below:
  1. 8D8 Cold Ray (see Wand of Cold)
  2. Charm Person
  3. Sleep
  4. Gaseous Form (12 turns)
  5. Fly (12 turns)
  6. Darkness (1" radius, 12 turns)
  7. Become invisible
  8. Regenerate 1 Hit Point per melee round (not fire damage)
  9. Polymorph to any humanoid form (4 foot to 12 foot in size)
- 0-3 points = 3 points (maximum) for general role playing and style.
- 0-5 points = 1 point for each Ogre Magi teammate that the character either killed or had a hand in killing.
- 0-1 points = 1 point for effective use of strength (e.g. bend bars).

## Team Scoring

There are 150 points, maximum, per team score as follows:

- 0-12 points = 2 points for each character that survives the module. This is 0-12 points maximum, regardless of whether a team utilises 6, 7 or 8 players. If a team uses less than 6 players, then it receives 12 points if all players survive.
- 0-1 points = 1 point for figuring out that the Ogre king did not mention the trees
- 0-2 points = 1 point for neutralizing the guards at the mine entrance, 1 point if the guards do not sound the brass gong
- 0-1 points = 1 point for destroying the portcullis gate at the mine entrance
- 0-1 points = 1 point for sacking the Dwarven temple
- 0-1 points = 1 point for trashing the barrack block on the lowest level of the castle
- 0-1 points = 1 point for trashing the kitchen on the middle level of the castle
- 0-2 points = 2 points (up to 2 points) for killing some or all of the 120 Dwarves
- 0-48 points = 8 points for each Fog Giant that is killed
- 0-1 points = 1 point for destroying the Stone Golem or damaging his room
- 0-1 points = 1 point for destroying the Iron Golem or damaging his room
- 0-1 points = 1 point for freeing or killing the 2 Ogre prisoners
- 0-3 points = 1 point for blowing up the oil in each room 5, 7, 11
- 0-3 points = 1 point for destroying the Giants' boulders (ammo) in each room 6, 10, 12
- 0-1 points = 1 point for destroying the materials in room 8
- 0-1 points = 1 point for destroying the materials in room 9
- 0-1 points = 1 point for polluting or otherwise destroying the Pegasus grain in room 13
- 0-8 points = 1 point for each Pegasus killed, whether in room 14 or elsewhere
- 0-1 points = 1 point if the Pegasus egg in "F" is smashed
- 0-1 points = 1 point if the statues in room 15 sustain smashing damage
- 0-4 points = 2 points for each Lion (Cloud Giant pets) killed
- 0-1 points = 1 point for torching or otherwise destroying the straw in room 16

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- 0-2 points = 2 points if any Ogre Magi takes the crystal ball
- 0-5 points = 2 points if any Ogre Magi takes the wizard's notes OR  
5 points if any Ogre Magi destroys the wizard's notes
- 0-1 points = 1 point for destroying the Wizard's room and other personal effects
- 0-8 points = 1 point for each Ranger killed (room 18, 19, 20 and on recon sky patrol)
- 0-1 points = 1 point for destroying room 18
- 0-1 points = 1 point for destroying room 19
- 0-1 points = 1 point for destroying room 20
- 0-1 points = 1 point for destroying room 21
- 0-1 points = 1 point for taking any cat pendants from hooks, Rangers or Joe Big Dwarf
- 0-2 points = 2 points for discovering the wall mural in room 22 is a flying carpet and taking such (only 1 point if the carpet is discovered and then left behind or destroyed)
- 0-10 points = 10 points for killing the Cloud Giant in room 23
- 0-3 points = 3 points for killing Joe Big Dwarf in room 23
- 0-1 points = 1 point for sacking room 23
- 0-1 points = 1 point for either stealing or destroying Joe Big Dwarf's armor in room 23
- 0-3 points = 3 points for killing Honinbo Lincoln, the Ranger, from room 26
- 0-1 points = 1 point for taking Honinbo Lincoln's regeneration ring
- 0-1 points = 1 point for destroying Honinbo Lincoln's sword
- 0-1 points = 1 point for destroying (trashing) room 26
- 0-1 points = 1 point for taking the fake Ogre Crown in room 27
- 0-1 points = 1 point for taking the backup fake Ogre Crown hidden in room 27
- 0-5 points = 5 points for taking the real Ogre Crown in room 27
- 0-1 points = 1 point for de-arming the delayed blast fireball rune in room 27
- 0-2 points = 2 points (maximum) for team role playing and style