

ASSAULT AT THE OGRE CAMP (ABANDONED MINING CAMP AND PALISADE)

A DragonQuest mini-adventure

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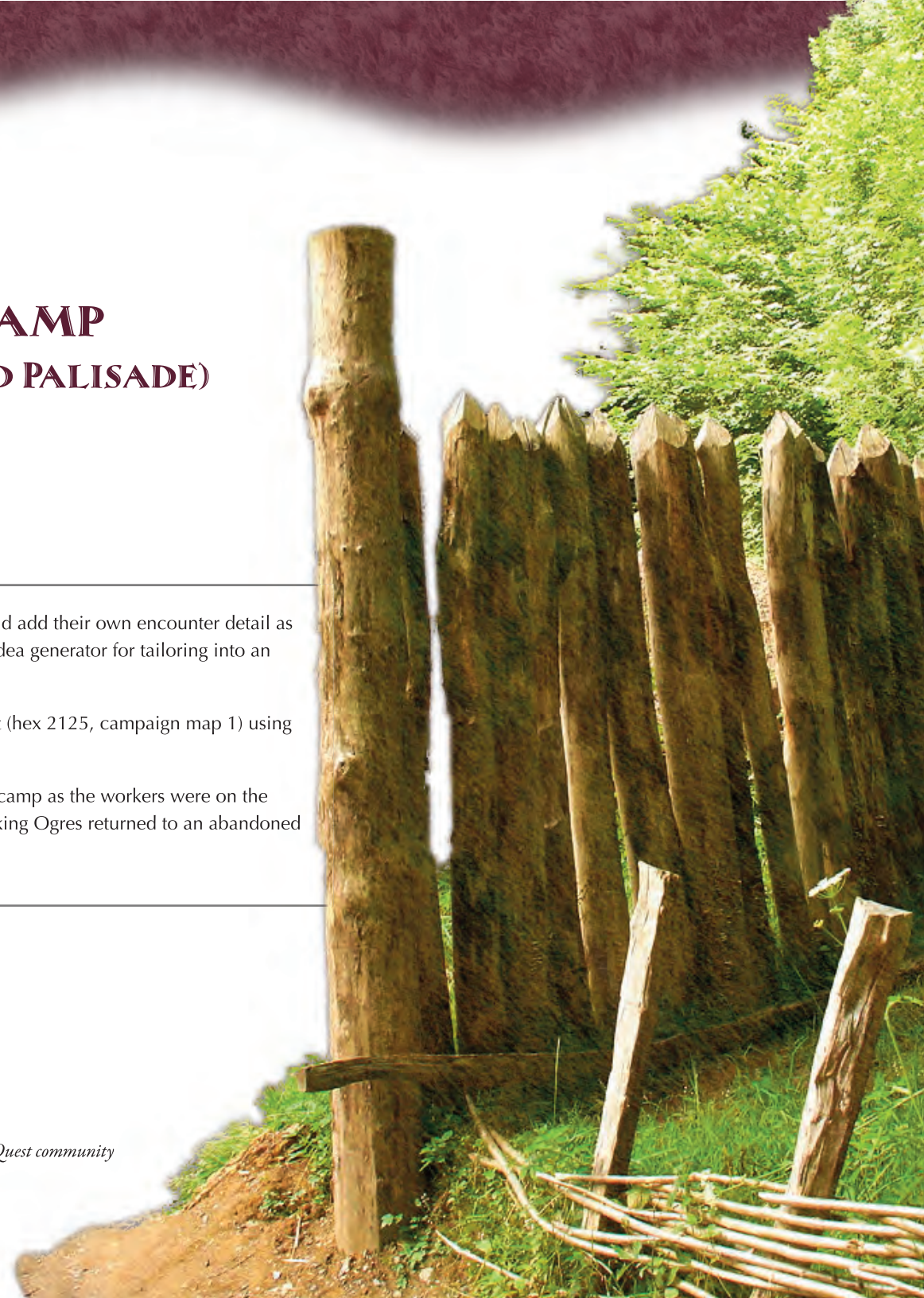
This mini adventure contains ideas and structure for a GM to adjust and add their own encounter detail as necessary. It is not a complete adventure and is presented here as an idea generator for tailoring into an existing campaign.

The original setting for this adventure took place near the town of Flint (hex 2125, campaign map 1) using the Wilderlands of High Fantasy setting from Judges Guild.

The player story hook consisted of the Ogres attacking a local mining camp as the workers were on the road to their daily labor. Prisoners were taken (i.e., lunch) as the attacking Ogres returned to an abandoned palisade where they had recently set up camp.

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ASSAULT AT THE OGRE CAMP

(ABANDONED MINING CAMP AND PALISADE)

A small palisade borders sections of this abandoned mining camp. A nomadic tribe of **Ogres** has recently taken up residence here for the season. A shallow cave is to the rear of this encampment and two ramshackle building structures remain near the front. Although the walls of the palisade are small, they are still sturdy after all the years of standing guard. High and fairly steep hills help protect and shelter the area fostering a pleasant, secluded bowl effect.

Hoping to find adequate fare locally, the Ogres have been making off with nearby farmer's livestock and the occasional human.

If encountered outside their camp, they will seek to restrain and capture any humanoid and return with them to the camp. They will report anything seen or encountered to their leader.

1) PALISADE WALLS AND OPENING

Constructed primarily from the abundant conifer trees in the area, the walls of this palisade still stand sturdily to ward away intruders. Individual trees are lashed tightly together and carved to a sharp point to deter the errant climber.

Although sturdy, the walls do little to keep out unwanted guests, as one can simply walk around the sides. Persons attempting to climb the walls will receive a +10% bonus to

climbing checks due to the age and knotting of the wood.

Inside the enclosure, broken ladders (30% chance that any given ladder is sturdy enough to still be climbable) give access to an upper ledge tier, perfect for a keen eyed archer to ward unwanted guests away from the walls.

2) CART AND REFUSE PILE

The Ogres have disposed of a broken and battered cart abandoned here from a recent pillaging expedition. A refuse pile of rotting human and animal carcasses, broken lumber, filthy clothing and unwanted odds and ends are piled here.

During the daylight hours **flies** swarm and cover this pile with a nearly solid cover of seething matter.

Any person sifting through the refuse pile will have a base 35% chance (minus player EN) to contract a debilitating disease that will incapacitate them within two days time. The disease will last for 1D+4 days.

A large pile of **fleshy maggots** live within the refuse pile.

3) NORTH BUILDING

The majority of the roof of this building has collapsed as well as the rear wall, littering

the interior of the building. The stone foundation and side walls remain solid.

Two male Ogre brothers have made this building their residence.

Chu'gar is blind in his left eye and missing several teeth from a previous encounter with humans. He has a keen sense of smell, however (+15% to Perception checks involving smell).

Bla'tan is missing two fingers from his left hand from a previous encounter with humans.

If Bla'tan takes a human captive he will bite off two of their fingers and wear them around his neck.

Chu'gar				
Large Humanoid - Ogre				
PS: 27	MD: 12	AG: 9	MA: 12	
EN: 21	FT: 28	WP: 18	PC: 10	
PB: 6	TMR: 9	NA: 4 (thick skin)		
↓ Unarmed (RK: 2)				
IV: 21	SC: 50%	D: D	R: P	Use: MC
⊕ Giant Club (RK: 1)				
IV: 20	SC: 66%	D: +8	R: 9	Use: RM
Bite (RK: —)				
IV: 19	SC: 32%	D: +2	R: —	Use: C

Bla'tan			
Large Humanoid - Ogre			
PS: 26	MD: 13	AG: 8	MA: 10
EN: 21	FT: 28	WP: 18	PC: 11
PB: 7	TMR: 9	NA: 4 (thick skin)	
↓ Unarmed (RK: 2)			
IV: 21	SC: 48%	D: -1	R: P Use: MC
⊕ Giant Club (RK: 1)			
IV: 20	SC: 67%	D: +8	R: 9 Use: RM
Bite (RK: —)			
IV: 19	SC: 78%	D: +4	R: – Use: C

4) SOUTH BUILDING

This southern building is larger than the northern one and most of the roof is still intact, although it will leak considerably during wet weather.

Bones and other refuse litter the floor – leavings from recent meals.

A single remaining wall separates part of this dwelling forming a fairly private room. The largest of the three Ogres in this building, **Muz'ga**, has made this his personal residence. Pine needled branches with bits of sheep wool and grasses as well as a stolen, tattered blanket form a semi-comfortable pallet for this Ogre.

Muzga (Champion)			
Large Humanoid - Ogre			
PS: 28	MD: 13	AG: 10	MA: 10
EN: 23	FT: 30	WP: 18	PC: 13
PB: 7	TMR: 9	NA: 5 (thick skin plus rags)	
↓ Unarmed (RK: 3)			
IV: 26	SC: 58%	D: D	R: P Use: MC
⊕ Giant Club (RK: 2)			
IV: 25	SC: 71%	D: +8	R: 9 Use: RM
⊗ Giant Spear (RK: —)			
IV: 23	SC: 40%	D: +7	R: 12 Use: RM
Bite (RK: —)			
IV: 23	SC: 78%	D: +4	R: – Use: C

A flayed Centaur skin serves as a curtain to the side room affording some privacy.

A rough-cut wooden table and large stools dominate the top portion of the building. Two refuse strewn pallets line the southern wall serving as sleeping quarters for two more Ogres, Gligid and Thagol.

Gligid			
Large Humanoid - Ogre			
PS: 25	MD: 12	AG: 9	MA: 10
EN: 20	FT: 29	WP: 18	PC: 11
PB: 6	TMR: 9	NA: 4 (thick skin)	
↓ Unarmed (RK: 1)			
IV: 21	SC: 44%	D: -1	R: P Use: MC
⊕ Giant Club (RK: 1)			
IV: 20	SC: 66%	D: +8	R: 9 Use: RM
Bite (RK: —)			
IV: 20	SC: 77%	D: +4	R: – Use: C

Thagol			
Large Humanoid - Ogre			
PS: 26	MD: 11	AG: 8	MA: 10
EN: 20	FT: 28	WP: 18	PC: 11
PB: 6	TMR: 9	NA: 4 (thick skin)	
↓ Unarmed (RK: 1)			
IV: 20	SC: 42%	D: -1	R: P Use: MC
⊕ Giant Club (RK: 0)			
IV: 20	SC: 61%	D: +8	R: 9 Use: RM
Bite (RK: —)			
IV: 19	SC: 76%	D: +4	R: – Use: C

Stone stairs once led to a cellar within this building but that passage has long since been closed with rubble.

5) BONFIRE, COOK POT, ROASTING SPIT, AND STAKES

A tall, continuously burning bonfire sits at the center of this encampment. The Ogres maintain the fire regularly and keep a supply of fuel on hand at all times. Tree trunks lean together in an 'A' shape, creating this tall bonfire.

A large copper cooking pot sits bubbling to the side atop stones and smoldering ashes waiting for a tasty bit of meat.

A thick metal bar stretches across wooden anchors above a small fire pit for the odd bit of man flesh or animal carcass.

Three large tree trunks have been pounded into the ground to serve as stakes to which humans or animals may be tied to while waiting for the cooking pot or spit. If the

Ogres have taken any prisoners, they will be tied to these stakes (*also see location 9*).

6) FRESH WATER WELL

A relatively deep fresh water well yields clean, cool water. A low stone wall surrounds the hole and wooden planks straddle the hole itself. A wooden bucket tied with a sturdy rope is to the side of the well.

7) WOOD PILE

Fairly fresh stone hewn tree trunks are piled here for use on the central bonfire. An Ogre would have no troubles using one of these trunks as a pole weapon in a time of need.

Two large **Wood Snakes** have made their home among the pile and will aggressively bite anyone lingering around the pile. The Ogre's skin is too thick for their bites and the snakes serve as no more than a mere annoyance to them.

Wood Snake (2)			
Reptile			
PS: 2	MD: 0	AG: 19	MA: 0
EN: 2	FT: 3	WP: 16	PC: 14
PB: 9	TMR: 3	NA: 0	
⚡ Bite* (RK: —)			
IV: 33	SC: 65%	D: -3	R: — Use: C
* 2 DP / pule to EN for D+4 pulses			

8) CAVE ENTRANCE

Two **Wolves** are chained here and guard the entrance to the cave.

During the daylight hours they will be laying in the shadows of the cave, just inside the entrance out of sight (+25% to stealth check).

During the evening they will be relaxing outside the cave, flanking the entrance, easily seen in the shadow of the firelight. They will not attack or make a sound unless anyone but an Ogre comes within 5' of their location.

Wolves (2)			
Small Land Mammal			
PS: 12	MD: 19	AG: 19	MA: 0
EN: 17	FT: 32	WP: 18	PC: 14
PB: 7	TMR: 8	NA: 0	
⚡ Bite (RK: —) <i>melee</i>			
IV: 33	SC: 79%	D: +1	R: — Use: M
⚡ Bite (RK: —) <i>close</i>			
IV: 33	SC: 79%	D: +3	R: — Use: C

There is a 15% check that they will attack an Ogre as well, but will add +20% to reaction checks if an Ogre “presses the issue”.

They are completely loyal to the Ogre matron and will obey her without hesitation.

Oiled torches are driven into the walls of the entryway to help illuminate the cave during the evening hours. The torches will emit an acrid smelling, thick black smoke when lit.

9) CAVE ROOM WEST

This natural room at the rear of the cave is the residence of the Ogre matron, **Mig'darnel Bru**. Sewn and tanned Centaur hides make a colorful curtain, held by hemp rope, keeping out the elements and providing privacy. A lavish bed (for an Ogre) dominates the center of the room.

If human males have been taken captive, the most handsome (highest PB) will be kept in this room, tied to the bed, to serve as mate to the matron. Mig is not delicate with her suitors, and the males will be in a very weakened state unable to journey far under their own waning strength. They will be much bruised and scratched (many teeth marks).

She will bite the head off the man during a ceremony at the bonfire during the full moon with her clan surrounding her once she has had her fill of his attentions.

Mig'darnel Bru is extremely obese as well as extremely deformed. Her clan worships her as a near demi-goddess for her “beauty” and ferocity. She keeps a small green pouch buried in the folds of her fat that contains precious gemstones.

Mig is a shaman (taught by her father) with limited skill in the **College of Fire Magics**.

Mig'darnel Bru (Ogre Matron)	
Large Humanoid - Ogre	
PS: 28	MD: 13 AG: 10 MA: 15
EN: 22	FT: 28 WP: 18 PC: 15
PB: 9	TMR: 6 NA: 5 (thick skin plus tatterend cloth)
⚔ Unarmed (RK: 3)	
IV: 27	SC: 58% D: D R: – Use: MC
⚔ Giant Club (RK: 2)	
IV: 26	SC: 71% D: +8 R: 9 Use: RM
Bite (RK: —)	
IV: 24	SC: 78% D: +4 R: – Use: C
Infravision (T-1, RK: 2) ♦ Fire	
Her eyes begin to glow red as small flames engulf her eye sockets.	
Pyrogenesis (G-1, RK: 3) ♦ Fire	
69%, 40' – with a smell of sulfur and the crackling sound of char, the object bursts into flames.	
Wall of Smoke (G-6, RK: 3) ♦ Fire	
39%, (15xD-6)x3 – thick, acrid smoke permeates the location reducing visibility.	
Eye of Flame* (G-?, RK: 2) ♦ Fire	
55%, 180' – A flaming, disembodied eye floats through the air. She can see, talk, and cast spells through this eye (EN:0, FT:1). If destroyed, she will be unable to see for D-2 pulses.	
⚡ Bolt of Fire (S-2, RK: 2) ♦ Fire	
61%, 75', D: (D-5)+2 – her hand wreathed in flame, she hurls a ball of fire at her victim.	

Mig wears muddy and tattered clothing stained with the juices of recent meals. She keeps her sparse hair tied in unkempt braids. She favors wearing wooden sandals.

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10) CAVE ROOM EAST

This smallish cavern area is the storage room for the Ogre clan. Any items pillaged from the locals will be found here as well as the following:

- ♦ Various gold and silver coins in plain sight, arranged in stacks (Mig likes to play with the shiny coins) – copper coins are haphazardly thrown about the room.
800sp value total.
- ♦ Eight large casks of Ale (a waylaid liquor shipment) – Mig will order a cask broken open when they feast on human flesh.
80sp value per cask.
- ♦ Six bundles of sturdy woolen cloth.
60sp value per bundle.
- ♦ Two bolts of fine linen.
70sp value per bolt.
- ♦ A large Ogre skeleton wrapped in an expensive looking carpet. *These are the bones of Mig'darnel Bru's father who was a Shaman – if any of the more sizeable bones are used for spellcasting (e.g., arms, legs, ribs), add +8% to each cast chance.*
- ♦ Two small crates of miscellaneous leaves including wrapped, dried insects, and other dyes in metal flasks. One crate includes two books on dye processes.
700sp total value.

All items above have a seal stamped or branded on some part of them of a tusked boar's head (the emblem for the house of Esmer Haldeman, a local Lord).

ADDITIONAL OGRES

Ogre				
Large Humanoid				
PS: 27	MD: 12	AG: 9	MA: 12	
EN: 21	FT: 28	WP: 18	PC: 12	
PB: 6	TMR: 9	NA: 4 (thick skin)		
⚔ Unarmed (RK: 1)				
IV: 23	SC: 50%	D: D	R: P	Use: MC
⚔ Giant Club (RK: 1)				
IV: 22	SC: 66%	D: +8	R: 9	Use: RM
Bite (RK: —)				
IV: 21	SC: 77%	D: +2	R: —	Use: C

Ogre				
Large Humanoid				
PS: 26	MD: 11	AG: 9	MA: 10	
EN: 20	FT: 28	WP: 18	PC: 11	
PB: 6	TMR: 9	NA: 4 (thick skin)		
⚔ Unarmed (RK: 1)				
IV: 21	SC: 44%	D: -1	R: P	Use: MC
⚔ Giant Club (RK: 1)				
IV: 20	SC: 66%	D: +8	R: 9	Use: RM
Bite (RK: —)				
IV: 19	SC: 76%	D: +4	R: —	Use: C

Ogre				
Large Humanoid				
PS: 25	MD: 12	AG: 9	MA: 10	
EN: 19	FT: 28	WP: 18	PC: 11	
PB: 6	TMR: 9	NA: 4 (thick skin)		
⚔ Unarmed (RK: 1)				
IV: 21	SC: 44%	D: -1	R: P	Use: MC
⚔ Giant Club (RK: 1)				
IV: 22	SC: 66%	D: +8	R: 9	Use: RM
Bite (RK: —)				
IV: 20	SC: 77%	D: +4	R: —	Use: C

Ogre				
Large Humanoid				
PS: 25	MD: 12	AG: 9	MA: 10	
EN: 19	FT: 28	WP: 18	PC: 11	
PB: 6	TMR: 9	NA: 4 (thick skin)		
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