

The Marquis de Dorvaire:

For PCs level 4

While in a tavern in Baldur's Gate, the PCs overhear two men talking and laughing. The topic of conversation is an old orc who calls himself the Marquis de Dorvaire.

Obviously, this orc has gone quite mad in his old age. The two men are telling stories of when Dorvaire and two of his henchmen came to Baldur's Gate. Between laughter, the men tell of the mad orc being dressed in tattered red robes, ordering people about as he made his way through the city.

One of the men claims to have been in the street haggling with a jewelry vendor when the old orc bumped into him. Turning around, the man became frightened as he spotted the large orc and his two henchmen. According to the man, the "Marquis" reached out, tapped him on the chest with two large fingers, and told him he was pardoned for his crimes and may go on his way. Still laughing, the man tells his friend that the old orc's two henchmen both hung their heads and rolled their eyes as the Marquis flung his tattered robe back, held his head high, and walked on down the street. Laughing loudly, the man tells his friend that the two henchmen both apologized to him, and requested him to not call the guards, as the orc is very old and harmless, and they will leave the city as soon as they purchase some supplies.

Between chuckles, the man's friend goes on to tell of another run-in with the mad orc. He states that he was sitting in this very tavern when the old orc and his two henchmen came in. He tells his friend that when the orc came in, he exclaimed in loud, broken Common that all of the patrons of the tavern were now his servants, and he commanded them to all get back to work or he would have them fed to the lions. He then took a seat at an empty table. With his two henchmen behind him, he began carrying on a conversation with the empty chair across the table from him. As he conversed with the empty chair, he became agitated and demanded his henchmen to arrest the "vagabond" and throw him in the palace prison. The two other orcs looked terribly ashamed, but pretended to pick up the old orc's invisible enemy and haul him outside. The man then goes on to tell his friend that the old orc got up, bid all of his "servants" good day, then walked out.

The two men go on to tell each other that rumors have been circulating that the old orc has amassed quite a large amount of treasure in his crazy exploits, but that reaching it could be very dangerous. The orc supposedly lives to the northwest of Baldur's Gate in a cave near a large mountain range, but the way to the cave is hazardous due to the high volume of orcs and goblins that call the hilly area home.

Should the PCs inquire about the whereabouts of the orc's cave, the two men will gladly tell them what they know, and give them rough directions to travel by.

On the Way to the Caves:

In an area of shrubs and small hills, an orc encampment is stumbled upon. The following encounter takes place:

Encounter:

- ◆ 4 Orc Berserkers
- ◆ 1 Orc Eye of Gruumsh

There are no more encounters until the caves are reached. The mouth of the cave is easy to spot amidst the rocky outcroppings of the area. Dozens of footprints lead in and out of the cave. A successful Perception check (DC 10), will reveal a glimmering in the dust and dirt. If inspected, the PCs will find an emerald worth 50gp. Apparently, the rumors of treasure were true.

The encounters in the cave are simply laid out:

Cave Entrance (A)

Cave B Encounter:

- ◆ 4 Orc Berserkers
- ◆ 1 Orc Eye of Gruumsh

Cave C Encounter:

- ◆ 4 Orc Berserkers
- ◆ 1 Orc Eye of Gruumsh

Sloped Cavern (D):

- ◆ 1 Gelatinous Cube
- ◆ 1 Ochre Jelly

Narrow Cave (E):

- ◆ 4 Fire Bats

Rope Bridge Trap (F)

Cave Area (G):

- ◆ 2 Deathjump Spiders

Dart Tunnel Trap (H)

Final Cave (I):

- ◆ 2 Orc Eye of Gruumsh
- ◆ 2 Orc Berserkers
- ◆ 1 Mimic
- ◆ The Marquis de Dorvaire (Orc Bloodrager)

The Marquis de Dorvaire is indeed quite insane. Throughout the entire battle, he is shouting for the lions to be brought in, for the hounds to be released, and for the intruders to accompany him to the banquet later that night. In combat, however, the old orc is quite dangerous. The large treasure chest near the exit is, in fact, a Mimic that will attack immediately upon it being opened, or if its true identity is found out.

Gelatinous Cube	Level 5 Elite Brute
Large natural beast (blind, ooze)	XP 400
Initiative +4 Senses Perception +3; tremorsense 5	
HP 152; Bloodied 76	
AC 18; Fortitude 18, Reflex 16, Will 15	
Immune gaze; Resist 10 acid	
Saving Throws +2	
Speed 3; see also <i>engulf</i>	
Action Points 1	
⊕ Slam (standard; at-will)	
+10 vs. Fortitude; 1d6 + 2 damage, and the target is immobilized (save ends).	
◆ Engulf (standard; at-will) ◆ Acid	
The gelatinous cube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube's space; the target is dazed and takes ongoing 10 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.	
Translucent	
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.	
Alignment Unaligned Languages —	
Skills Stealth +9	
Str 14 (+4) Dex 14 (+4) Wis 13 (+3)	
Con 16 (+5) Int 1 (-3) Cha 1 (-3)	

Ochre Jelly	Level 3 Elite Brute
Large natural beast (blind, ooze)	XP 300
Initiative +0 Senses Perception +2; blindsight 10, tremorsense 10	
HP 102; Bloodied 51; see also <i>split</i> below	
AC 18; Fortitude 16, Reflex 14, Will 14	
Immune gaze; Resist 5 acid	
Saving Throws +2	
Speed 4; see also <i>flowing form</i>	
Action Points 1	
⊕ Slam (standard; at-will) ◆ Acid	
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).	
Flowing Form (move; at-will)	
The ochre jelly shifts 4 squares.	
Split (when first bloodied; encounter)	
The ochre jelly splits into two, each with hit points equal to one half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.	
Alignment Unaligned Languages —	
Str 13 (+2) Dex 8 (+0) Wis 12 (+2)	
Con 11 (+1) Int 1 (-4) Cha 1 (-4)	

Orc Berserker	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +3 Senses Perception +2; low-light vision	
HP 66; Bloodied 33; see also <i>warrior's surge</i>	
AC 15; Fortitude 17, Reflex 13, Will 12	
Speed 6 (8 while charging)	
⊕ Greataxe (standard; at-will) ◆ Weapon	
+8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
⊕ Warrior's Surge (standard, usable only while bloodied; encounter)	
◆ Healing, Weapon	
The orc berserker makes a melee basic attack and regains 16 hit points.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +10, Intimidate +6	
Str 20 (+7) Dex 13 (+3) Wis 10 (+2)	
Con 16 (+5) Int 8 (+1) Cha 9 (+1)	
Equipment leather armor, greataxe	

Orc Eye of Gruumsh	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +3; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 64; Bloodied 32; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 6 (8 while charging)	
⊕ Spear (standard; at-will) ◆ Weapon	
+10 vs. AC; 1d8 + 3 damage.	
⊕ Warrior's Surge (standard, usable only while bloodied; encounter) ◆ Healing, Weapon	
The eye of Gruumsh makes a melee basic attack and regains 16 hit points.	
⊕ Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
↘ Eye of Wrath (minor; at-will) ◆ Fear	
Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).	
↘ Swift Arm of Destruction (standard; recharge ☞☞☞)	
◆ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
✦ Chaos Hammer (standard; encounter) ◆ Force	
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +10, Intimidate +10, Religion +7	
Str 17 (+5) Dex 14 (+4) Wis 12 (+3)	
Con 16 (+5) Int 11 (+2) Cha 17 (+5)	
Equipment leather armor, fur cloak, spear	

Orc Bloodrager	Level 7 Elite Brute
Medium natural humanoid	XP 600
Initiative +5 Senses Perception +3; low-light vision	
HP 194; Bloodied 97; see also <i>warrior's surge</i>	
AC 21; Fortitude 22, Reflex 19, Will 17	
Saving Throws +2	
Speed 6 (8 while charging)	
Action Points 1	
⊕ Greataxe (standard; at-will) ◆ Weapon	
+11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17); see also <i>blood for blood</i> .	
⊕ Warrior's Surge (standard, usable only while bloodied; encounter) ◆ Healing, Weapon	
The orc bloodrager makes a melee basic attack and regains 48 hit points.	
⊕ Wounded Retaliation (immediate reaction, when hit by an adjacent enemy; at-will)	
The orc bloodrager makes a melee basic attack against the enemy.	
Blood for Blood ◆ Healing, Weapon	
When it hits a bloodied enemy, the orc bloodrager deals an extra 5 damage and regains 10 hit points.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +11, Intimidate +8	
Str 20 (+8) Dex 15 (+5) Wis 11 (+3)	
Con 17 (+6) Int 9 (+2) Cha 10 (+3)	
Equipment leather armor, greataxe	

Deathjump Spider	Level 4 Skirmisher
Medium natural beast (spider)	XP 175
Initiative +8 Senses Perception +9; tremorsense 5	
HP 55; Bloodied 27	
AC 20; Fortitude 17, Reflex 18, Will 16	
Resist 5 poison	
Speed 6, climb 6 (spider climb); see also <i>prodigious leap</i>	
⬇ Bite (standard; at-will) ⬆ Poison	
+6 vs. AC; 2d6 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
⬇ Death from Above (standard; at-will) ⬆ Poison	
The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone.	
Prodigious Leap (move; encounter) The deathjump spider shifts 10 squares.	
Soft Fall The deathjump spider ignores the first 30 feet when determining damage from a fall.	
Alignment Unaligned Languages —	
Skills Athletics +10 (+20 when jumping), Stealth +11	
Str 17 (+5) Dex 18 (+6) Wis 14 (+4)	
Con 15 (+4) Int 1 (-3) Cha 8 (+1)	

Fire Bat	Level 5 Skirmisher
Medium elemental beast (fire)	XP 200
Initiative +8 Senses Perception +8	
HP 60; Bloodied 30	
AC 20; Fortitude 15, Reflex 20, Will 13	
Resist 10 fire	
Speed 2 (clumsy), fly 8; see also <i>fiery swoop</i>	
⬇ Fiery Touch (standard; at-will) ⬆ Fire	
+6 vs. Reflex; 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).	
⬇ Fiery Swoop (standard; at-will) ⬆ Fire	
The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.	
Alignment Unaligned Languages —	
Str 6 (+0) Dex 19 (+6) Wis 12 (+3)	
Con 12 (+3) Int 2 (-2) Cha 7 (+0)	

Mimic	Level 6 Lurker
Medium magical beast	XP 250
Initiative +8	Senses Perception +11; dark vision
HP 56; Bloodied 28	
AC 20; Fortitude 19, Reflex 17, Will 18	
Immune: acid	
Speed 2	
⬇ Pseudopod (standard; at-will)	
Reach 2; +11 vs. AC; 1d6 + 4 damage and the target is Grabbed.	
⬇ Bite (standard; at-will)	
Target must be Grabbed; +11 vs. AC; 2d8 + 4 damage	
⬇ Crush (standard; at-will)	
Target must be Grabbed; +9 vs Fortitude; 1d10+4 damage and ongoing 5 damage (damage is ongoing until the target is no longer Grabbed).	
Mimic Form (minor; at-will) The mimic can alter its shape to assume the form of any object up to 150 cubic feet (5 ft. by 5 ft. by 6 ft.) in size. This could be a large chest, a bed, a doorway, or any other similarly-sized object.	
Alignment Unaligned Languages --	
Str 14 (+5) Dex 12 (+4) Wis 11 (+3)	
Con 14 (+5) Int 11 (+3) Cha 9 (+2)	

Gelatinous Cube – 1	Ochre Jelly – 1
Orc Berserker – 14	Orc Eye of Gruumsh – 5
Orc Bloodrager – 1	Deathjump Spider – 2
Fire Bat – 4	Mimic – 1
Trap – Rope Bridge – XP – 300	
Trap – Dart Tunnel – XP – 300	
GP: 20,000	
XP – 6,750	

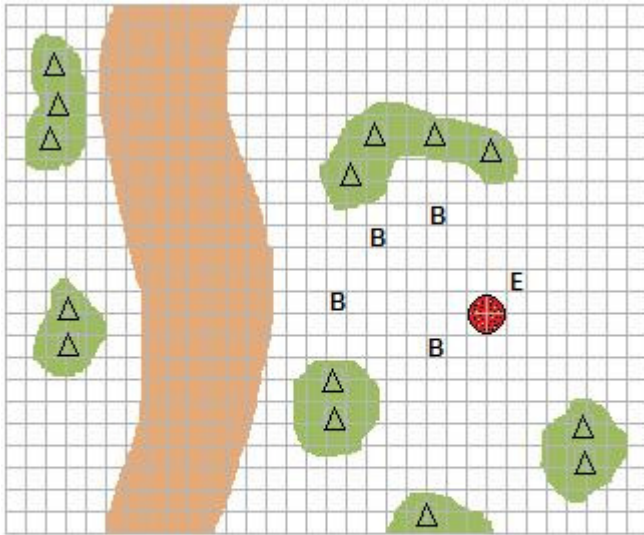
Escaping a Grab: Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you. Success indicates you are freed from the grab, and may shift as part of this movement.

Rope Bridge: A long (20 squares) crumbling rope bridge with rotten wood planks. The wooden planks will only hold one PC (or 250 pounds) at a time. If both PCs attempt to cross at the same time, the bridge will break in the center. A successful Dexterity check (DC 10) must be made to catch one of the wooden planks to keep from falling. Failure results in a fall of 20 feet (2d10 damage) to the cave below. A successful Athletics check (DC 10) must be made 2 times to climb up the wooden planks and reach the top. Failure results in the PC falling. If the PC is halfway up or more, the damage is 2d10. If the PC is not halfway up, the damage is 1d10.

Dart Tunnel: A 2 square by 10 square tunnel with carved sides hides small holes that darts will shoot out of. A successful Thievery check (DC 10) or Perception check (DC 10) will reveal the floor plates that will set off the dart trap. Every other square in the tunnel is a pressure plate. The PCs will have to jump in order to clear the pressure plates.

◆ **Distance Jumped Horizontally:** Make an Athletics check and divide your check result by 10 (don't round the result). This is the number of squares you can leap across. You land in the square determined by your result.

If the PCs end up on a pressure plate, it sets off the entire tunnel's worth of dart shooters (1 per square along both sides of the walls). The shooters fire every round. Treat the dart shooters as having an initiative bonus of +6 for each round the PCs are in the tunnel. Attack: +9 vs. Reflex; 1d8 damage. When the door at the other end of the tunnel is opened, the darts stop firing.



1 Squire = 5 feet

B = Orc Berserker
 △ = Difficult Terrain

E = Orc Eye of Gruumsh
 ⊕ = Campfire

