

# The Ravage of Ghorkai

Gary Gygax and John Creffield

## INTRODUCTION

When compiling the Slayer's Guide to Dragons certain portions of this adventure were cut to conserve space in the finished book. Here we present those missing parts, they include extra background information for the players, a challenging combat encounter at Gladespoint, a village of hybrid mongrels and a horrid ogre mage chieftain.

## THE GEOGRAPHY OF THE AREA

First let us recap upon the different geographic locations featuring in the adventure. The Vale of Mongrels is detailed below:

*Deselene*, the state that lies to the south of the Zastvel Mountains

*Gladespoint*, a frontier fortress and village of Deselene's northern marches

*Mitersee*, capital city of Deselene

*Northfens*, a marsh of about 25 square miles between the forks of the Salls River (area 3)

*Salls River*, its eastern and main branch demarks Deselene's northern border

*The Black Chasm* of Ghorkai, the indigo dragon (X on map), in the Zastvel M.

*Triumph*, the town in the Black Chasm (3 on map)

*Vale of Mongrels*, formerly Highvale, once a dwarf land (area 2)

*Zastvel Mountains*, the long mountain range to the north of Delelene

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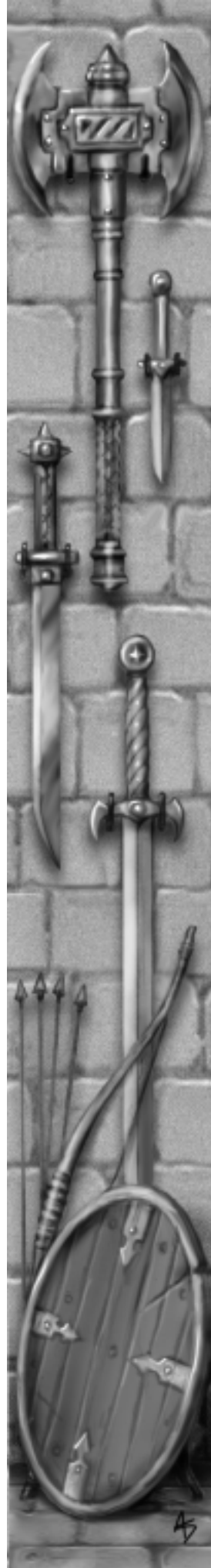
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## DRAMATIS PERSONAE

Here we review the protagonists in this drama, friends and foes of the brave adventuring party. Archpriest Halfren and Chungti are detailed below:

By mention: *The Mother of Witches*, the eldest witch

By mention: *Rezelna*, daughter of the eldest witch

By mention: *Olgar Obsidian*, the slain dwarven king of Highvale

*Archpriest Halfren*, the ruler of Deselene whose palace is in Mitersee

*Kruhesh*, the a vile, two-headed half-breed son of Ghorkai

'*The Choirmaster*' Chungti, the ogre mage underlord of the Vale

*Prince Ludfast*, Dwarf Chief

*Molu-kol*, the half-giant 'mayor' of the town of Triumph

*Ghorkai*, the indigo dragon

## BACKGROUND FOR THE PLAYERS

Read aloud those portions of text hereafter that are indicated by bold italic type.

***Your band of adventurous heroes has been travelling in the theocratic realm of Deselene, its sovereign lord being Archpriest Halfren who rules as king. Upon reaching the capital city of the state, the walled city of Mitersee, it became clear to all of you quite soon after arrival therein that all was not well. Everywhere folk were sombre, and there was suspicion plainly written on the faces of those who spoke with you. No great skill was needed to discover the root of this. Rumours were rife of impending invasion by hordes of humanoids and lizardmen known to be wreaking havoc currently in the northern marches. The citizens of Mitersee were dismayed. The gathering of the Archpriest's Host would take weeks, and what if the foe attacked tomorrow? All strangers were suspect, your brave party the more so because of your obvious fighting ability and 'exotic' nature.***

*All of this made you uneasy, so it was decided to move on before someone accused you of being agents of the enemy, a mob attacked, or officials had your party arrested. As you were preparing to depart, though, what should happen but that very thing! A*

*platoon of soldiers accompanied by several able-looking officers, one likely a cleric and another a sorcerer, commanding them. With considerable numbers of armed populace surrounding you, there was no question about attempting escape.*

*'Come with us,' the captain of the force commanded.*

*'For what reason?' came your response. When the reply to your query came, it was sufficiently non-threatening to cause you to comply rather than fighting to get free:*

*'Our Sovereign Lord, Archpriest Halfren, has commanded your presence before him!'*

## IN THE PALACE CITADEL

*The heart of Mitersee is the palace citadel, its centre the great throne room where your party now kneels before the Archpriest. The ruler of Deselene is arrayed in gorgeous robes of royal blue and gold, seated on a silver chair of state that is inlaid with gold and gems. He speaks now:*

*'Arise, strangers, and be at ease. This is no trial. You are brought here in summary manner only because of Mitersee's need, my auguries told me of your coming, that you were of good heart, would assist Us in this time of peril.'*

*You see that the Archpriest is a slight man, elderly, but seems to exude vigorous power. No doubt he is strong and active. Halfren's grey eyes are full of both kindness and purpose as he fixes his gaze upon each of you in turn, and you can not fail to note the furrows of concern that mark his forehead.*

*'You are here to assist Mitersee. Some 60 miles north of here are gathered bandits and raiders—men and humanoids, all murderous scum! By divinations and communing did We learn of your coming. These same auguries made it clear that you were the very thing needed at this time—an adventuring band composed of heroes who will go forth to the marches on Our border and smite the marauders there.'*

*The Archpriest pauses, smiles at you. The expression, his words and bearing instil confidence that he is benign, honest, and truly in need. He seems satisfied that you are not unwilling to listen further, continues thus:*

*'I am loathe to require help from those not of my realm, so I am requesting your service. There is danger, great peril perhaps, for my own stalwart men meant to guard the frontier have been defeated. If you will pledge your swords and abilities to me to fight against the foul invaders, then will We give you commissions as My agents so as to command even nobles if you are in need. Also will you receive all that you need to get you to the north where the foe gathers for further incursion into this fair land. Ah, it is dreadful to think of the slaughter and pillage they have wrought there. Will you serve Mitersee thus?'*

*Of course you accept, but ask many questions in the bargain. There is no force for you to lead now, as all the cleric's men are needed here, where a force is to be gathered in case the invaders are too numerous for even heroes such as you to manage. Your first charge is to gain information, send it back via a handful of scouts and messengers who will accompany your party. If possible, you are also to slay the leaders of the invading marauders, and thus throw the attackers into confusion. This delay will enable the priest-lord to assemble his nobles, gather a strong force, and march north. Should your party actually be able to deliver a severe defeat to the foes of Mitersee, so much the better, as the host of the realm can then bring fire and sword to the enemy's land, and kill or drive far off all evil sure to be there.*

*You will each receive honours from the Archpriest himself when you succeed. Such benisons as knighthoods, lesser titles, grand serjeant for example, for those of common birth, made citizens too. Each brave defender of his realm will be given a silver casket containing 1,000 gold coins. Of course any monetary treasure taken in the process of carrying out your commission will be one-half your own, the other portion being that of the state. Objects of magical sort taken are given freely to your party. Unless such be of the sort that are known as artefact or relic, these, of course, being claimed as the right of Mitersee to possess. In such unlikely case, other compensation will be given to you.*

*There is some dark power behind the invasion, Archpriest Halfren informs you. His commune spells and other divinations have revealed that much, but they have not informed him of the exact nature of the evil that is manipulating those who ravage and kill. Perhaps there is some clue*

*somewhere, but he is at a loss to discover any such information...*

Note that the ranger guide-scouts will remain in the vicinity of Gladespoint unless the party follows the direct route, tracking the lizardman raiders, as you will discover as you read on.

## AT GLADESPOINT

A small rearguard of lizardmen is still looting in the ruins:

*As you come closer to survey the carnage, look for survivors, you see that there are a number of lizardmen still active, in the process of looting. They notice you now, so it will be a fight.*

There are 15 lizardmen total. One is a druid with useful spell ability (7<sup>th</sup> level), and two others are barbarians (level 5), they also have a trained giant lizard.

Those lizardmen with the *ride* skill use it to control the savage giant lizards their tribe keeps as pets and guards; these lizards are particularly hefty and strong, easily able to bare a lizardman's weight.

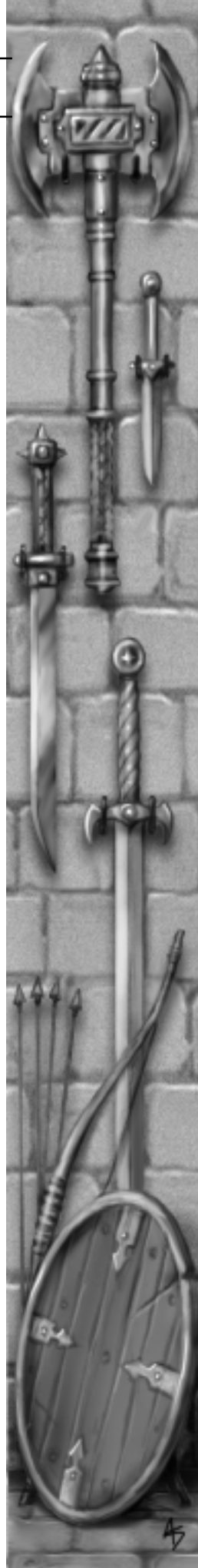
### Lizardman Druid

**Tazyn, female lizardfolk Drd7:** CR 8; Size M; HD 2d8+6 + 7d8+21; hp 78; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 Natural); **Attack:** 2 claws +7 melee and bite +5 mêlée, or javelin +8/+3 ranged; **Damage:** claw 1d4+1, bite 1d4, or javelin 1d6+1; SV Fort +8, Ref +7, Will +8; AL NE; Str 13, Dex 15, Con 17, Int 9, Wis 17, Cha 9.

**Skills and feats:** Animal empathy +7, Balance +6, Concentration +13, Handle animal +9, Hide +2, Jump +7, Listen +3, Move silently +2, Spot +6, Swim +9; Extend spell, Heighten spell, Multiattack, Skill focus (animal empathy).

**Possessions:** 4 javelins, potion of *fire breath*, potion of *protection from elements (fire)*

**Druid Spells Per Day:** 0<sup>th</sup> level: *cure minor wounds* x3, *guidance* x2, *resistance*; 1<sup>st</sup> level: *calm animals*, *cure light wounds* x3, *magic fang*; 2<sup>nd</sup> level: *barkskin*, *charm person or animal* x2, *heat metal*; 3<sup>rd</sup>-level: *cure moderate wounds*, *poison*, *summon nature's ally III*; 4<sup>th</sup> level: *dispel magic*



## Lizardman Barbarians (2)

**Gagh, male lizardfolk Bbn5:** CR 6; Size M; HD 2d8+6 + 5d12+15; hp 61; Init +0; Spd 40 ft.; AC 15 (+5 Natural); **Attack:** 2 claws +10 melee, bite +8 melee or javelin +6/+1 ranged; **Damage:** claw 1d4+4, bite 1d4+2, or javelin 1d6+4; SV Fort +7, Ref +4, Will +5; AL NE; Str 18, Dex 11, Con 17, Int 7, Wis 15, Cha 10.

**Skills and feats:** Balance +7, Jump +10, Listen +2, Ride lizard +8, Spot +2, Swim +16; Endurance, Iron will, Multiattack.

**Possessions:** 2 javelins, potion of *heroism*

**Tzerg, male lizardfolk Bbn5:** CR 6; Size M; HD 2d8+4 + 5d12+10; hp 64; Init +2 (+2 Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 Natural); **Attack:** 2 claws +10 melee, bite +8 melee, or javelin +8/+3 ranged; **Damage:** claw 1d4+4, bite 1d4+2, or javelin 1d6+4; SV Fort +6, Ref +6, Will +3; AL NE; Str 18, Dex 15, Con 14, Int 4, Wis 15, Cha 9.

**Skills and feats:** Balance +6, Craft (raft building) +4, Hide +2, Jump +10, Listen +2, Move silently +2, Spot +2, Swim +13; Multiattack, Power attack, Run.

**Possessions:** 4 javelins, potion of *cure serious wounds*

**Lizardmen:** 12

**Lizardfolk:** CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2; hp 14 each; Init +0; Spd 30 ft.; AC 15 (+5 natural) or 17 (+5 natural, +2 large shield); **Attack:** 2 claws +2 melee (or greatclub +2 melee) (1d4+1), bite +0 melee (1d10+1), or javelin +1 ranged (1d4); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

**Skills and Feats:** Balance +4, Jump +7, Swim +9; Multiattack.

## Giant Lizard

**Riding Lizard, Giant:** CR 3; Large-Size Animal; HD 5d8+25; hp 50; Init +1 (Dex); Spd 30 ft., swim 30 ft.; AC 16 (-1 size, +1 Dex, +5 natural); **Attack:** Bite +10 melee (1d10+7); SA -; SQ -; AL N; SV Fort +9, Ref +5, Will +2; Str 25, Dex 13, Con 21, Int 2, Wis 12, Cha 2.

**Skills and Feats:** Climb +13, Hide +6\*, Listen +4, Move Silently +5, Spot +4; -.

\*Hide +10 in overgrown areas

The lizardmen have amassed an assortment of weapons and other gear to carry back to the tribe;

they also have a purse holding 40 gp and a tapestry with gold thread worth 400 gp.

## THE MONGREL HAMLET

This place lies in the Vale of the Mongrels. When the party reaches the general area indicated, they will discover the community of half-humans, humanoids, and other sorts of mongrels. These are savage folk that worship Ghorkai. Describe it along these lines:

*Upon surmounting a long and brushy ridge, you see below you a depression between the ridge and the rising foothills of the Zastvels to the north. In this hollow, amidst tall weeds and heaps of refuse, is a collection of mud huts, ramshackle hovels and log cabins crowding each other and the two dirt lanes that cross and connect a no-less-rutted but broader track that runs east to west in the filthy hamlet. As you observe the place unseen, you note that there are perhaps 200 or so inhabitants, mongrels all. Surprisingly, most of those you see are females and young; there are few able-bodied warriors here.*

There are actually 30 capable hybrid human-humanoid warrior-types that will fight the adventurers. For ease of running this encounter, all are grouped together in regards their statistics – essentially those of bugbears, but without the +3 to HD. They are led by a formidable chief however, ‘The Choirmaster’ Chungti, ogre mage, who is charged by the dragon to keep the Vale in subjugation. Thus Chungti will fight to the death, for if he is defeated and survives the battle Ghorkai will kill him. All who are under his command fear the ogre mage greatly. Chungti is known as ‘The Choirmaster’ because he loves to gather prisoners together and torture them so they ‘sing’ in horrendous ‘chorus’ from his ministrations...

## Ogre Mage, Chungti

**Chungti the ogre mage;** CR 8; Large Giant; HD: 5d8+15; **HP:** 47; **Init:** +4 (Improved Initiative); **Speed:** 30 ft, fly 40 ft (good); **AC:** 21 (-1 size, +5 natural, +7 *chain shirt*+3); **Attacks:** Huge *greatsword*+2 +10 melee, or Mighty composite huge longbow +2 ranged; **Damage:** Huge *greatsword*+2 2d8+10, or Mighty composite huge longbow 2d6+4; **Face/Reach:** 5 ft by 5 ft./10 ft.; **Special Attacks:** Spell-like abilities (At will, *darkness* and *invisibility*; 1/day, *charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep* save DC 13 + spell level; cast as 9th level sorcerer; **Special Qualities:** Regeneration 2, SR 18; **Saves:** Fort +7, Ref +1, Will +3; **Abilities:** Str 23, Dex 10, Con 17, Int 14, Wis 14, Cha 17

**Skills and Feats:** Concentration +6, Listen +5, Spellcraft +4, Spot +5; Improved Initiative

**Possessions:** +3 *chain shirt*, huge +2 *greatsword*, huge mighty composite longbow.

## Hybrid Mongrel Warriors (30)

**Mongrel:** CR 2; Medium-Size Humanoid (Mongrel); HD 3d8; hp 13; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); **Attack:** Morningstar +4 melee (1d8+2), or javelin +3 ranged (1d6+2); SQ Darkvision 60 ft.; AL CE; SV Fort +1, Ref +4, Will +1; Str 15, Dex 12, Con 11, Int 10, Wis 10, Cha 9.

**Skills and Feats:** Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Alertness.

If the village is 'captured' the adventurers can, by demanding information (forcefully and with threat and intimidation), get directions to the *Black Chasm* where the dragon dwells. Of course, the party will thus come upon the 'Town' of Triumph first. If any inquiries are made in regards to the dwarves that once were the guardians of this vale, the party will learn from the humanoid mongrels that the caves in which the dwarves lived are to the west, at the far end of the valley's northern perimeter.

If the party then goes to explore there, or heads there first, they will automatically see the location when at the western edge of the vale.

## GHORKAI ERRATA

Regrettably errors were made when allocating Ghorkai's feats. Here is the correct list: Aerial Sweep, Crash Landing, Flyby, Hover, Snatch, and Wingover. Details of the Aerial sweep and Crash Landing feats can be found on page 77 of *The Slayer's Guide to Dragons*.

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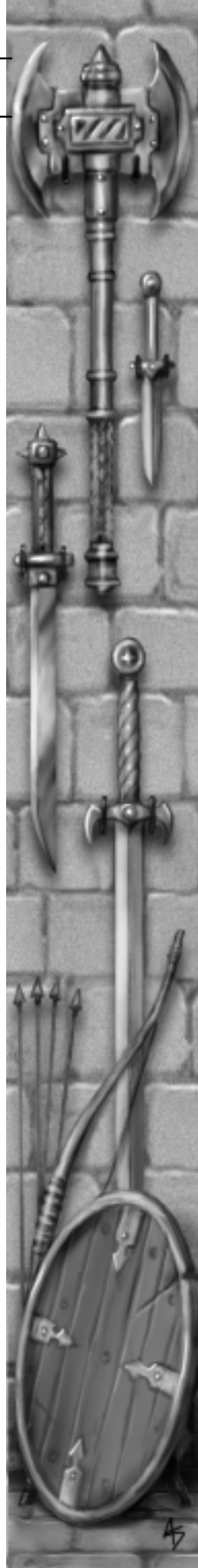
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