

Frahl the Ogre King

An Adventure for Four 2nd-Level Player Characters

Hook

The Ogre King must be stopped before he completely terrorizes the country-side. The adventurers are asked to find this Frahl and stop his reign.

What's Really Going On

This was originally a pocket mod adventure I found on the Microlite site. I thought the map could use some cleaning up with a lot of the needless hallways condensed and/or removed. The original quest didn't come with any hooks or back plot so DMs can come up with their own hooks to their campaign or just run this as a one off adventure.

Monsters/NPC/Traps

- **Formian Worker:** HD 1d8+1, AC 17, Bite +3 (1d4+1), CR 1/2
- **Zombie, Human:** HD 2d12+3, AC 11, Slam + 2 (1d6+1), CR 1/2
- **Hobgoblin:** HD 1d8+2, AC 15, Longsword +1 (1d8) or Javelin +2 (1d6), CR 1/2
- **Ankheg:** HD 3d10+9, AC 18, Bite +6 (2d6+7), CR 3
- **Choker:** HD 3d8+3, AC 17, 2 tentacles +6 (1d3+3) and constrict (1d3+3), CR 2
- **Ghoul:** HD 2d12, AC 14, Bite +3 (1d8+1 & par) and 2 claws +0 (1d4 & par), paralysis (DC 14), CR 1
- **Ettercap:** HD 5d8+5, AC 14, Bite +3 (2d4+3 and poison) and 2 claws +1 (1d3), poison (DC15) or 1d6 Dex, CR 3
- **Dire Badger:** HD 3d8+15, AC 16, 2 Claws +4 (1d4+2) and Bite -1 (1d6+1), CR 2
- **Frahl (Ogre):** HD 5d8-5, AC 16, Greatclub +7 (1d10+5), CR 2
- **T'saazzk (Ogre):** HD 5d8+10, AC 15, Scythe +9 (2d4+7)CR 2
- **Pit Trap:** 20' deep, find/disable (DC 22), CR 1
- **Poison Needle Trap:** find/disable (DC 22), CR 2

Rooms/Encounters

1. Features: Horn, books, jar, anvil, dome oven and a pillar
2. Features: empty mug, dice, dead insects, flint and tender, loose masonry and a small idol. Door (East) wooden, strong, locked, door (North) wooden, good, locked
3. Features: paint, the corpse of an adventurer and a carving. Door (North) wooden, simple, locked
4. Monsters: 5 Formian Workers hp (8,3,6,8,7). Treasure: 80 gold coins
5. Features: Mysterious stain, scorch marks, iron maiden, fountain, loose masonry. Monsters: 6 Human Zombies hp (14,9,8,23,22,16). Treasure: 45 gold coins. Door (South) iron, locked.
6. Features: Frahl's throne room. Monsters: Frahl (hp 22) and T'saazzk (hp 32). Treasure: 900 gold pieces on Frahl and 4 gp on T'saazzk
7. Features: dead insects, branding iron, spices, moldy carpet. Monsters: 5 human zombies hp(19,20,7,17,19). Treasure: 100 gold pieces. Door (South,1 from west) wooden, simple, trapped(pit trap)
8. Monsters: 6 Hobgoblins hp(5,3,5,6,7,3). Treasure: 160 gold pieces. Door (south) concealed wooden, simple locked, behind tapestry
9. Features: Mysterious stain, small table, firepit, pedestal
10. Features: moldy pouch, flint and tinder, manacles
11. Features: sack, scorch marks, grinder, box, loose masonry.
12. Monsters: 1 Ankheg hp(34). Door (east) wooden, strong, trapped (poison needle trap)
13. Monsters: 1 Choker hp(9). Treasure: 54 gold pieces.
14. Monsters: 1 Ghoul hp(14). Treasure: 140 gold pieces, masterwork dagger (302 gp). Door (south) wooden, good, locked.
15. Features: torch stub, chute, chasm, well, dung heap. Monsters: 1 Ettercap hp(24). Treasure 240 gold pieces, a decorative ring(300 gp), a gold music box (1000gp) A rare book (500 gp). Door (East) wooden, strong, locked
16. Features: some twine, mud, rack, painting and a wall basin. Hidden Treasure Search (DC 22) 140 gp, 2 scrolls; silent image and summon monster II. Door (secret) side-sliding, pressure-plater trigger
17. Monsters: 3 Hobgoblins hp(6,5,4). Treasure: 250 gold pieces.
18. Monsters: 1 Dire Badger hp(24). Treasure: 80- gold pieces.

Outcomes

This adventure is pretty simplistic with very little added detail other than what was generated from the random dungeon generator. This should give you DMs plenty of room to do whatever you want to with this adventure to make it yours. Enjoy it!!

