

## Ice Lynx [ Location C. ]

Medium animal (Cr 1)

HP (HD): 13 (2d8+4)  
Init: +4  
Space/Reach: 5/5  
Speed: 40  
AC: 15 (+4 Dex, +1 natural)

Touch 14 Flatfooted 11

Base/Grapple: +1/+5

Attack: +5 Bite (1d6+2)

Full Attack: +5 Bite (1d6+2), 2 claws +0 melee (1d3)

Stats: Str 14 Dex 19 Con 15  
Int 2 Wis 12 Cha 6

Special Attacks: Improved Grab \* Pounce \* Rake(1d3)

Special Qualities: Low-light vision \* Scent

Saves: Fort +5 Reflex +7 Will +2

Skills: Balance +14 \* Climb +13 \* Hide +6 \* Jump +10 \* Listen +2 \* Move Silently +6 \* Spot +1 \* Survival +5

Feats: Weapon Finesse \* Tracking

Environment: Cold Mountains

Organisation: Solitary or pair

Treasure: See below

Alignment: Always neutral

Advancement: 3-5 HD (Medium)

Description: Ice Lynx are hunting cats of cold and mountainous terrain. They are skilled climbers and trackers well adapted to hunting small game on the precipitous cliffs of their homelands. Ice Lynx grow to around 3 1/2' long, 3' high and weigh about 90 pounds.

Improved Grab (Ex): to use this ability, an ice lynx must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If an ice lynx charges a foe, it can make a full attack including two rake attacks.

Rake (Ex): Attack bonus +5 melee (1d3)

Additional: Ice lynx have a +8 racial bonus on Jump checks; a +2 racial bonus on Hide and Move Silently; a +10 racial bonus on Balance and Climb checks plus they can always choose to take 10 on a Climb check, even if rushed or threatened; a +4 racial bonus on Survival checks to track by scent.

Quorakons and Ice Lynx are the product the fertile mind of Adrian Wood.

Miniatures designed by Rob Grimly exclusively for 6d6 Fireball.

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Layout & PDF (c) 6d6 Fireball. November 2009. v1.0

# Quorakon

The ecology, magics and treasure of this four-armed ape-like creature plus an introductory adventure.

By Adrian Wood

d20 / OGL 3rd  
Edition compatible

## Quorakon (Adult)

Medium Monstrous Humanoid (CR 3)

HD (HP): 3d8+6 (19 HP)

Init: +1 (+1 Dex)

AC: 13 (+2 Natural, +1 Dex)

Speed: 30

Size / Reach: 5/5

Base/Grapple: +3/+5

Attacks: +6 Bite (1d3 +3)

+6 Claw (1d3 +3)

+4 Stone Weapon (By weapon type; +1 [Str] )

Full Attacks: +0 Stone Weapons x4 (By weapon type; +1 [Str])

Saves: Fort +3 Reflex +4 Will +2

Stats: Str 16 Dex 13 Con 15

Int 10 Wis 8 Cha 7

Alignment: Usually Chaotic Neutral

Feats: Multiweapon Fighting \* Endurance \* Simple Weapons \* Martial Weapons

Skills: Language (Giant) \* Language (Common) \* Climb 7 \* Move Silently 4 \* Survival 1 / 4 (Quorakon have a +3 racial bonus to Survival in cold hills and mountains)

Notes: The statistics above have been adjusted for the stone weapons that they usually carry. Quorakon with metal weapons should have their statistics adjusted by +2 to attacks and +2 damage. Stone weapons are otherwise equivalent to battle axes, longswords, clubs, short spears and javelins. Quorakon may use two bows (with normal 2 weapon modifiers).

Advancement: By class. Quorakon's favoured class is fighter, while some take levels in ranger or rogue. Quorakon rangers always take the archery combat style and will usually take an ice lynx as an animal companion.

Magically inclined Quorakon become Mystics.

Treasure: Standard but see specific Quorakon Treasure

## Quorakon (Juvenile)

Medium Monstrous Humanoid (CR 2)

As per adult Quorakon except Str, Wis and Cha are all reduced by one; Hit dice and Natural armour are also reduced by one. Quorakons only gain the Endurance feat at adulthood.

# Ecology

Quorakon are primitive hunters found in cold hills or mountains. Generally they only hunt for food, but if their territory is invaded by creatures they consider hostile, they will cease hunting until they force the interlopers away. Orcs, goblinoids and gnolls are particularly hated for the damage they do to quorakon lands by driving away the prey animals on which the quorakon feed. Other races may be treated peacefully or attacked depending on circumstances and the whim of the quorakon encountered. Due to their chaotic nature, however, it is not uncommon for individuals or hunting parties to raid more civilised areas, carrying off livestock and killing any inhabitants who try to stop them. They are great wanderers and individuals or hunting parties may be found far away from their normal environment.

They are often allies of stone giants and will trade with other giants for items of metal. Though they usually wield stone weapons, quorakon who have contact with metalworking races will trade or scavenge superior weapons, sometimes even wearing armour or shields.

Quorakon harbour a special hatred for all shapeshifters. They consider such creatures abominations to their Goddess and will go to virtually any lengths to kill them. If they hear of an enclave of such creatures near to their territory they will form a war party of all available quorakon and attack it.

# Tribes & Chiefs

Quorakon may be found individually, in small hunting parties of 2 - 6, or in tribes which may number anything from 21 - 30. Both males and females are hunters and are often accompanied by young quorakon. Older quorakon remain at the settlement, crafting stone, wood and leather to provide the hunters with weapons and other equipment.

Settlements may be caves, roughly-built huts or tents of animal skins. They do not build in stone though they use it for weapons and love gems (especially green, white or blue stones). The settlements are guarded by the elderly, any hunters present, the tribe's Mystics (who rarely leave) and often by Ice Lynx. The most obvious approaches to a quorakon settlement are often protected by simple but brutal traps, such as deadfalls of logs



Quorakon Chief  
QUORA-CMD-1

# Appendix

## Quorakon (Adult) [ Location D. ]

Medium Monstrous Humanoid (CR 3)  
HP (HD): 19 (3d8+6)  
Init: +1 (+1 Dex)  
AC: 13 (+2 Natural, +1 Dex)  
Speed: 30  
Size / Reach: 5/5  
Base/Grapple: +3/+5  
Attacks: +6 Bite (1d3 +3)  
+6 Claw (1d3 +3)  
+4 Stone Longsword (1d8 +1 [Str])  
Full Attacks: +0 Stone Weapons x4 (Longsword x2 1d8+1 [Str], Hand Axe x2 1d6 +1 [str])  
Saves: Fort +3 Reflex +4 Will +2  
Stats: Str 16 Dex 13 Con 15  
Int 10 Wis 8 Cha 7  
Alignment: Chaotic Neutral  
Feats: Multiweapon Fighting \* Endurance \* Simple Weapons \* Martial Weapons  
Skills: Language (Giant) \* Language (Common) \* Climb 7 \* Move Silently 4 \* Survival 1 (4 in cold hills & mountains)  
Notes: Weapon damage has been adjusted by -2 for using stone weapons.  
Magic Items: Potion of Bear's Endurance \* Potion of Blur \* Potion of Cure Light Wounds  
Treasure: Around its throat is a necklace of 10 azurite beads (5 gp each) and on its wrists it wears two silver and moonstone bracelets (worth 70 gp each).

## Quorakon (Juvenile) [ Location B. ]

Medium Monstrous Humanoid (CR 2)  
HP (HD): 11 (2d8+4)  
Init: +1 (+1 Dex)  
AC: 12 (+1 Natural, +1 Dex)  
Speed: 30  
Size / Reach: 5/5  
Base/Grapple: +2/+3  
Attacks: +4 Bite (1d3 +3)  
+4 Claw (1d3 +3)  
+2 Stone Longsword (1d8 +1 [Str])  
Full Attacks: -2 Stone Weapons x4 (Hand Axe x4 1d6 +1 [str])  
Saves: Fort +3 Reflex +4 Will +2  
Stats: Str 15 Dex 13 Con 15  
Int 10 Wis 7 Cha 6  
Alignment: Chaotic Neutral  
Feats: Multiweapon Fighting \* Endurance \* Simple Weapons \* Martial Weapons  
Skills: Language (Giant) \* Language (Common) \* Climb 5 \* Move Silently 3 \* Survival 0 (3 in cold hills & mountains)  
Notes: Weapon damage has been adjusted by -2 for using stone weapons.

## Quorakon (Juvenile) [ Location C. ]

As per Location B except he has a pelt of a dire weasel flung across its shoulders as a primitive and not very stylish cape. The pelt is worth 30gp.

he was dead.

A DC 12 Heal or Search check will reveal the tell-tale signs showing that the dead man wore four rings, probably taken from his fingers after his death.

The carefully placed roll of parchment is the letter to Redface, dutifully, if stupidly, delivered to him by the quorakon.

#### To the Wizard called Redface.

**Thine orcs are not to be trusted. If perchance they dost not slide a knife into thy giblets whilst thou sleeps, they most surely will desert in the face of resolute foes. Thus I have sent these three quorakon – lazy and stupid, but all that I can spare – to aid thee. They have been constrained most directly to remain with thee and follow thine orders.**

**Remember this; thy force must remain hidden lest it reveal our endeavour at the mine. Stay away from the road. Anyone intruding on the mine trail is to be captured and sent north like the others, or if they should prove intractable, slain.**

#### Z

On the floor, emptied from the backpack, are spare leggings, a dark brown tunic and a lump of mouldy bread. Under the leggings, slashed and discarded by the orcs, are the tattered remains of Redface's spellbook. Five spells are still recoverable: Sleep, Hypnotism, Touch of Idiocy, Daze Monster, Silent Image.

The chest is empty.

## Developing the Adventure

The letter found on Redface's body should give the party a clear idea of what has happened to Arkin and an easily discovered track leading north to the mine. If the party returns to Hogston and speaks to Widow Klendow, she will give them half of the price originally offered and berate them for not pursuing the trail.

Gorgan in Rivermead will pay the full amount owed if the party returns with three Quorakon heads and full report.

The party may wonder at the rings that were taken from Redface's body, and at what else the orcs might have stolen, in which case they can follow the tracks of the orcs into the hills eastwards with a DC 15 Survival (Track).

or rocks, camouflaged pits (with or without spikes) and concealed nooses.

Each quorakon tribe is led by the most powerful hunter who serves as chief until another individual shows greater prowess in the hunt. The chief leads war parties to drive out enemies, decides on the type of relationship the tribe has with neighbouring races and settles disputes between individuals.

## Mystics

Most quorakon tribes have one or more Mystics who are responsible for the spiritual needs of the tribe. These are females of higher than normal wisdom who take levels in the Adept NPC class. They serve as healers, diviners and advisors to the chief, and it is they who oversee the ceremonies of adulthood and assign snow raven feathers (see Treasure). Many Mystics take a white owl as a familiar.

Mystics are Adepts (DMG page 107) but with the following modified list of spells.

1st	Bane, Bless, Command, Comprehend Languages, Cure Light Wounds, Doom, Endure Elements, Magic Stone, Magic Weapon, Obscuring Mist, Shield of Faith, Sleep
2nd	Augury, Bear's Endurance, Blur, Bull's Strength, Cure Moderate Wounds, Darkness, Darkvision, Delay Poison, Enthral, Owl's Wisdom, Zone of Truth, Detect Thoughts, Touch of Idiocy, Whispering Wind
3rd	Bestow Curse, Clairaudience / Clairvoyance, Continual Flame, Cure Serious Wounds, Daylight, Deep Slumber, Deeper Darkness, Invisibility Purge, Locate Object, Speak with Dead
4th	Charm Monster, Discern Lies, Divination, Greater Magic Weapon, Locate Creature, Rainbow Pattern, Restoration
5th	Atonement, Break Enchantment, Commune, Dream, Feeblemind, Nightmare, Scrying, True Seeing

Most quorakon, and all Mystics, worship the Moon Goddess. Ceremonies are conducted by all Mystics present at each of the four phases of the moon (i.e. full, new, waning and waxing). They consider white birds of all kinds as holy since they believe that they carry the prayers of the quorakon up to the moon, and will attack any creatures that kill such birds, even pursuing them into lands far from their own territory. Their settlements often contain dovecotes or other places where white doves are fed and protected. The quorakon consider these an essential part of their community.

Ice Lynx are taken as cubs and trained by the tribe's Mystics. They are used for tracking, hunting small game and as guardians for quorakon settlements. A settlement is likely to have 1 - 6 of these creatures.

# Quorakon Lore

Characters with Knowledge (Nature) can learn the following about Quorakon:

## DC

- 15 A savage four-armed monstrous humanoid, the Quorakon are relentless hunters of cold hills, sometimes pursuing their quarry far from their own lands.
- 20 The age of adult quorakon can be told by the number of azurite beads they wear. Their prowess in battle and the hunt can be gauged by the number of white feathers they wear in their headdresses.
- 25 They worship a little-known Moon Goddess, and revere all white birds which they consider holy. Their worship is led by Mystics, adepts of unusual powers who also advise the leaders of the tribe.
- 30 Quorakon are often friendly with giants. They dislike orcs and goblinoids and hate any sort of shapechanger whom they consider to be abominations.

# Treasure

Rather than assign the usual random treasure from the DMG, dungeon masters may wish to use the following information to help players identify them as an individual race, not just another monster.

## Coins

Quorakon do not use or collect coinage (except occasionally to wear as decorations). On reaching adulthood at the age of 15 years, each quorakon is given a necklace bearing a single stone of azurite by its tribe, adding one stone each year thereafter. The stones are worth 5gp each, and an adult necklace holds 2d20 stones. Mystics tend to live longer and wear necklaces bearing 3d20 stones.

After the ceremony at which adults are given their first azurite stone, the creature must prove itself to the tribe by going alone up to the highest mountains where they must capture, without harming, a Snow Raven, a pure white bird that corresponds in all other ways to the Raven entry in the MM. They take a single feather from the bird's tail which they wear in a headdress as a sign of their hunting prowess. For each battle, great hunt or other deed of renown that they survive, they are thereafter bestowed with another by the tribe's Mystics. These headdresses are valued by collectors of tribal art, and may also be traded to quorakon Mystics to who consider them the repository of the soul of the wearer.

If the adult was not awakened by the fight upstairs, it has a DC 5 Listen chance (with the -2 circumstance penalty) chance to hear the party coming down the stairs unless the party is being stealthy.

**You see yet another of the four-armed, simian creatures, this one head and shoulders taller than the others. It carries what appears to be a backpack hanging from its belt of braided leather while jewelled bracelets ring its muscular wrists.**

The adult will drink its potion of Bear's Endurance if given time, then charge at the intruders. It will fight with cunning, attacking whichever opponent seems the most dangerous depending on how the fight progresses. Whenever it gets the opportunity it will use the full attack action, allowing it to use all four of its arms.

If the fight is going against it and the opportunity arises to reach the stairs without allowing attacks of opportunity, it will try to escape. Otherwise, if given the chance, it will drink the potion of Cure Light Wounds (if below half hit points), or Blur. If it cannot escape it will die where it stands, bellowing its defiance to the end.

In the adult's room, a pile of bracken and weeds with the pelt of a dire bear (value 60 gp) laid over it to serve as a bed. A few horse bones in the corner are all that remain of earlier meals.

The east door leads to Redface's room. Three crates covered with a blanket form an impromptu bed and on it is the corpse of a man, his face covered with spiralling red tattoos. The body and the blanket are thick with dried blood. Placed atop the corpse is a roll of parchment sealed with a blob of wax.

The body is dressed in a grey tunic and dark red leggings. Around his waist is a leather belt, to which are attached an empty dagger sheath and an open pouch from which projects a bundle of wool. On the floor is an open backpack and a chest with a smashed lock, around which are a few discarded items.

The pouch actually contains the enchanter's spell components; the orcs saw the wool (which they knew he used for his magic) and looked no further. The spell components, wrapped in the wool for safe keeping, are: Wool; Fine sand in a small pot; Three tiny connected pots containing red, blue and yellow sand respectively; Honeycomb wrapped in calfskin; 10 gp of jade dust in a silk bag; Two 100 gp pearls.

A search of the body will reveal a Hand of the Mage on a chain under his tunic. The orcs knew of it but feared it was some deadly necromantic item and would not even touch it.

The body has been dead for a week or more and is covered with wounds, far more than would be required to kill him. A DC 15 Heal check will suggest that the man died from having his throat cut; the other wounds were inflicted after



In the centre of the courtyard is the keep's old well, now dried up and partially filled with rubble by jubilant ogres long ago. Having lived here for some weeks now, the Quorakon are well aware of its location but it can be a hazard to the party. Anyone in an adjacent square may see it on a DC 15 (DC 20 if in combat) Spot check.

A character entering the square must make a DC 12 Reflex save or fall in, taking 2d6 damage from the 20' fall. It is DC 20 Climb check to escape from the well shaft.

The corpses of the two horses (a carthorse and the guard's riding horse) dragged from Location A are hung high on the wall in the south-east corner. One is mostly eaten while the other is slowly rotting (or "seasoning" as the quorakon would call it) but still largely intact. A saddle, bloodstained and ruined, lies on the ground below. Both of the carcasses are trapped, being attached to several loose stone blocks by hidden straps fashioned from the horses' harness. The carcasses are trapped to kill any scavengers which might sneak in and try to pillage the quorakon's larder.

**FALLING STONE TRAP.**

CR 1; mechanical; location trigger; manual reset; Attack +5 melee (2d6, rocks); multiple targets; all targets in two marked 5' squares. Search DC 20; Disable Device DC 20.

The dilapidated stable building was long ago gutted by a fire which destroyed all of the stalls and other furnishings. Now it contains little more than two piles of bedding consisting of ferns and weeds. Orc graffiti can be found carved into the walls and beams. There is a strong and musky smell from the two young quorakon that sleep here. In one corner is a discarded orc helmet, broken beyond repair.

The watchtower is not much more than a pile of stones all that remains is an empty shell with a few charred stumps of beams projecting from the walls. In the floor is a narrow set of steps descending into darkness.

## Location D - The Cellars

Down in the cellars, an adult quorakon is drowsily digesting after a fine meal of horse liver. To hear the combat upstairs, it needs to make a DC 15 Listen check each round, with a -2 circumstance penalty due to its sleepiness. If awoken, it will take it a round to come upstairs and join the fight.

The cellars below the watchtower consist of a stair well, the adult's room and Redface's room. In contrast to the ruins above, the stonework is in good repair. The ceiling is 10' high and is covered with cobwebs and patches of mould. Two doors exit from the stairwell, the one to the north (the adult quorakon's room) is ajar and the one to the east firmly shut.

However, if traded to a Mystic, the seller will be tested (using Discern Lies ) to assure the quorakon that the seller was not involved in the death of the wearer.

The Killing of a Snow Raven is considered a terrible crime by all quorakon and perpetrators will be hunted mercilessly by the whole tribe.

	No. of Feathers	Value to Collector	Value to Quorakon
Adult	1-5	None	5gp
Warrior	6-10	20gp	10gp
Hero	11-20	50gp	75gp
Champion	21+	100gp	250gp

### Gems

As per the DMG.

### Art and Mundane Items

Instead of using items from the standard tables in the DMG (tables 3.7 and 3.8), use the following whenever Art objects or Mundane items are indicated. These are the kinds of possessions which quorakon value and are liable to collect. Roll randomly or select items of a value corresponding to the EL of the encounter or matching the value of items indicated in the DMG.

d%	Value	Item
01-10	5gp	Wolf skin
11-20	10gp	Wolverine skin
21-30	15gp	Spear/javelin with obsidian head
31-39	20gp	Bear skin
40-47	20gp	Silver anklet
48-55	25gp	Axe with obsidian head
56-60	30gp	Dire Weasel skin
61-65	35gp	Silver circlet
66-70	40gp	Dire Wolf skin
71-75	50gp	Dire Boar skin
76-80	60gp	Dire Bear skin
81-85	70gp	Silver and moonstone bracelet
86-90	100gp	Winter Wolf skin
91-94	500gp	Silver and amethyst comb
95-96	700gp	Silver and aquamarine collar
97-98	1000gp	Silver and emerald comb
99-00	1000gp	Silver and sapphire bracelet

# Magic Items

Quorakon use few magic items as they generally lack the necessary prerequisite skills, spells and feats. However, they sometimes persuade friendly giants to construct them in return for service in war or for skins or other materials which the quorakon can obtain.

## Potions

Quorakon will usually only carry potions made by tribal Mystics. Roll on the table below for type

d%	Potion	d%	Potion
01-10	Bless	66-70	Blur
11-20	Comprehend Languages	71-75	Bull's Strength
21-30	Cure Light Wounds	76-80	Cure Moderate Wounds
31-40	Endure Elements	81-85	Darkvision
41-50	Magic Weapon	86-90	Delay Poison
51-60	Shield of Faith	91-95	Locate Object
61-65	Bear's Endurance		Cure Serious Wounds

## Staff of the Moon

This staff is carved from silver birch with moons, owls and snow ravens inlaid with silver. It allows use of the following spells: Owl's Wisdom (1 charge), Daylight (1 charge), Protection from Energy (2 charges), Mind Fog (2 charges)

Moderate enchantment; CL 9th; Craft Staff, Daylight, Mind Fog, Owl's Wisdom, Protection from Energy; Price 32,907 gp

## Shreegar's Swords

Made by a legendary fire giant smith, this set of four longswords belonged to the greatest hero of the quorakon, Shreegar of the Hundred Feathers. They were buried with him in a secret long barrow, the location of which was known only to those who chose to



Veteran Warrior  
Quora-HDR-1



Quorakon Mystic with Owl Familiar  
QUORA-SHA-1

The rubble piles are not high enough to give cover.

A Knowledge (History) check may give the party clues to the history of the tower

DC	Knowledge (History)
15	This keep must be one of a number that were built along the edge of the hills some three or four centuries ago, to protect the human lands to the south from the orcs, goblins, ogres and other denizens of the Bleak Hills.
20	Over two centuries ago the human kingdom that built them fell on hard times and many local people emigrated south and never returned. When the garrisons of these keeps were withdrawn, the buildings were gleefully destroyed by the humanoids that they had been built to resist.

As the party approach they will be able to see more details.

**The courtyard is heavily overgrown with weeds. Built against the north wall is an outbuilding some 8' high, which perhaps once served as a stable. In the south-east corner, hanging from the top of the wall, are the remains of two carcasses, at least one of which is that of a horse.**

If the party manage to deal with the guard post without alerting the tower, they will be able to approach the tower unhindered until they enter the courtyard. A juvenile quorakon dozes with an ice lynx in the remains of the stable. Unless the party are taking care to be stealthy the creature will hear them enter the courtyard with a DC5 Listen check.

**A creature appears in the doorway of the outbuilding. It is the same as the one you met at the barricade, covered in grey and white fur and sporting four long and muscular arms. It roars and charges toward you, followed by a sleek, white furred feline creature.**

The quorakon wants to reach the cellars and rouse the adult. However, it will not risk giving attacks of opportunity to the party, so might well be forced to fight in the courtyard. If necessary it will use 5' steps to cross the distance and have an attack with each of its arms per round. If the opportunity presents itself, the Quorakon will Bull Rush an opponent into the concealed well.

The ice lynx will join in the fight, starting with a Pounce attack and then try to flank opponents for his master. The ice lynx is loyal and will fight to the death.

Though there are thick weeds and bracken covering courtyard, the surface beneath is flat enough so that no penalties are incurred while fighting or manoeuvring in the area (however see "Rubble" below).

A character can Climb at one quarter of his or her normal move and may use a double move action to double this distance in a round (though this requires two Climb checks per round).

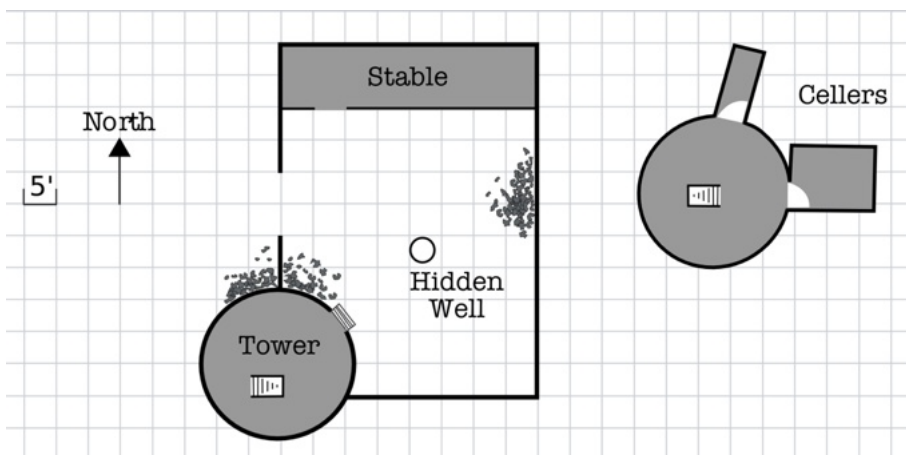
To increase the challenge of this encounter, add an ice lynx (increasing the EL to 3). It will fight along side the quorakon, charging when its master does and withdrawing if he does. It is cunning and well-trained enough to flank enemies whenever possible.

## Location C - The Courtyard

Dozing in the ruins of the stable block is another juvenile quorakon, brother of the one at the guard post, and an Ice Lynx. It has a DC 15 Listen check each round to hear any combat or shouting from the guard post below. Depending on the circumstances, he will rush to aid his bother or take up a position on the 5' wide ridge path where the party cannot easily use their superior numbers.

**The ruins atop the hill make a rather sad spectacle. The grey-white stone is choked with lichens and dead ivy and in many places the ground is littered with fallen masonry. The remains of the watchtower rise to about 15' while the courtyard wall reaches no higher than 10'.**

Those wall still standing require a DC 20 Climb check to ascend. Where the walls have collapsed (see map) the fallen masonry have piled into areas of rubble. Each such square costs 2 squares of movement to enter and characters cannot charge or run through it. Balance and Tumble checks have their DCs increased by 5 and there is a -2 penalty on Move Silently checks.



follow him into his tomb. Since that time, the tomb may have been plundered and the swords scattered.

Shreegar's swords have obsidian blades and are decorated on the hilt with owls, snow ravens and moons. The moons are inlaid with precious material to indicate their powers.

Hilt decoration	Power
Mithral Full Moon	Daylight (3/day)
Azurite Waning Moon	Resist Energy (1/day)
Obsidian New Moon	Prayer (1/day)
Sapphire Waxing Moon	Cure Moderate Wounds (1/day)

They are designed to be used together, one in each of a quorakon's hands. The swords can be used individually or as a pair (normal two-weapon fighting penalties apply) by any creature, but only a quorakon (or other creature with more than two arms) can use three or more at the same time. Shreegar's swords are more powerful the more of them that are used at the same time. The weapon bonus increases as shown in the table.

If two or more of the swords strike the same target in the same round they inflict electrical damage as noted in the table (Fortitude DC 15 to halve damage).

Swords	Weapon	Damage (Electrical)
1	+1	-
2	+2	1d6
3	+3	2d6
4	+4	3d6

# 6d6 Fireball

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## Ice Lynx

Medium animal

CR: 1  
HD (HP): 2d8+4 (13 hp)  
Init: +4  
Space/Reach: 5/5  
Speed: 40  
AC: 15 (+4 Dex, +1 natural)  
Touch 14 Flatfooted 11

Base/Grapple: +1/+5  
Attack: +5 Bite (1d6+2)  
Full Attack: +5 Bite (1d6+2), 2 claws +0 melee (1d3)

Stats: Str 14 Dex 19 Con 15  
Int 2 Wis 12 Cha 6

Special Attacks: Improved Grab \* Pounce \* Rake  
Special Qualities: Low-light vision \* Scent  
Saves: Fort +5 Reflex +7 Will +2  
Skills: Balance 14 \* Climb 13 \* Hide 6 \* Jump 10 \* Listen 2 \* Move Silently 6 \* Spot 1 \* Survival 5

Feats: Weapon Finesse \* Tracking

Environment: Cold Mountains  
Organisation: Solitary or pair  
Treasure: None  
Alignment: Always neutral  
Advancement: 3-5 HD (Medium)

Description: Ice Lynx are hunting cats of cold and mountainous terrain. They are skilled climbers and trackers well adapted to hunting small game on the precipitous cliffs of their homelands. Ice Lynx grow to around 3 1/2' long, 3' high and weigh about 90 pounds.

Improved Grab (Ex): To use this ability, an ice lynx must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If an ice lynx charges a foe, it can make a full attack including two rake attacks.

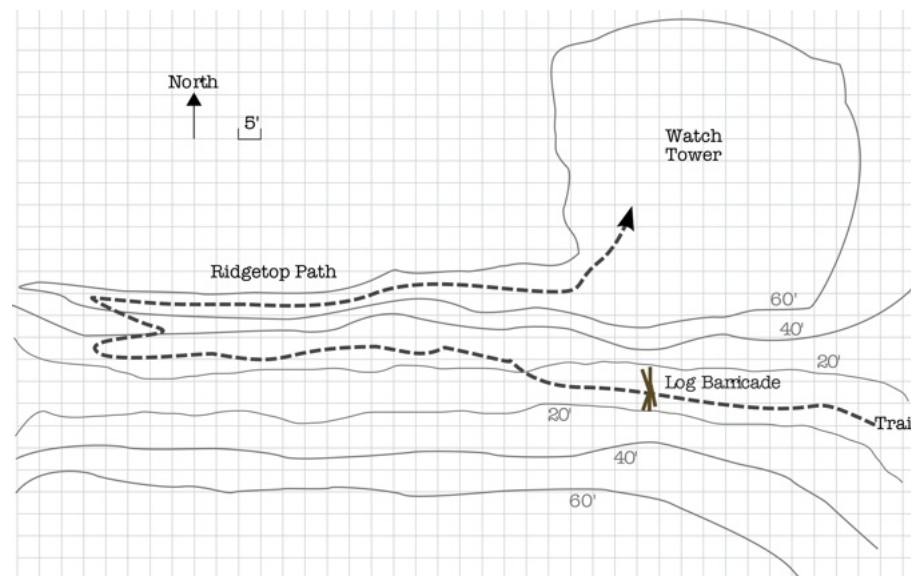
Rake (Ex): Attack bonus +5 melee (1d3)

Additional: Ice lynx have a +8 racial bonus on Jump checks; a +2 racial bonus on Hide and Move Silently; a +10 racial bonus on Balance and Climb checks plus they can always choose to take 10 on a Climb check, even if rushed or threatened; a +4 racial bonus on Survival checks to track by scent.



Quorakon Juvenile  
Quora-Juv-1

projecting from its shoulders. It bellows threateningly and leaps atop the barricade, waving stone weapons in what appears to be a challenge.



The logs provide cover as a low wall (to creatures within 30') and cost an extra square of movement to enter (i.e. clamber or vault onto or over it). Standing atop the barricade gives a +1 bonus to attacks due to height.

If the logs are inspected closely (DC 15 Search), graffiti in orcish will be noted, consisting of the usual bragging, insults and general abuse common to such creatures.

Once combat starts the Quorakon leaps atop the barricade gain a +1 height bonus to its attacks. If shot at with missiles while in melee combat it will step back down behind the barricade to gain cover. If the party withdraw and try to combat it with missiles alone, it will leap over the barricade and charge them.

Whenever it gets the opportunity it will use the full attack action, allowing it to use all four of its arms. Once it is reduced to 5hp or less, it will flee up the path towards the keep as fast it can, shouting warnings. It will take five round for it to reach the keep.

The steep slope up to the tower is 60' high, covered in tough grasses and can be ascended on a DC 5 Climb. A quick-thinking and bold party could send one or more characters up the slope in time to head off the quorakon before it can reach the watchtower. A fall whilst climbing results in non-lethal damage as the character rolls down the grassy slope.



or something with a very strong arm. It will also reveal that there is far too much blood in the area for one man, or even two.

Anyone giving the scene some thought will realise that whatever beast pulled the wagon is not missing.

A Survival (Tracking) check can discover several facts about the ambush.

#### DC

- 10 Two large bodies were dragged from the vicinity of the wagon and up the path to the north, obliterating the tracks of whoever as pulling them.
- 15 Around the wagon are two pairs of human footprints and tracks of large bare feet sporting claws, some larger than others.
- 20 The attackers came from down the steep slope on the right-hand side of the road. These lead up to the Hide.
- 25 The wagon was pulled by a single horse, while another walked beside it.

20' above the road is the quorakon's hide, expertly prepared using a large bush. The base of the bush has been carefully cut away, creating a space where several creatures could watch the road without much chance of being spotted. A DC 15 Survival (Tracking) check reveals that there were three of the creatures, one larger than the others, and that they must have lain here for several days. Even the most unobservant character will notice the musky smell.

## Location B - Guard post

The path is easy to follow and for a mile it climbs steadily through the hilly terrain. As the party comes round the shoulder of a hill, the tower becomes visible. It is only 60' above them, on top of a steep slope, but it is 600' further on via the path that leads up the defile and then switches back along a narrow (5' wide) ridge towards the tower. On the path, 60' ahead, at the narrowest part of the defile, the way is blocked by a crude barricade manned by a young Quorakon.

If the party are making any attempt to move stealthy, the Quorokon may be busy eating his lunch (a horse's leg). Otherwise he will be ready and waiting for the party.

**The trail ahead is blocked by a few logs, piled into a makeshift barricade about three feet high. Twenty feet beyond, a path climbs from the trail up toward the watchtower. From behind the barricade, rises a creature. It stands over six feet tall and resembles a grey and white furred ape, but with four arms**

# Bleakhills Road

An OGL / 3rd Edition encounter to introduce a low level party to the fierce world of the quorakon.

## DM's Background

Three quorakon (an adult and two juveniles) were sent to reinforce a group of kidnapers holed up in a ruined keep on a lonely trail not far from Bleakhill Road. The kidnapers consisted of an enchanter, known as Redface, and a half-dozen orcs. Their task was to protect the trail from intrusion, capture anyone who came along and send them north to a secretly re-opened mine.

The quorakon carried a letter containing orders for Redface, but before they reached the keep, the enchanter was knifed by the orcs while he slept. They took everything they considered valuable and fled west towards Windy Pass. When the quorakon arrived they found Redface dead, but being unimaginative and lazy for their kind, decided to follow their orders verbatim, and remained at the watchtower. Becoming bored and hungry, they eventually set up an ambush on Bleakhill Road. There they waylaid the merchant Arkin when he passed, killing his guard and horses capturing the terrified merchant and delivering him to the mine. Now, laden with the carcasses of horses, they have returned to the watchtower to gorge on their ill-gotten meal.

The location of the mine and the identity of the hidden leader of the quorakon (and of the late enchanter and his traitorous guards) is left open to the GM's imagination.

## Set-up

The Bleakhill Road stretches from the village of Rivermead west-north-west to Windy Pass where it divides and takes on other names before leading to the Borderlands and the wide steppes of the Horse People.

Shadowed as it is by the wild and rugged Bleak Hills, where inhuman races and fell monsters are known to lair, it is not a road popular with travellers who desire a peaceful journey. Dale Road to the south is the preferred route but a long dormant terror from the barrow of Naghill has recently reawakened, forcing everyone to use the northerly route instead.

## Adventure Hooks

1. While passing through the village of Rivermead, the party are approached by Gorgan, Lord of Rivermead Manor. A friendly but frail and elderly man, Gorgan

wishes to hire the party to look into a spate of disappearances that have recently occurred on the Bleakhill Road which leads to Windy Pass. The road has seen an increase in traffic since the problems at Naghill but also an increase of bandit attacks and disappearances.

He will pay them 50 gp per character level (so 400 gp for four 2nd-level characters etc) if they can discover what is behind the disappearances and bring back evidence that they have put an end to it.

2. Half a day's travel down the road from Rivermead, in the town of Hogston, Widow Klendow is growing impatient. Having inherited her husband's considerable wealth she is now putting it to good use spoiling her grandchildren and great-grandchildren. Her youngest granddaughter, Sanyen, is getting married and the Widow dispatched an old family friend, Arkin, to get a special wedding gift.

Arkin is a merchant who promised to bring a set of fine crystal goblets from the village of Glasse. The goods from Glasse are renown for their beauty and are used by royal families and nobles all across the region. It is a week's travel away via Rivermead and the Bleakhill Road. Arkin travelled in a wagon and was accompanied by a hired guard, but he is now overdue by a couple of days and Window Klendow is becoming anxious. She will pay 50 gp per character level if the party can find Arkin and escort him back to Hogston.

The party will reach Rivermead without incident and soon learn that no travellers have come down the Bleakhill Road in the last few days. There are also rumours of bandits on the road.

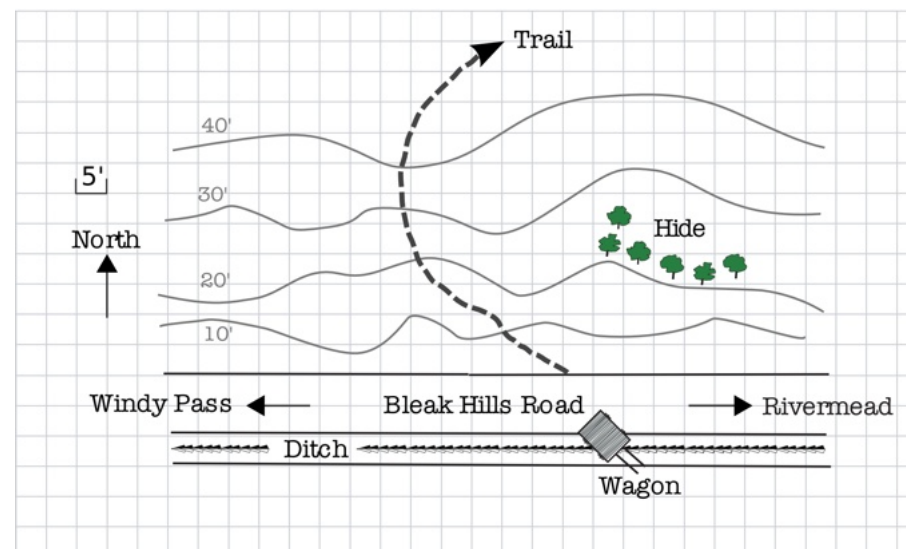
3. The party is travelling northwards in search of adventure and they stumble across Location A.

## Location A - Roadblock!

The party discover the roadblock where the quorakon have ambushed Arkin. They quickly killed the guard and ransacked the wagon looking for food. Arkin was captured and carried away. The horses were slaughtered and their bodies dragged towards the tower.

**From a break in the steep hills to the north, a small path descends to join the road you are travelling. Where the two ways meet, a wagon lies on its side in a ditch. On the road beside it is the body of a heavily armed man in chainmail. The surrounding area is stained with a considerable amount of dried blood.**

The wagon belongs to Arkin and it slid into the ditch as he tried to avoid the



ambushers, It is undamaged but will require a DC 20 Strength check to get it back on the road. It has been looted and its contents have been scattered randomly all the ground:

15 sheepskins (each worth 1gp and weighs 3 pounds)

A strongbox, smashed open, with its coins lying in the mud. A Search check will find the following coins:

DC 10	60 gp
DC 20	90 gp
DC 30	120 gp

A smashed crate

A large amount of straw

Hundreds of fragments of glass crystal.

The crate once contained 20 fine crystal goblets and 40 plates packed in masses of straw. However a large and heavy weapon has been used to break open the crate and the contents scattered in the quorakon's search for something edible. All though thoroughly broken, the glass is of such fine quality that it could be used as caltrops (PHB p. 126), enough to cover 4 squares. If used against quorakon, the creatures are considered to be wearing shoes (+2 to AC) due to the hardness of their skin.

The corpse is of the guard who died trying to defend Arkin and his goods. It has not been looted and the guard's chainmail, helm, longsword, masterwork light crossbow and quiver of 18 bolts are all useable. A small pouch of coins (3gp, 7sp, 13cp) is on his belt.

Anyone succeeding on a DC 15 Heal check on the corpse will be able to tell that the guard was killed by a heavy and jagged weapon, wielded by someone