

# MAPVENTURES

## Oath of Kortis Appendix

Adjusting the adventure for characters level 7-9



Grimur Fjeldsted

The Oath of Kortis

---

# The Oath of Kortis

by Grimur Fjeldsted

Adjusting the adventure to level 7-9



Glomar  
and a villager

[www.mapventures.com](http://www.mapventures.com)

---





# The Oath of Kortis

---

## The Oath of Kortis for character levels 7-9.

Adjusting the adventure is rather easy. The adventure was originally designed and playtested for a group of four 7-9 level characters. Following adjustments needs to be made.

Gilhelad becomes a sacred spectre, a good aligned version of the spectre, improved to become nearly unbeatable by the players.

The mercenaries are turned into standard spectres.

Bréc becomes a Mohrg, due to his history as mass murderer.

The surviving mercenaries are improved to CR 7 and CR 8

The Ankheg is Artemis Hideout can be exchanged with a Bulette.

The random encounter list are located at the end of this text.

## The Stats:

### Gilhelad of Kortis;

Spectre (sacred): CR 11; Medium Undead (Incorporeal); HD 14d12 (98 hp); Init +7; Spd 40 ft., fly 80 ft. ( good ); AC 15, touch 15, flatfooted 12; Base Atk +7; Grp +10; Atk +10 melee (touch) (1d8, Incorporeal touch); Full Atk +10 melee (touch) (1d8, incorporeal touch) ; Space/Reach 5ft./5ft.; SA energy drain, create spawn; SQ , , resistance: turn +-1, unnatural aura, sunlight powerlessness; AL LG; SV Fort +4, Ref +7, Will +11; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Energy Drain (Su)

Create Spawn (Su)

Resistance: Turn (Ex)

Unnatural Aura (Su)

Sunlight Powerlessness (Ex)



# The Oath of Kortis

---

**Torg, Pjotr & Vallid the Redhaired**; Slayed by Gilhelad;  
Spectres (3): CR 7; Medium Undead (Incorporeal); HD 14d12 (90 hp);  
Init +7; Spd 40 ft., fly 80 ft. ( good ); AC 15, touch 15, flatfooted 12; Base  
Atk +7; Grp +10; Atk +10 melee (touch) (1d8, Incorporeal touch); Full  
Atk +10 melee (touch) (1d8, incorporeal touch) ; Space/Reach 5ft./5ft.;  
SA energy drain, create spawn; SQ , , resistance: turn +1, unnatural  
aura, sunlight powerlessness; AL LE; SV Fort +4, Ref +7, Will +11; Str  
--, Dex 16, Con --, Int 14, Wis 14, Cha 15.  
Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +10, Listen  
+13, Search +10, Spot +13; Alertness, Blind-Fight, Combat Reflexes,  
Improved Initiative.  
Energy Drain (Su)  
Create Spawn (Su)  
Resistance: Turn (Ex)  
Unnatural Aura (Su)  
Sunlight Powerlessness (Ex)

## **Zhelmar, Amid, Olvir**

Zhelmar, Male Half-Orc Ftr7: CR 7; Medium Humanoid ; HD  
7d10+21(Fighter) ; hp 64; Init +1; Spd 20; AC:18 (Flatfooted:18  
Touch:10); Atk +11/6 base melee, +8/3 base ranged; +12/7 (1d8+6,  
Battleaxe); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CE; SV Fort  
+8, Ref +3, Will +3; STR 18, DEX 13, CON 16, INT 5, WIS 12, CHA 8.  
Skills: Climb -3, Jump -1, Swim -5.  
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor  
Proficiency: medium, Cleave, Endurance, Power Attack, Run, Shield  
Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus:  
Battleaxe, Weapon Specialization: Battleaxe.  
Weapons: Battleaxe (10 gp).  
Armor: Splint mail (200 gp).  
Shields: Shield, large, steel (20 gp).

Olvir, Male Human Ftr7: CR 7; Medium Humanoid ; HD  
7d10+14(Fighter) ; hp 61; Init +1; Spd 20; AC:16 (Flatfooted:15  
Touch:11); Atk +10/5 base melee, +8/3 base ranged; +11/6 (1d10+3,  
Sword, bastard); +11/6 (1d10+4, Sword, bastard); AL CN; SV Fort +7,  
Ref +3, Will +2; STR 16, DEX 12, CON 15, INT 10, WIS 11, CHA 11.

---





# The Oath of Kortis

---

Skills: Climb +6, Handle Animal +5, Jump +3, Ride +8, Swim +0.  
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Cleave, Exotic Weapon Proficiency: Sword, bastard, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Weapon Focus: Sword, bastard.  
Weapons: Sword, bastard (35 gp); Dagger (2 gp).  
Armor: Chainmail (150 gp).

Amin, Male Human Ftr7: CR 7; Medium Humanoid ; HD 7d10+14(Fighter) ; hp 55; Init +2; Spd 20; AC:18 (Flatfooted:16 Touch:12); Atk +10/5 base melee, +9/4 base ranged; +11/6 (1d6+3, Scimitar); AL N; SV Fort +9, Ref +4, Will +2; STR 17, DEX 14, CON 15, INT 10, WIS 11, CHA 12.  
Skills: Climb +5, Craft (Blacksmithing) +2, Jump +3, Ride +7, Swim +0.  
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Endurance, Great Fortitude, Improved Unarmed Strike, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus: Scimitar.  
Weapons: Scimitar (15 gp); Shortbow, composite (75 gp).  
Armor: Chainmail (150 gp).  
Shields: Shield, small, steel (9 gp).

## **Kastor**

Mercenary (1), Male Human Ftr4/Rog4: CR 8; Medium Humanoid ; HD 4d10+4(Fighter) , 3d6+3(Rogue) ; hp 46; Init +8; Spd 30; AC:18 (Flatfooted:17 Touch:14); Atk +9/4 base melee, +11/6 base ranged; +10/5 (1d4+3, Dagger of Venom); +15/10 (1d6+2, Shortbow+2, composite, Masterwork); +12/7 (1d6+2, Sword, short, Masterwork); AL N; SV Fort +6, Ref +8, Will +2; STR 15, DEX 18, CON 12, INT 13, WIS 11, CHA 12.  
Skills: Climb +10, Diplomacy +5, Disable Device +8, Escape Artist +8, Gather Information +6, Jump +10, Move Silently +8, Open Lock +6, Search +4, Spot +5, Swim +2, Tumble +12.  
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Point Blank Shot, Quick Draw, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse: Sword, short, Weapon Focus: Shortbow, composite, Weapon



# The Oath of Kortis

---

Specialization: Shortbow, composite, Uncanny Dodge Weapons: Mighty composite shortbow +2, composite, Masterwork; Sword, short, Masterwork (310 gp); Dagger of Venom (9,302 gp).

Armor: Studded leather, Masterwork (175 gp).

Magic: Potion: Haste (5) (750 gp); Potion: Cure Serious Wounds (5) (750 gp); Potion: Darkvision (3) (300 gp); Potion: Neutralize Poison (5) (750 gp); Wondrous: Cloak of resistance (+1) (1,000 gp); Potion: Neutralize Poison (5) (750 gp)

**Brec The Southerner**; slayed merc. Leader.

Mohrg: CR 8; Medium Undead ; HD 14d12 (91 hp); Init +5; Spd 30 ft.; AC 15, touch 11, flatfooted 14; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, 2 Slam); Full Atk +12 melee (1d6+5, 2 slam) ,+7 melee (touch) (0+2, antennae touch) ; Space/Reach 5ft./5ft.; SA improved grab, paralyzing touch, create spawn; SQ ; AL CE; SV Fort +4, Ref +5, Will +9; Str 21, Dex 13, Con --, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +15, Listen +12, Move Silently +15, Spot +12, Swim +10; Alertness, Dodge, Improved Initiative, Mobility.

Improved Grab (Ex)

Paralyzing Touch (Su)

Create Spawn (Su)

**Glomar**

Glomar Krind: CR 7; Medium Humanoid ; HD 7d8+7 (66 hp); Init -2; Spd 30 ft.; AC 8, touch 8, flatfooted 10; Base Atk +5; Grp +5; Atk +6 melee (1d8, Morningstar); Full Atk +6 melee (1d8, morningstar) ; Space/Reach 5ft./5ft.; SA ; SQ ; AL N; SV Fort +6, Ref +0, Will +9; Str 11, Dex 6, Con 13, Int 14, Wis 18, Cha 15.

Skills and Feats: Concentration +8, Diplomacy +9, Heal +6, Knowledge (Local) +4, Profession (Fisher) +8, Ride +0, Scry +6, Sense Motive +5, Spellcraft +8; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Craft Wand, Craft Wondrous Item, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Morningstar.

Spells: Casts as 7th-level Cleric

Possesions: Morningstar, scroll of cause serious wounds, scroll of command, amulet of true seeing, potion of healing (3x), gem (800 GP), wand of fear

---





# The Oath of Kortis

---

## **Bulette**

Bulette: CR 7; Huge Beast ; HD 9d10+45 (Beast) ; hp 94; Init +2; Spd 40, Burrow 10; AC:22 (Flatfooted:20 Touch:10); Atk +12 base melee, +6 base ranged; +12/+7 (2d8+8, Bite; 2d6+4, 2 Claws); SA: Leap (Ex) ; SQ: Scent (Ex), Tremorsense (Ex): -1 ft.; AL N; SV Fort +11, Ref +8, Will +4; STR 27, DEX 15, CON 20, INT 2, WIS 13, CHA 6.

Description: Aptly called a “landshark,” the bulette is a terrifying predator that lives only to eat. It is universally shunned, even by other monsters.

It is said by some that the bulette is a cross between an armadillo and a snapping turtle, but this is only conjecture. The bulette’s head and hind portions are blue-brown, covered with plates and scales ranging from gray-blue to blue-green. Its nails and teeth are dull ivory. The area around its eyes is brown-black, and its eyes are yellowish with blue-green pupils.

Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) might share the same territory. Since its appetite is so voracious, each landshark has a large territory that can range up to thirty square miles. Other predators rarely share territory with one, for fear of being eaten. The bulette has no lair, preferring to wander above and below ground and burrowing beneath the soil to rest.

Bulettes consume their victims clothing, weapons, and all. Their powerful stomach acids quickly destroy armor, weapons, and even magic items. They are not above nibbling on chests or sacks of coins either, the bulette motto being “Eat first and think later.” When it has eaten everything in the territory, a bulette moves on. The sole criterion for a suitable territory is the availability of food, so bulettes occasionally move in near human and halfling settlements and terrorize the residents.

Combat: A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves, and it dislikes dwarves. When burrowing underground, the landshark relies on vibrations to detect prey.

---



# The Oath of Kortis

---

When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

The landshark has a foul temperament—stupid, mean, and fearless. The size, strength, and number of its opponents mean nothing.

**Special Attacks: Leap (Ex):** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite. The attack bonus is +12.

**Special Qualities: Tremorsense (Ex):** Bulettes can automatically sense the location of anything within 60 feet that is in contact with the ground.

Kastor





## Encounters in the pass. Table 1

2d10	Encounter	#
2-3	Eagle	1d2
4-5	Black Bear	1d3
6-7	Dire Badger	1d3
8-10	Dire Weasel	1d6
11-13	Kobold	4d6+4
14-15	Orc	1d10+1
16-17	Dwarf, Hill	1d4+1
18	Hill Giant	1d2
19	Bulette	1d2
20	Giant Eagle	1

## Encounter in the woods. Add +5 in the Ruins. Table 2

2d10	Encounter	#
2-3	Satyr (pipes)	1d2
4-5	Centaur	1d6
6-7	Kobold	4d8
8-9	Wolf	1d4
10-12	Dire Badger	1d6
13-14	Med. M. Spider	2d6+4
15-16	Large M. Spider	2d4
17-19	Huge. M. Spider	1d4
20-25	Garg. M. Spider	1d2



# The Oath of Kortis

---

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.





# The Oath of Kortis

---

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

The Oath of Kortis, Copyright 2005, Mapventures, author Grimur Fjeldsted.

**The entirety of this work is 100% open gaming content, excluding the Open Game License, company name, all logos and art, authors' name, artist's name, and title.**



# The Oath of Kortis

---

Notes:

Requires the use of the Dungeon & Dragons (R), Third Edition  
Core Books, published by Wizard of the Coast, Inc.

---

