

A Little Reconnaissance

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

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The Secretary of the Lady Regent of Cryllor needs you to do a little investigation of the humanoid troubles in western Cryllor. Sounds fairly easy, but these things always sound easier than they are... An adventure for characters levels 1-4.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	3 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

This adventure is about giving the PCs meaningful choices with consequences. This scenario can be extremely deadly if the PCs try to tackle problems that are bigger than they can handle, but the PCs should be able to reach reasonable conclusions about the dangers that their actions expose them to. The point isn't to kill PCs, it's to force them to make choices and realize that they can't fight every enemy they encounter, at least at this point in their careers.

Because the game is based on PC flexibility, it is very important that you as DM allow the PCs flexibility. Don't try to constrict their choices too much, although they are somewhat constrained by the circumstances of the scenario. If they come up with inventive, but unexpected, solutions try to deal with it in a reasonable manner. They shouldn't be able to eliminate the difficulties of the scenario, but clever ideas should give them advantages.

Many of the encounters are written with no box text at all. Even the encounters that have box text do not have unbreakable box text; if the PCs want to interrupt the description, let them. Under no circumstances should you force the PCs to watch action that they can't react to in this scenario.

Also remember that this is an investigation adventure. It is important that you convey the tone of information gathering, not just combat, to the PCs. Of course, if they want to turn it into straight combat, there are more than enough enemies to fight. But it is important that the PCs perceive the situation as an investigation.

Finally, this is a very long scenario. Try to keep things moving as much as possible, and don't be afraid to gloss over things to keep the **scenario** moving. In particular, if your players are more interested in the role-playing and investigating aspects than in the combat, don't let the game bog down too much in protracted fights. There still need to be real threats, and if the PCs get involved in a big battle, it needs to be played out. But keep an eye on the clock and keep things moving along.

Please refer to the write-up on Cryllor available on the Triad website and from the Triad before running this **scenario**.

On coinage in Keoland:

Keoish coins are named; griffon (gp), lion (gp), eagle (ep), hawk (sp), and sparrow (cp)

Story thus far:

A Suloise mage has begun a plan for slave taking and disrupting the supply of metals to Cryllor, a crucial local economy that has major importance for Keoland as a whole. This mage is acting through various intermediaries. First, the mage recruited Jurlgam Jurlgamson, a young hill giant, as an aide and field

captain. He then sent Jurlgam to assume control of several of the local orc bands in western Cryllor, which Jurlgam was able to accomplish with little difficulty because of his great personal strength and combat ability. Jurlgam established a base in a cave complex in the foothills of the Jotens, near the road between the mining settlement of Denlock and the trade town of Gammel. From this base, Jurlgam's orcs and orc leaders have been launching attacks on lightly defended caravans travelling in either direction, trying to both seize the food and supplies or metal wealth of the caravans and to take humans and demihumans as prisoners. Periodically, the mage comes to the base to lead the prisoners away as slaves. The disruption of the caravan traffic is putting stress on the local area and will eventually begin to disrupt the County as a whole. After receiving reports of the problems from the Lord of Denlock, the Lady Regent of Cryllor asked her Secretary to recruit a small group to determine the precise nature of the threat so that an appropriate response can be made. The PCs are the small group sent to investigate.

Adventure Synopsis:

After being briefed by the Lady Regent's Secretary, the PCs will travel to Gammel. A variety of people within the town can give them information about the orc raids; in particular, there are some survivors of attacks on previous caravans and the town scribe is a scholar of all things orcish and can give much background information. After the PCs have gathered some information, they will presumably head out to encounter the orcs, most likely by signing on as guards with one of the caravans. They will encounter an orc ambush. They can either be captured, in which case they will be within the orcish base but need to escape or they can defeat the orcs and follow the routing orcs back to the base. There are vastly more orcs in the base than the PCs could possibly fight, but the PCs can explore some. They may discover a back entrance into the base as well. The PCs can see Jarlgam, the hill giant, or they may hear of him by interrogating the orcs. They might fight Jarlgam, but that would probably get several of them killed and the rest captured or fleeing. Interrogating orcs or finding a friendly NPC in the prison chamber can lead to the PCs finding out about the human mage, although they will only be able to learn the most cursory details (which is why only a small number of details are provided within this scenario). The PCs will then presumably return to make their report. The PCs may also make it to Denlock itself, but there is little of relevance there.

Encounter 1: Introduction

"You are all in the City of Cryllor in the County of Cryllor as High Summer begins to give way to Fall in the month of Harvester. The temperatures in Cryllor are still oppressively hot, but less so than a few months ago. Each of you has come to request an audience with Lady Delana, the Secretary to the Lady Regent of Cryllor. Some of you may be natives of Cryllor

who were requested to come see her. Some may have been directed to her when you inquired about interesting work at the government offices in the City of Cryllor. And some of you may have been told by mercenaries, warriors, and tavern keepers who attract a certain kind of clientele that the Lady Regent's Secretary often has tasks that need doing. But for whatever reasons, you have all come to ask an audience with the Secretary."

When the PCs come to request an audience with Lady Delana, they will meet with her assistant, Beltan, first. Beltan is a young man, in his mid-twenties. He is quick, intelligent, polished, and efficient. Beltan is handsome, although not remarkably so, and has brown hair, blue eyes, and an unremarkable, slightly olive skin tone. After determining that the PCs are interested in work, he'll arrange for them to all gather at a waiting room attached to his office at noon, where they will be offered drinks and snacks. Once all of the PCs are gathered, after a brief wait, he will show them in to see Lady Delana.

Lady Delana is an attractive middle-aged woman, with long black hair and smooth, somewhat dark skin. She is obviously of predominantly Oeridian descent. Lady Delana is dressed in fine but not ostentatious clothes (a light, wrapped, yellow garment), and wears a chain and pendant of office about her neck. PCs who ask and make a Spot roll of 16 or better will note that she has a short sword concealed within the folds of her clothing. Her desk is a large, fine wooden desk with a variety of parchments on it; PCs who try to see what sorts of parchments will note that she has carefully covered all of them with blank sheets. When Beltan announces the PCs, she will, without rising, gesture for them to come in, and then gesture towards the six comfortable chairs within the room. "Please, be seated. I understand that you are interested in serving the County of Cryllor?" Her manner is brisk, but not unfriendly. She simply has many things that she must attend to.

If the PCs inquire about money, Lady Delana will mention that she believes that there will be opportunities for enterprising young people to acquire treasure along the way. Such people would not need payment per se, and with that she offers them the favor of the County of Cryllor, which cannot be bought with mere money. She will also invoke the PCs sense of duty and will assure them that it offers plenty of opportunity for adventure, and may mention that her friendship and the friendship of the Lady Regent can be a valuable thing. Once the PCs have agreed to help, or if they insist on a more detailed explanation of what she needs their assistance with, Lady Delana will describe the problem.

"As you may know, the County of Cryllor extends west into the foothills of the Jotens. Three caravans have been taken, and one more narrowly repelled an attack, over the past three weeks, all on the same stretch of road. The attacks occurred between Denlock, one of our mining settlements in the Jotens, and Gammel, a small town to the west of the Javan through which most of the caravans into the mining areas travel.

In the westernmost portions of the County, there are always problems with orcs and their ilk, but the problems

are generally not too severe. A persistent threat to the caravans could greatly endanger Denlock, which depends on the caravans for food, and could weaken the entire County, because of the importance of the mines to our economy." Lady Delana pauses in her description and holds up a Cryllorian Lion (Gold coin) meaningfully. "Beyond that, several of the Lady Regent's people have been killed or disappeared in these attacks, and the Lady Regent will not tolerate threats to her people. The sudden increase in successful attacks, all within a specific area, raises concerns that this is more than just normal orc problems.

Before the Lady Regent dispatches a suitable force to deal with the problems, however, she needs to know a little more about the strength and nature of the threat. We would like you to investigate.

We need a reasonably accurate account of the numbers, organization, and location of the orcs behind these attacks. Anything that would be helpful in planning a response would be useful. I don't expect that you' will be able to stop the threat yourselves.

Remember. You are being sent to investigate. Although we'll certainly be pleased if you kill some of the orcs, it is vastly more important that you report back accurately. Don't take chances that may prevent you from filing a report. The sooner you can report back, the better, but you can take as long as a fortnight (two weeks) before reporting back. It is probably best that you not reveal that you have been sent by the Lady Regent; I don't want anyone wondering why you aren't doing more to stop the problem, and I don't want any of the County's enemies deciding that you should be eliminated. Do you have any questions?"

Lady Delana knows nothing more about the attacks themselves.

- She suggests that the PCs ask around at the Wounded Lion, a tavern in Gammel that is popular among the mercenaries that serve as caravan guards.
- If the PCs ask, she will order Beltan to draw up papers, including descriptions of the PCs, that state that they were sent to investigate by the Secretary to the Lady Regent. She will stress that the PCs should not show these papers unless necessary, but that they may show them to the lords of either Gammel or Denlock or to representatives of those lords.
- Lady Delana can give the names of the rulers of Gammel (Lady Merra of House Trelock) and of Denlock (Lord Bartok of House Gerth) if asked. She will not describe what she thinks of them to the PCs; she keeps that information more tightly.
- Lady Delana will also offer to have Beltan supply them with the loan of horses, to speed their travel.
- She will also supply them with a map of the area around Gammel and Denlock, if requested.

She will then send them on their way.

Encounter 2: Investigating in Gammel

After ferrying across the Javan River, and several long hours of riding, the PCs finally arrive in Gammel. Gammel is a small town of perhaps 1100 people. Small roads lead from Gammel, which is itself in the foothills of the Jotens, farther up to the mining areas of the County. Gammel is cooler than the rest of Cryllor, because of the increase in altitude. There is no wall around Gammel, although there is a watchtower, whose efficacy is somewhat reduced by the frequency of rain and fog. Two of the roads farther into the Jotens are simply named after the mining towns they lead to, Denlock Road and Eldmyn Road. The third, the County Road, leads to the mines that are held directly by the Lady Regent.

Gammel has three taverns, one blacksmith, one inn, two cartwrights (because of its importance as a trade community), and a host of minor other businesses. There is a single large manor house dominating the northern section of town, where the ruling lady of Gammel, Lady Merra of House Trelock, lives with her family, and a variety of smaller wealthy homes surrounding that area. The farther south within town, the cheaper and more rundown the houses get. There are also three small temples in the town, one each to Fharlanghn, Heironeous, and St. Cuthbert. Near the southern end of town, two caravans are gathered together, with tents set up around the carts.

The obvious places for the PCs to go are to the caravans, to the taverns (in particular to the Wounded Lion), and to the manor house. The PCs may also wish to go to one of the chapels. The PCs may also gain information in one of the places that they visit that leads them to the shop of Marga the scribe. Encounter 2a:

Encounter 2A The Wounded Lion tavern

The Wounded Lion is a large, white building in the poorer section of town. Like most of the buildings in Gammel, it has an open construction designed to allow easy ventilation in a hopeless attempt to minimize the heat of the summer. There are a few horses tied up outside of the building, and a clear place where more can be tied. A large sign hangs outside the door sporting a picture of a lion with a wound in its right side charging forward and attacking.

There are eight tables inside and a bar. There is a bartender and one waitress working the tables. Four of the tables are occupied, and there are two patrons drinking at the bar. The bar inside is reasonably well kept up, but certainly not wealthy. The tables are heavy wood, but show the signs of years of rough use, and there are some broken chairs in one corner waiting to be fixed. Some dogs are chewing on meat in one corner. The patrons at every table except one (Table 3) are wearing armor and have weapons larger than short swords with

them. The other patrons generally have a dagger or short sword each.

Table 1: Three human males, two human females: These five are part of the guard detachment for one of the two caravans leaving soon; their caravan is scheduled to make the trip up to Denlock in two days. They are worried about the trip; their caravan only has a total of 6 guards (the five of them and a captain, who is at one of the better taverns, the Silver Tankard).

Most of them travel with the caravan, but one of the men, Gareth, lives in Gammel. He signs on with caravans that are making the trip to one of the mining towns; there is always plenty of work available because the trip into the mountains is the most dangerous part of the trip.

All of the guards will encourage the PCs to sign on with their captain, Captain Durnik. If questioned, Gareth will admit to having some experience with the recent orkish attacks.

"Aye, lad, I 'ave seen 'em. Blasted Bloody Skulls...one of their warbands or what-have- you. It was nigh on three weeks ago. We was making the run up to Denlock, and the captain got hit by a few arrow. Then about a dozen of 'em came running at us hollering like mad. They were laying into us all about, and several of the lads bought it that day, but we gave as good as we got, and then some. We schooled 'em some. How could I tell they were Bloody Skulls? They brought their war banner...if it's a skull dripping blood on a black field, it's a fair bet that it's the Bloody Skulls. Darnedest thing about it was 'ow they run away. I've beaten orcs before; after twenty years guardin' caravans, you've beaten a few. When you whomp on orcs, they usually scatter every which way, soon as you scare any one of 'em. But this time was funny. They all fought...not a one of 'em ran. Then there were two short calls, hunting horn-like, and they all broke and ran. Ain't never seen orcs do that before...orcs don't retreat, they rout. But these retreated."

If the PCs press Gareth on whether the orcs were pursued, he'll hesitate-

"Chasin' the lousy creatures could get a man killed."

After more pushing, he'll admit that they did pursue the orcs.

"We was dumb. Nalon took a spear in his side, and we could tell he was dyin'. And it just wasn't right, that a bunch of orc scum get away with killing a good fellow like Nalon. So we ran after 'em, to cut a few more down. But they was ready; some sort of snare trap and an ambush. We lost Jana to that and went back to the trail, tails between our legs. Nolan was a good man, but Jana was a good woman. And losin' Jana don't help bring Nolan back, and it's not worth it just to kill a few more of the slugs. I won't chase 'em again; if you insist on runnin' after 'em, just be careful."

If the PCs have a map, he can show them where the attack occurred.

Table 2: Eight human males, four human females, with a banner with a gold mailed fist emblazoned on a red field—the Gold Fist mercenary company. The Gold Fists are marching out this evening with a caravan to Denlock. They're bold and brassy, and sure that they'll do fine.

"We've made this run six times since the attacks started, and they haven't hit us once. Truth be told, I don't mind the problems. They just drive up our wages; you can charge more when there's reason to think you'll be facing action. But it's just a bunch of orcs, so even if they do attack, it shouldn't be too bad. Not like Gorvak over there." Gestures towards the dwarf. "Shows the stupidity of travelling in an under protected caravan. But we haven't faced the problems, since the Gold Fists aren't stupid and never lose." (cheers)

Table 3: Two human males, Three human females:

"Hail travellers. Care to join us for some dice? Orcs? No, don't know much about that. It's been a while since they've raided the town. I think the dwarf might have had some problems with 'em. Oh, and the town scribe likes to talk with people who have experience fighting orcs. Her shop is in the high-class section of town. But back to the dice..."

If the PCs wish to gamble they can. Make opposed Sense Motive or Wisdom checks; the NPCs have bonuses of +4, +3, +2, +1, and 0. High roll wins everyone's stakes; repeat as many times as the PCs want. The NPCs will drop out after losing 2 Gold Lions. The initial stake is 3 hawks, but PCs can raise or lower the stakes, as high as one platinum piece and as low as 5 coppers.

Table 4: One dwarven male, very drunk: Gorvak has been drinking for days on end. He's drunk and depressed:

"What good's a fighter who won't fight? They hired me to guard that caravan...a lot of guarding I did lying in the mud. Yeah, they'd wounded me, but I still should've fought on. But so many people died. They were just orcs, but if an orc kills you, you're just as dead. Buy me another beer?"

As the PCs drink with the depressed dwarven warrior, he'll gradually reveal what happened. His caravan was attacked by a group of orcs about a week ago. He doesn't remember how many orcs or whether there were warband markings. They killed most of the guards, and stabbed him. He fell to the ground and feigned death. The guards that surrendered, along with the people who didn't fight, were spared. They were rounded up and tied together. They, along with the goods from the wagons, were dragged off into the woods. They took some of the dead, but left some behind; he was among the ones that were left. They pushed the wagons of the trail, and they slid down a slope before shattering. Gorvak feels miserable. He doesn't want to go back, because he's afraid of the orcs; being captured by orcs is a pretty vile fate for a dwarf. At the same time, he's humiliated by his failure, and doesn't know how to earn a living if he doesn't dare work as a mercenary. So he just sits around, gets drunk, and spills beer on himself. The PCs, particularly if they

include a dwarf, might be able to talk him into cleaning up and giving it another try, but he's a tough sell. Gorvak is too drunk to interpret a map. If they get him to sober up, he'll show them where the attack took place.

Bar patrons: One human male, one human female: Both of these patrons are just locals, enjoying some ale. Neither knows much about the orcs, although they can point out the caravan guard tables.

Bartender: Devon has been tending bar here for several years, since he lost his leg in the Wars. He's happy to talk with travelers and is curious to hear news. He's sure that the Lady Regent will send someone to deal with the orc problem soon enough. After all, she helped him get this job after he was hurt in her army (well, not her PERSONALLY, mind you, but it was the Lady Regent's Secretary that signed the letter that got him in good with the owner). Most of the employees of the Wounded Lion, like the owner, are soldiers who were wounded serving Keoland, and they're proud of that service. He can point out Gorvak as a survivor of one of the attacks, and the other two tables of caravan guards. Also, if he's asked about orcs specifically, he'll mention that Marga, the town scribe, knows a thing or two about orcs and is always happy to talk about them.

Treasure: Any gambling winnings.

Encounter 2b: The Silver Tankard Tavern

The Silver Tankard is a nicer tavern in the middle area of the town. It looks reasonably well maintained. It has six tables, of which three are occupied. There is a bar, but it serves more wine than the Wounded Lion and less ale. Drinks here are fairly expensive (prices in silver, not in copper). There are three waiters (two female, one male) and one male bartender, all human. They expect the PCs to order, and if the PCs sit at tables will strongly encourage them to order meals. They will insist on checking the PCs' weapons at the door. The servants can direct the PCs to Captain Durnik and Mistress Gwenna, or to Master Carter, if they are asked.

Table 1: Two male humans, two female humans: These are some of the locals, having dinner. They are uninterested in conversing with the PCs, unless the PCs are remarkably polished, in which case they will politely discuss the news of the day, the PCs' trip to Gammel, and so forth. They don't really know much about the orc attacks, although they are a little concerned about them. Organized orc raids on caravans could lead to an attack on Gammel, and its defenses aren't what might be liked. They will mention Marga, the town scribe, who knows a thing or two about orcs.

Table 2: One male human, armored, and one female human. This is Captain Durnik, the captain of the caravan

guard that was at table 1 in the Wounded Lion, and Gwenna, the caravan master. They are very concerned about the orc problems. They know that they are understaffed for the trip, but they have to carry out their contract to deliver foodstuffs to Denlock in exchange for precious metals that they will then haul back to the City of Cryllor. They don't own the metals at any point, but receive a shipping fee. They will be extremely happy to hire on more guards, and will offer up to 5 Lions each (a high wage for a short bit of caravan guarding). They don't know anything specific about the orc attacks. They leave in two days. They're hoping that the delay will let them dig up some more guards, but they aren't optimistic. They are also happy to have travelers join them without serving as guards, as long as the travelers don't bring wagons (that could cut into their business).

Table 3: One male human, two female humans. The male human is Bennon Carter, the caravan master whose caravan leaves tonight. One of the women is his wife, Hilka. The other is a good friend of theirs. The Carters live in Gammel, and Bennon is enjoying the stop over. He's interested in hiring more guards, but will only offer 2 Lions apiece. He's already hired the Gold Fists, and is fairly confident of their ability to protect his caravan. He's made the run a few times before since the start of the attacks with the Gold Fists, and hasn't had any problems. If the PCs want to join them without signing on as guards, Bennon will insist on 5 Hawks (silver pieces) each, to pay for the protection of the Gold Fists.

Table 4: 2 male humans, dressed in nice studded leather, with swords, shields, and a large satchel. Geloff and Denk are messengers. They are employed by a variety of individuals, generally noble and in particular Lady Delana, Lady Merra, and the lord of Denlock, to transport messages and letters back and forth to the mining communities. They will not discuss the contents of any messages, and will kill to protect their satchel of mail. They are aware of the orc attacks and have seen the wreckage after the fact, but have not been bothered by the orcs themselves. They view this as good luck; their horses are fast, and they're both decent fighters, but a concentrated orc attack would be the end of them. If asked, they will say that they haven't heard of any messengers lost in this area in the past few weeks (thanks be to Fharlanghn.)

Treasure: 2 Gold lions or 1 Gold Lion depending, on who the PCs sign up with, balance to be paid when the caravan reaches Denlock.

Encounter 2c: The County Arms Restaurant

The County Arms is a tavern/restaurant in the wealthiest portion of town. If the PCs look like rough types or do not appear particularly cultured, they will be denied entrance. Half-orcs will not be admitted under any

circumstances. The County Arms functions almost as much as a club for the leading residents of Gammel and any visiting dignitaries as it does as a restaurant. Many of the petty nobility who lives in and around Gammel eat many of their meals in the County Arms. Most of the patrons have some claim to nobility, although often very petty nobility (younger daughter of a knight sort of things). It is extremely well appointed, with a relatively nice rendition of the arms of the County of Cryllor above the entrance. The PCs will be disarmed before entering. Showing the letter from the Secretary, if they received one, will be sufficient to obtain entrance, but by the time they leave the County Arms, everyone in Gammel will have heard of them and their mission..

If the PCs are admitted, they will find that there are a half-dozen knights and similar petty nobles, each with several family members or friends, sitting at the comfortable tables. Some are discussing hunting, some are discussing an upcoming tournament in Flen that they plan on jousting in (once the weather gets a little cooler and they can imagine wearing plate armor in Flen), and so forth. They will not appreciate intrusions, although if the PCs manage to convince them that they are important people, they will talk with them. They know nothing of substance about the orc attacks, although they are a little concerned. They expect that the Lady Regent may organize them as part of the force to attack the orcs, or that they may have to defend their lands from a larger orc attack soon. Neither prospect fills them with joy, although they are willing. Some of the nobles know of the town scribe Marga's interest in orcs. Her shop is near the County Arms.

Encounter 2d: The caravans

Both of the caravans currently in Gammel are bound for Denlock and are currently camped in a clearing near the main road through town. There are a total of fourteen carts and wagons, but they are fairly clearly divided into a group of six and a group of eight. The carts and wagons are all heavily laden with basic supplies. If the PCs examine closely they can see that it's overwhelmingly supplies of food, with most of the additional goods being clothes. There are tents set up near each wagon. There are a variety of servants and teamsters around. They won't appreciate prying eyes of the PCs, and may give the PCs a hard time depending on how the PCs approach them. If the PCs speak to the people around the larger, apparently nicer caravan, they will be told that it is Master Bannon Carter's caravan. If they ask, they will be told that it's already well guarded by the Gold Fists, but that Master Carter might be interested in more guards—he's at the Silver Tankard. The smaller caravan is Gwenna's caravan. She is also at the Silver Tankard. The teamsters with Mistress Gwenna's caravan will enthusiastically encourage the PCs to contact Captain Durnik about joining the guard detail; they know that they are under-protected and that this endangers them all. The teamsters also know that the guards for both caravans are drinking at the Wounded Lion.

If the PCs have signed on with a caravan, they will be welcome to pitch tents in the area around it, and will be treated relatively nicely. Master Carter's caravan leaves the evening of the first day that the PCs are in Gammel; Mistress Gwenna's leaves two days later.

Encounter 2e: The Manor House

The PCs may want to speak to the ruler of Gammel. Lady Merra of House Trelock lives in a large manor house at the north end of the town. Her house is clearly the finest building in the town, and far and away the largest. It is somewhat defensible, and the immediate grounds (500 ft. square) are surrounded by an 8 ft. wall with a heavy iron gate; in a crisis, the entire town could withdraw within the walls and defend the grounds, although it would not be a terribly secure defense. The town watchtower is within the manor grounds. The gate is open during the day. The arms of house Trelock are enblazoned on both the outside wall and above the door. A difficult Knowledge Heraldry roll (DC 22) will reveal that House Trelock is a minor Oeridian noble house, with some Suel blood from intermarriages (mostly lesser children of House Bazrial, the ruling House of Cryllor) and that the current head of House Trelock is Lady Merra.

If the PCs approach the heavy, iron-shod wooden front doors of the manor house and use the knocker Dunoft, a serious looking middle-aged liveried servant will quickly greet them. If the PCs say they would like to speak to Lady Merra, Lady Trelock, or Lady Gammel (all of which are proper terms for Lady Merra), he will soberly inform them that "Her Ladyship is not available to see visitors today. Perhaps if you would be so good as to leave your names, she may see you when it suits her?" If asked, he will say that it will probably suit her to hold audiences in a few days or a week. If there are half-orcs in the party, the servant will ignore them completely. If the PCs appear as polished people of importance, or if they show servant the letter from the Secretary, he will regretfully inform them: "Her Ladyship and her noble husband are hunting today, but if you would care to wait, she will grant you the honor of dining with her." Dunoft has a high opinion of his Lady's importance, and of his own importance derived from that; he will never state his name unless asked, but is addressed by Lady Merra as "Dunoft" and supervises the lesser servants.

If the PCs manage to arrange an audience with Lady Merra and Lord Trelock, they will meet two rather unintelligent nobles who mostly like enjoying the privileges of privilege. The dinner, if they join the nobles for dinner, will be excellent, fresh game, served expertly by the household staff under Dunoft's supervision. Lady Merra and Lord Trelock are middle aged. She is in her mid 40s, he is a few years younger. They both have the dark hair and olive complexions typical of Oeridians, but are somewhat fairer than is typical of pureblooded Oeridians. They have three living children, but only their youngest is home now. Their eldest is a knight, and is

serving his responsibilities to the Lady Regent currently. The nobles know nothing of consequence about the orc attacks, although they can supply a map of the road to Denlock if asked. They will report that the messengers who occasionally travel between Denlock and Gammel haven't been harmed, despite travelling in small groups. They are certainly ready to help deal with the orc problems if ordered to by their liege-lady, but see no need to extend themselves otherwise, especially since the hunting on the northern slopes (to the north of the road) have improved markedly in the past few weeks. If asked, they will say that that could indeed be a result of the orcish groups moving southward and further up the slope, but that idea wouldn't occur to them on their own. If the PCs know anything about hunting or show any interest in the subject, Lady and Lord Trelock will bore them to tears discussing bow, spear, and falcon hunting near their town, and may, if the PCs seem sufficiently important, invite the PCs to join them for tomorrow's hunt.

Encounter 2f: The chapels

The three chapels, to Heironeous, St. Cuthbert, and Fharlanghn, are all located together. They are not ornate buildings, but are simple, wood and plaster affairs with the respective holy symbols over the doors and in the ground by the roadside. Each chapel could hold no more than a congregation of 25-40. They are rundown, with the chapels of Heironeous and Fharlanghn appearing slightly wealthier (gold and silver decorations for Heironeous, beautiful wooden carvings in slightly exotic woods for Fharlanghn). The chapel of St. Cuthbert shows signs of vigorous efforts to maintain the building and grounds through hard work; one of the Cuthbertian acolytes is busily doing yard work around the chapel when the PCs arrive.

Three acolytes staff each of the chapels. If asked, they will admit somewhat ashamedly that they do not have an actual priest, although there are traveling priests who attend to the needs of each chapel periodically. Very few of the townsfolk ever pray in these chapels. They primarily serve the caravan guards and the merchants who pass through. The merchants tend to go to the chapel of Fharlanghn, Lord of Travel, whereas the guards split between Heironeous and St. Cuthbert. The acolytes of Heironeous will encourage the PCs to patronize the Wounded Lion, whose owner and staff attend chapel at least occasionally.

The Cuthbertian acolytes know that there is an undermanned caravan leaves in two days. Several of its guards have visited the temple to pray and to make offerings for victory in battle. The Cuthbertians thoroughly approve of the coming fighting with the orcs, but are a little concerned that the caravan will be overmatched. If asked, they will suggest that the PCs seek out Gareth at the Wounded Lion. He is one of the locals that they know will be guarding that caravan.

The Heironeous acolytes know that the Gold Fists, a company of appropriately devout mercenaries, will be

guarding a caravan leaving tonight. They will mention that the Gold Fists are always devout, but that their donations haven't increased lately.

The Fharlanghn temple will report that lately some of the caravan masters are concerned about orc attacks—most notably Mistress Gwenna. The Fharlanghnian acolytes will also mention that they've heard reports from messengers and returning miners who were travelling without the caravans that the orcs didn't attack them. If asked specifically about how to find out more about orcs, the Fharlanghnians will mention Marga, the town scribe.

The acolytes at any of the temples will encourage the PCs to pray and make donations to their gods (or in the case of the Fharlanghnians, to donate to their god and pray).

Encounter 2g: Marga, the Town Scribe's Shop

Marga's shop is in the wealthier section of town. Because it is not raining, she is working from a covered stall outside her home. There is a clear marking of a quill on parchment to indicate the purpose of her shop. If this is examined closely, the PCs will note the seal of the County of Cryllor Scribes Guild. As the PCs approach, Marga is drilling four children, ages 8-12, on the basics of writing. When the PCs greet her, she will interrupt the lesson, and tell the children they can take a break (cheers!). If asked about this, she will say that several of the wealthier residents of Gammel employ her to teach their children the basics of reading and writing.

Marga is an attractive young woman (late 20s) of indeterminate ancestry. She is a relatively fair brunette, dressed in nice but not flashy robes, the traditional clothes of scribes. She is happy to talk to strangers, and her face lights up with joy when the PCs mention orcs. She will happily discuss orcs until sometime after the cows have come home, gone out again, and come home again. She will happily talk about how although she makes her living as a small town scribe and children's tutor she likes to think of herself as a scholar. Her primary topic of study is orcs, and a notably understudied field it is. She is quite well informed about orcs in general and can discuss Gruumsh, typical orcish societal patterns, and so forth at great length. She will be particularly happy to discuss this with any intelligent (14+) reasonably attractive (charisma 11+) male human PCs. She may even invite PCs who meet this description and are interested in her field of study to join her for dinner at the County Arms that evening. As a member of the County Arms, her guests will not be denied admittance. She mostly goes to the County Arms because she likes their food, but also because many of her clients are among the upper class patrons of the County Arms.

Marga knows a great deal about the local orcs (this information is located on player handout 1). She will copy it down for the PCs for a small fee (5 Hawks). Obviously, she is giving away information, but she really is more interested in discussing her research than she is in

making money, since her regular business makes plenty of money. She will, in fact, mention everything on the player handout orally without being paid.

As she discusses the attacks, she will point out several interesting patterns. The attacks are carefully controlled ambushes, based on the survivor's reports. This contrasts with typical orc tactics of frenzied frontal assaults. If the PCs mention that the orcs are apparently only attacking caravans, not messengers or others travelling alone, she will say that that is odd, because orcs usually aren't discerning enough to concentrate on lucrative prey. Organized retreats are very rare among orcs; usually, they simply rout. Typically, when orcs are more organized than usual, it represents a chain of fear, with the rank-and-file kept in line by fear of a boss, who in turn fears a chief, and so forth. Generally, the most effective tactic against orcs is killing leaders, since that can produce chaos, retreat, and in extreme cases even infighting as the orcs fight to determine who the new boss is. Priests of Gruumsh should always be treated as leaders, even if they aren't explicitly.

Orcs sometimes take prisoners, generally for slaves. Sometimes prisoners are abused or tortured for fun or eaten. Surrendering to orcs is highly dangerous, since they often kill surrendering enemies anyway. It is particularly dangerous for women to be captured by orcs. If told that this group is carefully taking prisoners, Marga will say that that probably indicates that their bosses want undamaged slaves; surrender is probably fairly safe under those circumstances, if slavery can ever be described as safe. Taking corpses back to a base probably means that they have wolves to feed, or possibly that some of the orcs simply like human flesh. It probably indicates that the slaves won't be killed for food, because it requires more forethought. Typically, orcs wouldn't plan that far in advance, and would simply eat a prisoner (or feed one to the wolves) when they realized that they needed food.

Marga does not know the precise locations of any orc lairs or hideouts. She does, however, know that the hills at the base of the Jotens are riddled with caves and with abandoned mines, and that orcs prefer to lair in these caves. Some of these cave complexes are huge; often, the orcs themselves only occupy areas near the entrance. Travelling deep within these complexes could be extremely hazardous for inexperienced adventurers.

Marga is very interested in whatever the PCs can find out. She will offer a small fee (1 Lion each) for particularly interesting information about these orcs. She will also be very friendly towards PCs that help her. It is possible for a PC to begin a romance with Marga, if they're interested and meet the requirements mentioned above.

Treasure: Up to 1 Lion each for information about the orcs raiding the caravans.

Encounter 3: On the road again

The PCs will presumably eventually head out on the road to Denlock. This encounter varies a great deal depending on how they travel. There are essentially six basic possibilities.

1. They can travel with Master Carter's caravan with the Gold Fists (see below under "Travelling with a caravan.")
2. They can travel with Mistress Gwenna and Captain Durnik's caravan (see below under "Travelling with a caravan.")
3. They can wait until after both of these caravans have left; in this case, one day after Gwenna's caravan leaves, a caravan under Master Geth will return from Denlock, and report having seen the wreckage of a destroyed caravan and one dead body that they can identify as being Durnik. The PCs can then travel with this caravan on a return trip, wait for Master Carter to make another trip, or proceed on to one of the other options. Master Carter and this caravan all simply return to Gammel, where they meet a separate caravan that transports in food and out metals to the City of Cryllor. If they travel with Master Geth's, or with Master Carter's on a second trip, see below under "Travelling with a caravan."
4. They can contact the cartwrights, put up enough money to buy or lease (at high prices) carts and wagons, and form their own fake caravan. See under "Travelling with a caravan," but note that there will be no additional guards and that if they are taken prisoner, the fact that the caravan was empty will draw the notice and ire of the orcs in charge of the attack. Note that the PCs are unlikely to win a fight with the ambush without the help of caravan guards; that's okay. Hopefully, they'll have the sense to surrender before they die.
5. The PCs may travel along the road to Denlock without a caravan. The orcs will still be waiting in ambush, like under "Travelling with a caravan," but will not attack. If the PCs do not notice the orcish ambush, proceed to encounter 5, The Town of Denlock.
6. The PCs can simply start searching the wood covered slopes to the south of the road. This is a disaster. The road to Denlock is 20 miles long, and the orcish settlement is 1 mile south of a point 14 miles towards Denlock. The PCs will not be able to find this by simply randomly searching the woods; there's simply too much ground to cover. If they trace the road, then handle this as choice 5. Otherwise, proceed to "3b. Pointless random encounters before failure."

Encounter 3a: Travelling with a caravan

If the PCs are travelling with a caravan, they will have the assistance of the caravan guards in a fight. The caravan guards will not pursue retreating orcs; neither the caravan masters nor the teamsters and servants will fight. Feel free to handwaive combat between caravan guards and orcs, especially if time is tight. **DM Aid #1** contains the caravan guard stats.

The trip to Denlock is a long trip, along a narrow road (15 ft.), on a steep slope (about 50 feet drop for every 150 foot run). The slope rises to the south. To the north, there is a valley, and then another group of hills rising in the distance to the north. The road leads east, towards the great mountain range of the Jotens. The road itself is reasonably level, although you wouldn't want to make this trip in the rain, because it is just packed earth, and a cart sliding off the road could be disastrous. There are moderately dense trees on either side of the road. The trees are largely deciduous trees, running in size from about 3 inches diameter to about 2 feet diameter; there are ferns, brambles, and other undergrowth around the base of the trees. The forest is perpetually dark. During the day, humans can see, but it is dim and shadowy. The trees are not the trees that you see in the rest of Keoland. The rising altitude brings cooler temperatures that support a different group of trees in the hillsides. The denser vegetation could easily conceal orcs or worse.

Allow the PCs to announce their plans for travelling with the caravan. The caravan guards will be spaced out evenly around the caravan. If the PCs wish to travel concealed in the woods, either uphill (south) or downhill (north) of the road, they may. It is easy to walk within the woods, and because of the relatively slow pace of the wagons (about 3-4 miles per hour), it is easy to keep pace within the cover of the forest. It would be difficult to ride within the woods, however, and it would be impossible to bring either a cart or a wagon up through the woods.

After several hours of travel (11 miles), they begin approaching the ambush. They will notice, if they are looking, wrecked wagons north (downhill) of the road (the site of a previous attack). Further examination will reveal a human body left behind (nothing of value), that the wagons were emptied, and that they were just pushed down the hill.

The orcs are from the Severed Heads tribe. Several of them have severed heads dangling on their armor, and there are a few "banners" consisting of cross bars with heads or skulls suspended from them.

This encounter is highly dependent on PC action. Four outcomes are covered here.

1. PCs traveling in the woods uphill from the road.
2. PCs traveling along the road.
3. PCs trailing the caravan and help.
4. PCs traveling in the woods downhill from the road and help.
5. PCs watch.

Uphill: If PCs are travelling in the woods uphill from the road as "outriders," they will encounter orcs as they travel along, before the ambush is intended, and will trigger a battle in the trees on much more favorable terms than the ambush would produce.

Traveling along the road: If the PCs traveling with the wagons they will be attacked unless there are a total of 15 or more guards (including the PCs.) This means that the orcs don't attack the Gold Fists or Master Geth's caravan (the first time) with the PCs.

If the orcs decide to not attack, the PCs may make 3 Spot rolls each, once as they pass the first orcs, once as they pass the middle of the orc position, and once as they pass the last orcs (see **DM Aid #N**). Each of those Spot rolls has a DC of 16. They may also make a Listen check with a DC of 16, if they specifically mention listening. If the PCs do not mention looking around for orcs and seem to be careless, the DC for the Spot rolls is 18. If the PCs miss the ambush, proceed to encounter 5, the Town of Denlock.

Note: If the PCs travel with the Gold Fists, they could return to Gammel and repeat the trip with Mistress Gwenna's caravan if they think to.

If the PCs are travelling with a caravan that will be attacked and are travelling on the road, they may each make a Spot (DC 16) roll to see the orcs before the ambush. Again, if they do not mention looking for orcs and seem careless, the DC is 18. The orcs will start by throwing a volley of javelins. If the PCs didn't notice they are surprised and caught flat-footed. Roll for initiative normally to determine order of action.

Trailing the Caravan: If the PCs decided to shadow one of the Caravans it will be attacked. Determine how far behind the PCs are following and if they are mounted. If mounted they can close on the battle at a rate of 160 feet per round if they "run." PCs on foot can run at 4X their base move to close. If they choose to "Charge" they can only move 80 feet on horseback or 2X their normal move.

Down Hill: If the PCs are travelling hidden on the downhill side, they may make Spot rolls at DC 20 to try to see the ambush before it happens, but they are unlikely to succeed. Due to the undergrowth and trees the PCs will only be able to perform a double move at best (2X movement) to close to the battle. Determine how far from the road they were traveling to determine how much time it takes to close to the battle.

Watch: The PCs do not have to get involved if they don't want to, although the caravan members will cry out for help (the orcs won't notice). This will be ugly, but eventually enough of the guards will die that the rest will surrender. The orcs will round up the prisoners, tie them up, loot the wagons (loading goods onto the horses and forcing the prisoners to carry some goods, and consuming some of the food and drink), and then throw the wagons down the hillside. This may require a Reflex save at DC 13 to avoid being buffeted for 1-6 damage by a sliding wagon,

depending on where the PCs describe themselves as hiding.

The orcs will fight until one of three conditions are met:

1. half or more of the orcs (not counting leaders) are down, in which case the leaders will blow their horns twice, calling a retreat (proceed to Encounter 4);
2. the three leaders are all down, causing a rout as the orcs scatter, but with the bulk heading towards the prepared ambush and back towards the cave (proceed to Encounter 4);
3. everyone surrenders or dies. If the PCs are defeated and surrender, the orcs will disarm them, tie them up (tying their hands and running rope between them), and force them to carry goods back to the camp. The orcs will drag some of the dead or unconscious with them; this should include any PCs. If the PCs ask (either in orcish or through hand signs) to be allowed to bandage the wounded and dying, this will be allowed, but the orcs will not think of this on their own.

Tier 1

Orcs (14): Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8; hp 3; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d6+2 [crit 19-20], Short Sword), +0 ranged (1d6+2, javelin); SA Nil; AL NE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, shortsword, 1 javelin, 4 hawks, and 13 sparrows

Three orc leaders (do not engage unless attacked; they are present to motivate the orcs and to control the battle)

Orc Leaders (3), Bbn1: CR 1; Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8 + 1d12; hp 11(13); Init +0; Spd 30 ft.; AC 15(13) (+5 Armor); Atks +2(4) melee (1d8+2(4) [crit 19-20], Long Sword); SA Bbn Rag; AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15(19), Dex 10, Con 11(5), Int 9, Wis 8, Cha 8.

Skills: +4 Listen, +3 Spot, +5 Climb, +4 Intimidate.

Feats: Alertness

SA—Barbarian Rage.1/ day Dur. 5 rounds; +4 Str, +4 Con, +2 Will saves, -2 AC

Equipment: chainmail armor, longsword, crude hunting horn (made of goats horn) 2 Lions, 2 Hawks; 8 Sparrows

Tier 2

Orcs (14): Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8; hp 4; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d6+2 [crit 19-20], Short Sword), +0 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, shortsword, 2 javelins, 4 Hawks, and 13 Sparrows

Three orc leaders (do not engage unless attacked; they are present to motivate the orcs and to control the battle)

Orc Leaders(3), Bbn 2: CR 2; Medium Size Humanoid (orc) (5 1/2 ft. tall); HD 1d8 + 2d12; hp 18(22); Init +0; Spd 30 ft.; AC 15(13) (+5 Armor); Atks +2(4) melee (1d8+2(4) [crit 19-20], Long Sword); SA Bbn Rage; AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15(19), Dex 10, Con 11(5), Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness

SA: Barbarian Rage—1/ day Dur. 5 rounds; +4 Str, +4 Con, +2 Will saves, -2 AC

Equipment: Chain Mail armor, Long Sword, Crude hunting horn (made of Goats Horn) 2 Lions, 2 Hawks; 8 Sparrows

Treasure: 6 Lions, 62 Hawks, 206 Sparrows

Encounter 3b: Pointless Random Encounters Before Failure

If the PCs simply start wandering about in the woods and hills, stress the size of the area and the difficulties from the dark woods in searching effectively. Note that if the PCs know where the base is, from having already gone through the ambush and figured out where to go, they should not get this encounter unless they start wandering aimlessly. After the PCs have wandered for about an hour (3 miles in, if they travel mostly westerly), they encounter a small group of orcs. These orcs are not aligned with any of the tribes in this area. They will attack when they encounter the PCs, unless the PCs quickly start talking to them in orcish.

Tier 1

Orcs (6): Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8; hp 4; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d6+2 [crit 19-20], Short Sword); AL NE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, short sword, 3 Hawks, and 3 Sparrows

Tier 2

Orcs (6): Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8; hp 6; Init 0; Spd 30 ft.; AC 13 (+2 Armor, +1 Dex); Atks +2 melee (1d6+2 [crit 19-20], Short Sword), +0 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 12, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, short sword, 2 javelins, 3 Hawks, and 3 Sparrows

If they capture one of the orcs and interrogate it in orcish, it will say that it knows nothing about the caravan attacks. If asked about orcs groups of orcs, the captives will say that there are several large tribes in the area, most notably the Sword Orcs and the Split Skulls, but these orcs don't know where they are now. If asked about the Bloody Skulls specifically, the orcs will say that they are "long walk that way," gesturing towards the west. "You not live to see them, walk through woods that way," adds the orc, smiling. These orcs really don't know much.

Treasure: 18 Hawks, 18 Sparrows

After a while more of wandering around, the PCs will encounter two ogres, messily eating a raw mountain goat that they have recently killed. The PCs will probably hear the eating before they see the ogres. If the PCs attack, or if they let the ogres know of their presence, the ogres will fight them, and it may get ugly.

Ogres (2): Large Giant (10 ft. tall); HD 4d8+8; hp 32; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +7 melee (2d6+7, Huge Great Club); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. Feats: Weapon Focus (greatclub)

Equipment: hide armor, greatclub

If one of the ogres dies, the other will retreat (unless the party is badly injured and it thinks it can win), back towards a cave. If the PCs follow, they will end up after 150 yards of tough uphill running (less tough for the strong ogre), at a cave where another two adult ogres and one immature ogre live.

Ogres (2): Large Giant (10 ft. tall); HD 4d8+8; hp 32; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +7 melee (2d6+7 (20/ X2), Huge Great Club); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. Feats: Weapon Focus (Great Club)

Equipment: hide armor, greatclub

Immature Ogre (1): Large Giant (8 ft. tall); HD 2d8+4; hp 16; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +4 melee (1d10+4 (20/ X2), Great Club); Face/Reach 5 ft. x 5 ft./10 ft.; SA; AL CE; SV Fort +6, Ref +0, Will +1.

Str 18, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +1, Spot +1. Feats: None

Treasure: Back at the cave the ogres have the remains of a human adventurer; there is a badly damaged suit of plate mail (reparable in Cryllor for 100 Lions), 30 Lions, 12 Eagles, 40 Hawks, 50 Sparrows. The PCs can also find this cave by tracking the ogres to their lair (DC 15).

After a while more of wandering (still only about 6 miles in), the PCs will notice orc trails leading back towards a cave. The cave is occupied by a bunch of orcs from Gruumsh's Own Warband, as they can tell by the banner hung outside the cave. If they just blunder into the cave, they face a tough, pointless fight.

Tier 1 or 2

Orcs (8): Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8; hp 5; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d8+1 [crit x3], Short Spear), +0 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +0, Will -1.

Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: Leather Armor, Short spear, 4 Hawks, and 13 Sparrows

Orc Leaders (2), Ftr 1: Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8 + 1d10; hp 15; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +4 melee (1d8+2 (20/ X3), Short Spear); AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness, Weapon Focus (Short Spear)

Equipment: Scale Mail armor, Short Spear, 1 Lion, 5 Hawks; 3 Sparrows

Orc under-clerics (3), Clr1: Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8 + 1d8; hp 11; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +2 melee (1d8+2 [crit x3], Short Spear); SA Spells; SQ Evil and War domains; AL NE; SV Fort +2, Ref +0, Will +2.

Str 15, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Spell Craft +3.

Feats: Alertness, Weapon Focus (Short Spear);

SQ: Evil Domain—Evil sphere spells cast at +1 level, War Domain—Free Proficiency and Weapon focus with Short Spear

Equipment: scale mail armor, short spear, 2 Lions, 2 Hawks; 8 Sparrows

Spells (3/3): 0-lvl—*cure minor wounds, resistance, virtue*; 1st-lvl—*bless, death watch, protection from good*

Orc Cleric(1), Clr3: CR 3; Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8 + 3d8; hp 21; Init +0; Spd 20 ft.; AC 14 (+5 Armor); Atks +4 melee (1d8+1 (20/ X3), Short Spear); SA Spells; SQ Death and War domains; AL NE; SV Fort +3, Ref +1, Will +3.

Str 13, Dex 10, Con 11, Int 9, Wis 14, Cha 8.

Skills: +6 Listen, +5 Spot, +4 Climb, +5 Spell Craft.

Feats: Alertness, Concentration, Weapon Focus (Short Spear).

SQ: Evil domain—Evil sphere spells cast at +1 level; War domain—Free Proficiency and Weapon focus with Short Spear

Equipment: Chain Mail armor, Short Spear, 2 Lions, 1 hawk; 8 sparrows, 1 Piece of Garnet worth 50 Lions

Spells (4/3/3): 0-lvl—*cure minor wounds, light, resistance, virtue*; 1st-lvl—*bless, death watch, cure light wounds, protection from good*; 2nd-lvl—*spiritual weapon, death knell, hold person*

Noncombatant Orcs (16): Medium Humanoid (orc); HD 1d6; hp 2; Init 0; Spd 30 ft.; AC 10; Atks +0 melee (1d3(sub), fists); AL NE; SV Fort +2, Ref +0, Will -1.

Str 10, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +2, Spot +1. Feats: None

If Gruumsh's Own Warband becomes aware of the PCs, they will try to hunt them down and kill them for disturbing them (and out of spite). It is fine if the PCs die here; it's a dumb, pointless death, but the PCs have to have chosen dumb, pointless actions to get here.

Treasure: 1 Piece of Garnet worth 50 Lions, 10 Lions, 49 Hawks, 142 Sparrows

By this point, it should be fairly clear that the PCs are going about this the wrong way. If not, keep throwing encounters with random groups of creatures; a few orcs, a group of orc leaders, a couple of ogres, another pointless lair, a few wolves, a handful of orcs hunting with 2 or 3 wolves, and so forth.

Encounter 4: The Orc base

There are several different likely approaches that the PCs may make to the orcish base.

1. The PCs may be captured; bypass the ambush completely, and go to the description of the prison pen. The base will not be alerted.
2. The PCs may simply watch the orcs defeat a caravan, and follow the orcs back. There is some chance that the orcs will notice the PCs following them, dependant on what the PCs do see 4b. "Sneaking Around," below. If they do they will probably attack the PCs, depending on circumstances. Before reaching the defensive ambush. If they don't, they will walk back through the defensive ambush, but the ambush will be obvious, because the defensive ambush orcs will be standing around greeting the returning raiders. If the PCs continue sneaking, they can approach the base without alerting the base.
3. The PCs may defeat the orcs at the caravan, and pursue them back towards the base immediately in hot pursuit. The orcs will quickly run through the defensive ambush and the PCs will likely be ambushed there. If they continue to just fight their way through, they can pursue the orcs all the way back to the base; unless they kill all of the orcs, the base will be alerted.
4. The PCs may rout the orcs by killing their leaders. The orcs will scatter, some running off, never to be seen again, but the bulk will run towards the ambush. However, they will not run through the ambush as cleanly, so the difficulty numbers to notice the ambush will be 3 lower. Also, because the

orcs will be simply fleeing, they will not turn to fight again at the ambush, but will continue back to the base, leaving the ambushing orcs to keep fighting.

5. The PCs may defeat the orcs, allow them to flee, and then track them back towards their base. This is a fairly easy tracking task; DC 10. The defensive ambush will go to just being a guard picket after about 2 hours. Depending on how the PCs handle the defensive ambush, the base may or may not be alerted.
6. The PCs may try to track the orcs back from the wreckage of the first caravan, instead of waiting until they reach the ambush. This is a difficult tracking task; DC 23, because of the age of the trail. If they succeed, they will bypass the ambush (although they may hear noise from the ambush taking the caravan, depending on circumstances). This will lead them back to the base, without taking them through the defensive ambush (although there is some danger from the patrols, see below). The base will not be alerted.
7. The PCs may come up with some clever other way. Note that simply wandering off into the woods is not sufficiently clever. Play this by ear.

Encounter 4a: The defensive ambush

Note: If the PCs are traveling with Mistress Gwenna's caravan and the PCs set off in pursuit of the orcs Gareth will try and call them back to warn them about the Orc's ambush.

As the orcs retreat from the battle at the caravan, they will all end up running through a clearing approximately 150 yards from the road. PCs can make a Spot check (DC 10) to notice the orc leaders; they are fairly obvious, because they sounded the retreat. At the end of the 30 by 15 foot clearing, there is a net trap that must be manually operated. There are three orcs on each side to operate the nets, plus a priest of Gruumsh supervising them. PC's have a chance (DC 16) to spot the orcs, but it will be easier (DC 12) to do so if they are not charging forward because the orcs are not very well hidden. After the orcs have run through the clearing, the net will be sprung on the lead PCs (with a maximum of two PCs effected). Reflex saves (DC 13) are needed to avoid entanglement. If a PC is entangled, they lose all of their attacks and are at -4 to AC until they break free. They can either cut themselves free, or try to wrestle free which requires a Strength check (DC 14). One of the orcs from each side will have to hold the net down. The surviving orcs from the attack on the caravan and the orc leaders will join in the fight.

The orcs will accept surrender, and will take surrendering PCs to the prison room at their base. They also will rout if their leaders (the orc leaders and the cleric) are killed. If any leaders or more than 3 orcs die they will run back towards the base. If they make it, they

will alert the base. If 2 or less orcs escape, they will simply scatter.

Tier 1

Orcs (6+Survivors from the ambush): Medium humanoid; HD 1d8; hp 3; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d6+2 [crit 19-20], Short Sword), +0 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, short sword, 1 javelin, 4 Hawks, and 13 Sparrows

Orc Leaders (Survivors from the ambush), **Bbn 1:** CR 1; Medium-size humanoid; HD 1d8 + 1d12; hp 11(13); Init +0; Spd 30 ft.; AC 15(13) (+5 Armor); Atks +2(4) melee (1d8+2(4) [crit 19-20], Long Sword); SA Bbn Rage; AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15(19), Dex 10, Con 11(5), Int 9, Wis 8, Cha 8.

Skills: Listen +3, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness

SA: *Barbarian Rage*—1/day Dur. 5 rounds; +4 Str, +4 Con, +2 Will saves, -2 AC

Equipment: chainmail armor, long sword, crude hunting horn (made of goats horn) 2 Lions, 2 Hawks; 8 Sparrows

Orc priest of Gruumsh(1), Cleric 1: CR 1; Medium humanoid; HD 1d8 + 1d8; hp 11; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +2 melee (1d8+2 [crit x3], short spear); SA Spells; SQ Evil and War domains; AL NE; SV Fort +2, Ref +0, Will +2.

Str 15, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Spell Craft +3.

Feats: Alertness, Weapon Focus (Short Spear).

SQ Evil domain—Evil sphere spells cast at +1 level, Free Proficiency and Weapon focus with Short Spear

Equipment: Scale Mail armor, Short Spear, 2 Lions, 2 hawks; 8 sparrows

Spells (3/3): 0—*cure minor wounds, resistance, virtue*; 1st—*bless, death watch, protection from good*

Tier 2

Orcs (6+Survivors from the ambush): Medium humanoid; HD 1d8; hp 4; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d6+2 [crit 19-20], Short Sword), +0 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, short sword, 2 javelins, 4 Hawks, and 13 Sparrows

Orc Leaders (Survivors from the ambush), **Bbn 2:** CR 2; Medium humanoid; HD 1d8 + 2d12; hp 18(22); Init +0; Spd 30 ft.; AC 15(13) (+5 Armor); Atks +2(4) melee (1d8+2(4) [crit 19-20], Long Sword); SA Bbn Rage; SQ Nil; SR 0; AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15(19), Dex 10, Con 11(5), Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness

SA: *Barbarian Rage*—1/ day Dur. 5 rounds; +4 Str, +4 Con, +2 Will saves, -2 AC

Equipment: chainmail armor, longsword, crude hunting horn (made of goats horn) 2 Lions, 2 Hawks; 8 Sparrows

Minor priest of Gruumsh (1), Clr1: Medium humanoid; HD 1d8 + 1d8; hp 11; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +2 melee (1d8+2 [crit x3], short spear); SA Spells; SQ Evil and War domains; AL NE; SV Fort +2, Ref +0, Will +2.

Str 15, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Spell Craft+3.
Feats: Alertness, Weapon Focus (short spear);

SQ Evil domain—Evil sphere spells cast at +1 level, War domain—Free Proficiency and Weapon focus with Short Spear

Equipment: scale mail armor, short spear, 2 Lions, 2 Hawks; 8 Sparrows

Spells (3/3): 0-lvl—*cure minor wounds, resistance, virtue*; 1st-lvl—*bless, death watch, protection from good*

Treasure: Remnants from the ambush plus 2 lions, 26 hawks, 86 sparrows.

Encounter 4b: Sneaking Around

The PCs may make it past the ambush and simply start sneaking around to look at the base. You can assume that for every two hours they spend near the base (within the perimeter of the ambush/picket guard, which is about 1,200 yards in radius), a patrol will pass near them. If the base is alerted, patrols double in frequency and increase in strength and difficulty to avoid. Bear in mind that this is a relatively small area. The PCs can cover most of it in an hour, and can, assuming they are moving reasonably quickly, cover the whole area within two. The base will go from being alert to normal after four hours.

If the PCs show any sense of caution, they will see the patrols before the patrols see them, because the patrols are orcs, and are loud and obvious. As long as the PCs immediately hide and stop talking, they should be fine. Have them make Hide checks with +6 against the Orc's spot checks add a bonus of +2 if anyone makes a Hide check against a DC of 15 (to find a good hiding spot). If the base is alerted, they need to make hide checks at only +2, because of the better searching and the wolves with the patrols.

The point of this encounter is mood. The PCs should be scared and cautious. Try to get them to jump at shadows and feel edgy. It shouldn't devolve into another fight unless they make it a fight.

Normal patrol:

Orcs (8): Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8; hp 6; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee

(1d8+1 [crit x3], Short Spear); AL NE; SV Fort +2, Ref +0, Will -1.

Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: Leather Armor, Short spear

Alert patrol:

Orcs (10): Medium-size humanoid; HD 1d8; hp 6; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d8+1 [crit x3], short spear), +0 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +0, Will -1.

Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: Leather Armor, Short spear, 4 Hawks, and 13 Sparrows

Orc Leaders (2), Ftr1: Medium Humanoid (orc) (5 1/2 ft. tall); HD 1d8 + 1d10; hp 15; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +4 melee (1d8+2 [crit x3], short spear); AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness, Weapon Focus (short spear)

Equipment: scale mail armor, short spear

Wolf: Medium Animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 50 ft.; AC 14 (+2 Natural, +2 Dex); Atks +2 melee (1d6+1, bite), AL N; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +2, Move Silently +4, Hide +3.

Feats: Scent

Encounter 4c: Interrogating captives:

The PCs may take an orc alive, particularly by way of a *sleep* spell, outside the base. Note that the orcs won't surrender. If so, they may try to interrogate the hostage. This is only possible if they either speak orcish or have a magical means of communication. Half-orcs will have a much easier time interrogating orcs—dwarves, elves, and gnomes will have a much harder time.

The orcs won't be cooperative, although a *charm* spell would help. They assume that the PCs will kill them eventually. However, with lots of persuading, they can be forced to answer a few questions.

- *Where is your base?* "That way." The orc will have no way of communicating distance. How can we find it? "Big cave in hill top."
- *Where are the rest of your tribe or band?* "Back at home cave."
- *Are you working with other tribes?* "No! Severed Heads too strong to need weakling tribes!" This is a lie, of course. If magical persuasion is used, the orc will admit "Three other weak bands under Severed Heads' control, back at cave." This is still a lie, but is more accurate.

- *Are there any non-orcs with you?* "Some of bosses not orcs; big uns." Further questioning on this topic will be difficult, but can, if the orc is charmed or otherwise highly cooperative, produce an admission that there is a boss that is bigger than any of the old Severed Heads bosses.
- *Are there any human leaders?* "No." This is a lie. If charmed, "One human come sometimes. He BIG SCARY man. No like. No talk about more"
- *What is done with prisoners?* "Slaves, stupid!" If charmed, "Slaves for little while; then taken away."
- *Is there any other way into the cave except the main entrance?* "No! No, no, no. Only main entrance." This is a lie. If the orc is charmed, it will think about the question for a while, and then give the same answer; it is too scared of the hill giant to betray the secret entrance.

Encounter 4d: The base itself

The orc base is located in a large, natural cave complex near the top of one of the many hills that dot this area. It is dark, dank, and unpleasant. If the PCs get past the guard post, they can explore the entire area without being seen, although they will need to on occasion scramble to avoid orcs walking around, and if they talk loudly or spend an excessive amount of time in the base they may be seen. Also, if they watch the patrols and random orcs entering and leaving for four hours, they will see orcs from each of the four bands within the caves. Remember, four hours after the base is alerted it will go back to normal, if there has been no further signs of danger.

Use **DM Aid #2** for the stats of the creatures living here.

Encounter Areas:

A. Guard post: The mouth of the cave complex is a large open area, about 20' across. There are some orc guards standing around (5 if not alerted, 8 and a leader if alerted). The orcs are not terribly attentive, unless they are already alerted. There is a gong set back within the mouth of the cave. One orc will stay by that at all times; the rest can be lured away fairly easily. In case of an attack, the orcs will try to sound the gong, but any orc engaged in melee will melee instead of sounding the alarm.

If the gong is struck, it will have different effects depending on whether the base is alerted. If the base is not alerted, reinforcements will arrive in the following rounds:

- 3 rounds after gong, 4 normal orcs.
- 4 rounds: 3 normal orcs, 1 orc leader
- 5 rounds: 2 normal orcs, minor priest of Gruumsh
- 6 rounds: 12 normal orcs, 1 ogre
- 7 rounds: 8 normal orcs, 2 orc leaders, 1 ogre
- 8 rounds: The hill giant from area G, 15 normal orcs

- 9 rounds: 25 normal orcs It is essentially unimaginable that the party will still be fighting after 9 rounds. As always, the orcs will accept surrender.

If the base is alerted, things are worse.

- 2 rounds: 3 normal orcs, 1 orc leader
- 3 rounds: 3 normal orcs, minor priest of Gruumsh; 1 orc leader
- 4 rounds: 12 normal orcs, 2 orc leaders, 1 ogre
- 5 rounds: 12 normal orcs, 3 orc leaders, 1 ogre
- 6 rounds: The hill giant from area G, 15 normal orcs
- 7 rounds: 25 normal orcs Again, it should be impossible for the PCs to handle that many orcs.

Note that once the gong is sounded, essentially the only options for the PCs are retreat and surrender, because they can't possibly win the fight. If the PCs flee, pursuit will gradually drop off; basically, after a round of throwing spears the orcs will give up, as long as the PCs keep running. They may try to loop around later, in which case everything has reset, except that the base will be alert.

B The animal pen: A group of wolves are kept in this pen. They are chewing on some corpses. Observant PCs can notice that the corpses include an orc with a sword wound in his chest. If the base is not alerted, there are 6 wolves. If it is alerted there are only 4, since the other two are on patrol.

C Hilk's Hammers: This chamber is the home of Hilk's Hammers. There are 20 warriors here, less if the base is alert (Hilk's Hammers will form the patrols). There are also 50 noncombatants. 4 wolves are in this chamber, playing with some of the young orcs; this is basically like children playing with dogs, but a little more bloody and rough. Hilk himself is also here. He is and a very wise and smart (for an orc) gray-haired orc. In the hallway outside the chamber, there is a banner for Hilk's Hammers (crude hammers (almost clubs) smashing heads). Hilk doesn't particularly like being under the control of Jurlgam Jurlgamson, the hill giant, but isn't stupid. He has no interest in fighting the other groups or the hill giant. However, he is perfectly happy to wander off if the giant were killed. He has enough sense to not mention the human under any circumstances. He speaks Common and Orcish, and will talk with the PCs if they approach him although he will still need to be persuaded to not simply have them seized and imprisoned. The best way to approach him is to pretend to be slaves. Hilk has arranged a clear succession, and his people love him. If he is killed, the Hammers will stop at nothing to kill the PCs, and will not degenerate into chaos.

D Bloody Skulls: Another chamber hosting one of the bands of orcs. The Bloody Skulls banner (a skull dripping blood on a black field) is in the hall outside this chamber. There are 20 warriors here, in addition to 67 noncombatants. The chieftain of the Bloody Skulls is

currently Gnarsh, a 2nd level fighter orc, mostly notable for being tough in a fight and for his Masterwork longsword. (If the PCs can come up with some way to get this longsword, more power to them, but I don't see it happening.) Gnarsh only speaks orcish. He is considerably more belligerent and less intelligent than Hilk. He would be willing to fight the other orcs, but is unwilling to face Jurlgam Jurlgamson. He will also be strongly inclined to simply beat the PCs up and enslave them. If the PCs kill Gnarsh, the Bloody Skulls will degenerate into a bloody power struggle.

E Severed Heads: A variety of severed heads dangle outside the entrance to this chamber. Within the chamber, there are seven orc warriors (plus any survivors from the attack on the caravan), three orc leaders, and two ogres, three minor priests of Gruumsh. There are also 50 noncombatants. Just within the chamber lie the corpses of two dead ogres, one with its head suspended from the ceiling and deep cuts from a large sword, the other with its head split in and burn marks on its torso. Spellcraft check (DC 12) reveals that they were probably magical burns. A piece of parchment of some form is spiked into the wall, with the message "Obey or Die!" scrawled on it in very large letters in orcish. The leader of the Severed Heads is Humgar, a female ogre and the larger of the surviving ogres. Humgar hates Jurlgam with a passion for killing the other ogres, but is terrified of him. It will be extremely difficult to persuade her that she should fight against him and she will be understandably unconvinced that the PCs would be strong enough to help her win. She thinks it's a much better idea to just attack and kill the PCs. She is very dangerous, because she is very cruel. If the PCs just fight, she may not accept surrender; it depends on how well they convince her that Jurlgam will punish her for killing prisoners. Humgar speaks Orc and Ogre fluently, and a smattering of Common (enough to get by, but not for clear conversation). If the PCs talk with her about Jurlgam, she will curse about both him and "the human wot he work for." If pressed, she can describe the human as wearing white pantaloons and a green wrapped shirt, creating fire by waiving his hands, and looking Suelish, although Humgar won't recognize the word.

F Gruumsh's Teeth: The final large orcish band's area. There is a banner in the main hallway before the corridor leading to this chamber that depicts a one-eyed orc head with very large teeth, with blood dripping from the teeth. Raucous noise can be heard from within as the tribe celebrates recent victories. There are 50 orc warriors within this chamber, four minor orc priests, two lesser orc priests, and one orc priest named Hreg. There are also six orc leaders and, and 85 noncombatants. The largest orc, a male named Grek, is the leader of this group, although the chief priest also has substantial power. Because the tribe is celebrating (Gruumsh's Teeth spends a great deal of time celebrating, partially to honor all of the many holy days to Gruumsh, all of which are much the same: kill enemies and party), it should be easy for the PCs to look around without being noticed. If the PCs do get noticed, or attempt to gain Grek's attention, Grek will

have a hard time understanding why they aren't with the rest of the slaves. Grek only speaks orcish, although the head priest, Hreg, speaks some Common (and is much more intelligent, although still no great thinker). Grek is pretty content with his current life, although the PCs can build some discontent if they discuss how powerful he is and how only the giant is keeping him back from being a great leader in his own right. Hreg simply doesn't want to fight the giant; he doesn't trust the giant, but he knows that the giant will crush anyone who opposes him. If the PCs begin to persuade Grek to think about revolting, which is doable but difficult. Hreg will remind Grek of the pale-skinned human who throws fire and Grek will become very afraid. The PCs might be able to get a description out of Hreg, but this is difficult; Hreg knows that the human has very pale skin and wears white pantaloons and a green wrapped shirt with red trim. Killing Grek will not cause chaos, because Hreg will immediately assert control. Killing both Hreg and Grek will cause Gruumsh's Teeth to become very confused for a while until one of the orc leaders manages to convince the others that it is the new boss.

G Jurlgam Jurlgamson's Chamber: This room, separated from the main hallway by a curtain, is the living space of a single hill giant. Jurlgam Jurlgamson is a relatively small and weak hill giant, but if the PCs fight him there should still be about a 75-90% chance of him killing all of the PCs that don't surrender or flee; don't hesitate to kill PCs that fight him. He will accept surrender. Jurlgam is lying on a giant size mattress against the west wall when the PCs arrive. He is dressed in skins that have been sewn together into crude clothing, and has his greatsword and shield near him at all times. Jurlgam is ugly, with a scraggly brown beard and wild and unkempt brown hair and an enormous amount of brown body hair on his arms and legs. He is awake unless the PCs have entered late at night, in which case he will be asleep but will awaken unless the PCs succeed a Sneak roll (DC 20) when they enter the room, and for every three rounds they stay in the room. Jurlgam has a Greatsword +1, which he wields one-handed because of his large size, allowing him to use a shield as well. If he becomes aware of the PCs, he will demand that they surrender, but not bother to yell for guards because he believes (correctly) that the PCs couldn't possibly be a match for him. Jurlgam speaks Common, Orcish, and Hill Giant, but will be uninterested in talking to the PCs; he'll simply try to enslave them. Jurlgam is too big to fit into the small tunnel leading to K; if the PCs attack from that tunnel, he can still attack anyone near enough to attack him. If they use only missile weapons, he will leave the room to get a group of orcs to flush the PCs out. In addition to his greatsword and the shield, Jurlgam keeps the processed gold that the raids recover in his room. He has 500 Gold Lions worth of gold, in 10 Lion ingots, piled next to his bed. It would be very difficult (DC 25 Sneak) to take these ingots without him noticing, although if he's asleep up to a half dozen could be taken with only the DC 20 check to avoid waking him.

In addition to Jurlgam, his bed, and some other crude giant size furniture, there is a human or orc size bed with a comfortable mattress and a human or orc size writing desk. There is parchment, ink, and a quill pen on the writing desk, although no obvious signs of use. The desk is slightly dusty, although not excessively so, and the bed does not appear to have been slept in recently.

H The Midden: this is the garbage area for the caves, and is predictably disgusting. If the PCs hide within the midden heap, they can easily avoid detection because the orcs won't look in it beyond a cursory visual check, so PCs who bury themselves in garbage are safe, albeit disgusting.

I The Prison/Slave pen: Three bored orcs are on duty here at all times. They can't see out into the hall, but they spend more time paying attention to each other than they do watching the prisoners. This room is where the prisoners that the orcs take are kept. There are no doors to this prison and no cells. The prisoners are simply left tied up in the center of the room. Escaping from the bonds requires an Escape Artist roll (DC 23).

Note that even unskilled characters with high dexterity will be able to succeed by taking <<20>>. If the PCs are placed here, escape, and are recaptured, they will be tied better, requiring a more difficult Escape Artist check (DC 27).

The orc guards won't notice an escape attempt unless the PCs are massively obvious about it. The orcs don't have weapons out, and the PCs should be able to jump them if they're trying to escape. If the PCs are here as prisoners, they will have been disarmed, although not had their armor stripped off, and their weapons will be in area J.

The number of prisoners here depends on prior PC actions. Any guards and caravan members captured from a caravan the PCs were guarding will be here. In addition, if the PCs allowed Mistress Gwenna's caravan to travel out without protecting it, the survivors will be here (Mistress Gwenna, Shef, Merp, Belia, and five teamsters and porters). Finally, there will be seven survivors from a previous raid, who are disconsolate and exhausted. They've been here for six days, and the poor food, continual confinement, and lack of exercise is getting to them. They don't know what their fate will be and they're scared. Two of them were guards, and are willing to help fight the orc guards to escape, but are in no condition to help fight other orcs, just to help ambush the three guards within the room.

The final occupant of this room is Hamdall Half-Orc. Hamdall is sitting in a corner. Periodically, he leaves the room to go work as a blacksmith/armorer to the orcs. Hamdall was a caravan guard on one of the first caravans that were captured. He fought loyally against the orcs, and doesn't particularly like the orcs, but he was captured with all the rest and figured that his skills might prevent him from being treated as an ordinary slave. He was right. He isn't much of a smith, but he's better than what the

orcs had before, and so he travels periodically to the chambers of each of the orcish bands to sharpen weapons, repair armor, and so forth.

Hamdall speaks Keolandish, Common, and Orc. He will happily discuss things with the PCs. He knows that the only thing holding together the orc warbands is fear of Jurlgam Jurlgamson, who he can identify as a hill giant. He also knows that the prisoners are kept in the pens and not used as slaves, and that once every two to four weeks a human Suloise mage in white pantaloons with a red trimmed green wrapped shirt comes to pick up the prisoners and to lead them away. He doesn't know where they go after that, but fears the worst. If asked, he'll mention that Jurlgam seems scared of the human, and that all of the orcs are terrified of the human. Hamdall will also happily describe the layout of the cave complex. He knows all of the details on the map except for the secret tunnel leading from area G to area K. He also knows that the PCs weapons, and any other belongings that have been seized, will be in area J until they are divvied up among the orcs.

Hamdall is happy to help the PCs in minor ways and to give them information; he actually hates the orcs he's among, but he's terrified of running. Under no circumstances will he fight with the PCs, but he'll happily let them try to escape. He won't help directly, but will conveniently leave the room so he doesn't have to try to fight against them. If the PCs manage to organize the other prisoners to escape, which is difficult, he'll try to flee as well. He simply doesn't want to be killed and REALLY doesn't want to be sent away as a slave with the Suloise mage.

Hamdall will also offer to put in a good word for any half-orc PCs. He'll be able to convince the orcs to let a half-orc go, although not to leave the camp or give them their weapons back. But if a half-orc PC is willing to become a servant, at least ostensibly, Hamdall can arrange this. The PC would then be able to travel about within the cave complex unmolested.

J Treasure/Supply room: This is a small room where the supplies and treasure are kept until they are divided among the orcs. The room is not guarded, and contains three basic things. There is a large supply of plundered food and drink (water, wine and ale), seized from caravans stored here, along with some clothing and similar provisions. Also, the weapons of the PCs if they were captured and any caravan guards and any other loose items (lanterns, torches, backpacks, etc.) are stored here until some orc claims them. If the PCs successfully defended Mistress Gwenna's caravan, there are only two empty backpacks; the supplies from the previous caravan have already been divided up. There are also 3 extremely large chests (5 by 8 by 4 feet), with locks. The PCs cannot possibly lift the chests; trying to break the locks will make a very large amount of noise. Even if a spell is used to move the chests, orcs will notice, and that will result in the PCs quickly being captured. The locks on the chests are DC 30, 27, and 24. The DC 30 chest contains gold ore and processed but impure silver, of approximately the same value. It contains a total of 700 pounds; each pound

is worth 1 Gold Lions, and it is in 1 pound ingots and pieces of ore. The middle chest contains 100 pounds of impure silver, and 300 pounds each of impure copper and iron. A pound of copper is worth 5 Silver Hawks and a pound of iron is worth 7 Silver Hawks. The final chest has 10 gems worth 5 Gold Lions each in a velvet pouch and 700 pounds of silver ore, worth 1 silver piece per pound (because it is very impure and there are significant refining costs). Note that it would be very difficult for the PCs to steal more than a fraction of this, and orcs tend to notice noise in the treasure room because they don't trust each other. Indicate to the PCs if they try to take more than 200 pounds of materials that the noise they are making is likely to attract the attention of the orcs. If the PCs persist without an extremely good plan, a group of orcs (similar in strength to the guards at the mouth of the caves) will come to investigate, and the PCs are probably captured.

K The secret tunnel exits on the east face of the hilltop; the main entrance and rear entrance are not visible from each other. The rear entrance is fairly obvious, and is guarded by two normal orcs. The tunnel is narrow (about 5 to 7 feet wide) and about 6 feet tall, although sometimes as much as 8 feet or as little as 5 feet.

The Suloise mage enters and leaves through this tunnel, but enters invisibly. He is not scheduled to arrive for another 10 days after the PCs arrive; given the time frame of the adventure, they will probably not wait and should be discouraged from doing so. If the PCs wait for the Suloise mage, they will not see him arrive. When he departs, he will have two orc leaders, and 4 orcs from Gruumsh's Teeth as guards for the slaves. He is also a mage of considerable power, and will be invisible from a magic item. If the PCs attack to free the prisoners, he will cast spells to support the guards, starting with Sleep spells (after focusing in the first round while still invisible to ensure that he acts first in the second and subsequent rounds). If the PCs look likely to win, he will throw fireball (8d6), and if that doesn't kill the PCs (and it probably will) he will flee.

Basically, this is a fight they can't win, but should know better than to start. If PCs are among the prisoners being taken away, inform them that they are placed in manacles (DC 30 to escape) and led to room G. Once they reach the giants room, declare end of game, and announce that their characters are enslaved. Mark this on the ical Event Summary and send it to the Triad who will contact them about what happens.

Treasure: Each orc has seven Hawks worth of coin. Tally the total orcs killed and looted to determine the coin taken. +1 Great Sword, Masterwork Longsword, 700 1 pound gold ingots worth 1 Gold Lion/ pound; 100 pounds impure silver worth 1 Gold Lion/ pound, 700 pounds of silver ore, worth 1 silver hawk/ pound (because it is very impure and there are significant refining costs), 300 pounds copper worth 5 silver hawks/ pound, 300 pounds iron. worth 7 silver hawks/ pound and 10 gems worth 5 Gold Lions each.

Encounter 5: Denlock

The PCs may go to Denlock at some point, most likely with a caravan. There is very little information available in Denlock, but they may be able to provide some useful information to the locals, and reasonable tasks that need a small town can be accomplished here.

As they approach Denlock, the PCs will see a fair size mining community. Denlock itself has a stockade surrounding it, an earthenwork wall with wood reinforcement. At the main gate, several dwarves are supervising a group of humans in building a proper stonework gatehouse; there is much work to be done before the gatehouse is ready, but the construction looks SOLID to any PCs who have the skill to tell. The relief in the caravan when they get near enough to see the armed guards in the livery of the lord of Denlock will be palpable, as everyone realizes that they have survived the trip. The guards look competent and are numerous, and some are mounted.

Denlock itself is not immediately near any active mines; the miners work from a variety of mining camps a short distance away from Denlock, and ship the ore back to Denlock, where some of it is processed. The processed metal and the rest of the ore is then shipped back to the City of Cryllor through Gammel. Denlock is also reasonably defensible against the perennial threat of humanoid attacks, and the miners can retreat back into the town when necessary. Denlock also has a substantially different look from the rest of Cryllor because it is far enough up in the mountains that it does not have the semitropical feel of most of Keoland.

The caravan will, after presumably having arrived in the evening, spend one full day unloading the food, drink, and similar supplies and loading metal and ore. It will then head back to Gammel on the following morning. While the PCs are in Denlock, they may wish to visit a few sites; the lord of Denlock, the local chapel (mostly for healing), and the combination tavern/inn are the obvious places, but they may wish to visit areas besides these. Any stores that can be reasonably expected in a frontier town of about 800 can be found here (blacksmith, herbalist, shoemaker, cartwright, butcher, etc.) Try to hurry them through Denlock, particularly if time is running short and they haven't been to the orcish base yet; there isn't much of interest here.

Treasure: PCs will receive the balance of their pay if they escorted a caravan all the way here. That is three Gold lions with Gwenna or 1 more Gold lion with Master Carter.

Encounter 5a: The Lord of Denlock

Lord Bartok of House Gerth rules over Denlock and the surrounding lands. Lord Bartok is a good ruler (although not an exceptional one) from an Oeridian noble house

that has several fiefs within Cryllor. Although Lord Bartok is the Lord of Denlock and holds his grant directly from the Lady Regent, he is not the head of House Gerth, which is head by another of the Lady Regent's vassals some distance away. Lord Bartok's manor house is the largest stone building within Denlock, a two story stone building that could function as a small keep in a crisis, complete with battlements and crenellations on the roof.

If the PCs ask to see Lord Bartok, they will be able to get an appointment at the end of the day. Or, if they can convince the majordomo that they are working for the Lady Regent's Secretary (either by showing the letter, if they got one, or by convincing him through role-play) they may gain an appointment immediately.

Lord Bartok is an attractive man in late middle age (approximately 60). He has relatively dark skin, although less dark than many Oeridians; he would be more attractive than he is if he didn't have a scar on his right cheek from fighting the orcs. He will be happy to discuss the problems with the orcs and is waiting for the Lady Regent to deal with the raids; he sent messengers to describe the problem to her shortly after it arose. He does not have the resources to deal with the problem directly.

Encounter 5b: The local chapel

There is one chapel in Denlock, dedicated to St. Cuthbert. It is a rude stone building, obviously designed with an eye towards defensibility, near the earthen work wall. One of the 3 acolytes stationed here will be walking on the roof of the tall one-story building (about 20 ft.) overlooking the wall and carrying a longbow, obviously on guard duty. The acolytes are all low-level clerics (two 1st level and one 2nd level, the senior acolyte who is looking forward to becoming an actual priest soon). Like Gammel, there is no priest in Denlock, but there is a circuit priest who comes here periodically. The acolytes spend most of their time railing about the immorality of many of the residents of Denlock and advocating "taking up the cudgel" against the orcs. The people of Denlock tolerate the chapel because the acolytes help defend the town and heal those wounded within the city, but few are actually adherents. Most of the people who come to the temple are either among the guards and knights of Denlock or caravan guards. The acolytes will cast their healing spells upon the faithful without charge, leading them in a short prayer. People who do not venerate St. Cuthbert will be healed for a donation (10 Lions) and if they agree to sit through a several hour service and sermon about the path of the righteous and the vengeance of St. Cuthbert. No amount of money will convince the acolytes to heal any nonbelievers who won't respectfully sit through the service. If asked, the acolytes will mention that they are aware of the problems with the orcs raiding the caravans, but don't think they can do much to help. They wish that the orcs would just assault Denlock directly so that they could fight against them, but are confident that the Lady Regent will deal with the problem soon enough. If there is a Cuthbertian among the PCs and they are persuasive,

they can convince one acolyte to make the trip to Gammel to help guard the caravan.

Encounter 5c: The tavern and inn

Denlock has one tavern that has a few private rooms to let and a common room in which people can stay. The common room is where the caravan guards typically stay when they are in Denlock. The tavern, the Drunken Miner, is a sturdily constructed wood building, more heavily built and less airy than the buildings in Gammel. It has the general feel of a Wild West saloon. The bartender will be happy to sell the PCs drinks and rent them space in the inn. The wait staff is happy to provide the PCs with food and can arrange other services for reasonable fees. Everyone is aware and concerned about the orcs and will be interested in gossiping with the PCs, but nobody has anything to add to the information that was available in Gammel. If the PCs did a miserable job of investigating in Gammel, they can get some of the same information as was available in the taverns there, although a little less. Nobody in Denlock is as knowledgeable about the orcs of the area as the scribe in Gammel was.

Conclusion

Once the PCs have gathered all of the information that they care to, they will presumably return to give their report to Lady Delana. Delana will see them immediately and allow them to describe what they have discovered, asking intelligent questions about any information that is unclear. She will thank them for their able assistance as long as they discovered the location of the orcish base. If they also discovered the hill giant's existence and importance in controlling the orcs, she will remark that it should be relatively easy to disperse the orcs by sending a group of adventurers to eliminate the hill giant. If the PCs discovered the back entrance, she will comment that that will make the task much easier and safer. Should the PCs have actually killed the hill giant, Lady Delana will be impressed, surprised, and very pleased. If the PCs describe the human pure blood Suel mage, she will look very thoughtful. "That's interesting, and disturbing. We may well have need of your assistance in the future to deal with more problems arising from this. I believe the Lady Regent would appreciate hearing about this directly." Under these last circumstances, she will arrange for a brief audience with the Lady Regent, who will go over the details of what they have discovered calmly and intelligently while maintaining an even calm. She will thank the PCs for their most helpful services and mention that she would be happy to perform some small favor for them should they need it in the future.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

The PCs only receive XP for information gathering if at least one PC succeeds in reporting the information back to Lady Delana. All experience awards are per PC.

Encounter 2:

Gathering information from survivors	25 xp
Getting information from Marga	50 xp
Figuring out the Orcs don't attack small groups	25 xp

Encounter 3a:

Successfully defending Gwenna's caravan	25 xp
Defeating the Orcs	50 xp

Encounter 3b:

Defeating the Ogres	75 xp
Defeating Gruumsh's ' Warband	100 xp

Encounter 4:

Locating the Base	25 xp
Determining what Tribes are in the Base	25 xp
Scouting within the Base	25 xp
Discovering a Suel wizard is in charge	25 xp
Freeing the Slaves	50 xp

Bonus:

Killing the Hill Giant	200 xp
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Total experience for objectives	700 xp
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Total Possible Experience	750 xp
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player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp or that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

There is a lot of treasure available, but very little of it is likely to leave the game. Keep in mind the relative weights of all the coinage and raw ore available in the event. Enforce encumbrance rules.

Remember the currency names: Lions are gp, Hawks are sp, Sparrows are cp.

Encounter 2A

- Any gambling winnings.

Encounter 2B

- 2 Gold lions or 1 Gold Lion depending, on who the PCs sign up with, balance to be paid when the caravan reaches Denlock.

Encounter 2G

- Up to 1 Lion each for information about the orcs raiding the caravans.

Encounter 3A

- 6 lions, 62 Hawks, 206 Sparrows

Encounter 3B

Orc Patrol

- 18 Hawks, 18 Sparrows

Ogres (in Lair)

- A badly damaged suit of plate mail (reparable in Cryllor for 100 Lions),
- 30 Lions, 12 eagles, 40 hawks, 50 sparrows.

Gruumsh's Warband

- 1 Piece of Garnet worth 50 Lions

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the

- 10 Lions, 49 Hawks, 142 Sparrows

Encounter 4A

- Remnants from the ambush plus 2 lions, 26 hawks, 86 sparrows.

The Base

- For simplicity sake we are going to say each orc has 7 Hawks worth of coin. Tally the total orcs killed **and looted** to determine the coin taken.
- *Greatsword +1* (Large, Value 2,000 gp, Weight 18 lb., Unusual): This greatsword is unusually thick and heavy, and seems to be of rather coarse workmanship. The metal seems dull and blemished. However, it holds an amazing edge, and is actually of above-average quality despite its appearance.
- Masterwork Longsword (Medium, Value 315 gp, Weight 4 lb.)
- 50 10-lb gold ingots worth 10 Gold Lions each
- 700 1-pound gold ingots worth 1 Gold Lion/ pound
- 100 pounds impure silver worth 1 Gold Lion/ pound
- 700 pounds of silver ore, worth 1 silver hawk/ pound (because it is very impure and there are significant refining costs)
- 300 pounds copper worth 5 silver hawks/ pound
- 300 pounds iron worth 7 silver hawks/ pound
- 10 gems worth 5 Gold Lions each.

Encounter 5

- PCs will receive the balance of their pay if they escorted a caravan all the way here. That is 3 Gold Lions with Gwenna or 1 more Gold lion with Master Carter.

Conclusion

- One Influence Point with the Secretary to the Lady Regent of Cryllor
- Or
- One Influence Point with the Lady Regent of Cryllor

They receive one with the secretary as long as they report back on at least the location of the base. If they report both the existence of the hill giant and the description of the Suloise mage, they will receive one with the Lady Regent to reward them for their superior performance.

DM Aid #1: Caravan Stats

Mistress Gwenna's Guards:

Captain Durnik, male human Ftr2: Medium humanoid (6 ft. tall); HD 2d10; hp 13; Init 0; Spd 20 ft.; AC 16 (+5 Armor, +1 Shield); Atks +4 melee (1d8+1 [crit 19-20], Long Sword); AL NG; SV Fort +3, Ref +0, Will -1.

Str 13, Dex 10, Con 11, Int 14, Wis 10, Cha 16.

Skills: Listen +4, Spot +4, Ride +5, Profession (Caravan Guard) +1, Healing +2, Climb +2. Feats: Alertness, Mounted Combat, Power Attack, Cleave

Equipment: chainmail, shield, longsword

Gareth, Shef, Merp, Belia, and Lisen; male/female human Ftr1: Medium humanoids (6 ft. tall); HD 1d10; hp 7; Init 0; Spd 20 ft.; AC 14 (+3 Armor, +1 Shield); Atks +2 melee (1d8 [crit 19-20], Long Sword); AL NG; SV Fort +3, Ref +0, Will -1.

Str 11, Dex 10, Con 11, Int 14, Wis 14, Cha 10.

Skills: Listen +6, Spot +6, Ride +5, Profession (Caravan Guard) +3, Healing +4, Climb +1. Feats: Alertness, Mounted Combat, Power Attack

Equipment: Studded leather, Shield, Long sword

The Gold Fists

Sarge, male human Ftr2: CR 2; Medium-size humanoid; HD 2d10; hp 15; Init +4; Spd 20 ft.; AC 16 (+5 Armor, +1 Shield); Atks +4 melee (1d8+1 [crit 19-20], Long Sword); AL LG; SV Fort +3, Ref +0, Will +0.

Str 13, Dex 10, Con 11, Int 14, Wis 10, Cha 16.

Skills: Listen +4, Spot +4, Ride +5, +Profession (Caravan Guard) +1, Healing +2, Climb +2. Feats: Alertness, Power Attack, Improved Initiative, Combat reflexes

Equipment: chainmail, shield, longsword

Corporal, male human War2: Medium humanoid (6 ft. tall); HD 2d8; hp 11; Init 0; Spd 20 ft.; AC 16 (+5 Armor, +1 Shield); Atks +3 melee (1d8+1 [crit 19-20], Long Sword); AL LG; SV Fort +3, Ref +0, Will +0.

Str 13, Dex 10, Con 11, Int 14, Wis 10, Cha 16.

Skills: Listen +4, Spot +4, Ride +2. Feats: Alertness, Power Attack

Equipment: chainmail, shield, longsword

The Grunts, male human War1 (8): Medium humanoid (6 ft. tall); HD 1d8+1; hp 7; Init 0; Spd 30 ft.; AC 13 (+2 Armor, +1 Shield); Atks +2 melee (1d6+1 [crit 19-20], Short Sword); AL LN; SV Fort +2, Ref +0, Will +0.

Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills: +4 Listen, +3 Spot. Feats: Alertness

Equipment: Leather Armor, Short sword

The Chaplain—Priest of Heironeous, human male Clr1: Medium humanoid (5 1/2 ft. tall); HD 1d8 + 2; hp 11; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +2 melee (1d8+2 [19-20/ X2], Longsword); SA Spells; SQ Good and War domains; AL LG; SV Fort +2, Ref +0, Will +2.

Str 15, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Spell Craft +3.

Feats: Alertness, Weapon Focus (longsword);

SQ Good domain—Good sphere spells cast at +1 level;

War domain—Free Proficiency and Weapon focus with longsword

Equipment: scale mail armor, longsword

Spells (3/3): 0-lvl—*cure minor wounds, resistance, virtue*; 1st-lvl—*bless, bless, protection from evil*

The Sorcerer, male human Sor1: CR 1; Medium-size humanoid (5 1/2 ft. tall); HD 1d4 + 2; hp 4; Init +3; Spd 30 ft.; AC 13 (+3 Dex); Atks -1 melee (1d6-1, Quarter Staff); SA Spells; SD Spells; AL LN; SV Fort +2, Ref +0, Will +2.

Str 8, Dex 16, Con 14, Int 10, Wis 12, Cha 15.

Skills: Listen +2, Spot +1, Spell Craft +3. Feats: Combat Casting

Spells (5/3): 0-lvl—*resistance, ray of frost, disrupt undead, detect magic*; 1st-lvl—*burning hands, magic missile*

Equipment: quarterstaff

The Gold Fists will attempt to persuade PCs to wear their colors, to make them look more intimidating to orcs. They will not want to conceal their numbers (they think, correctly, that that scares the orcs off), but Master Carter can order them to do this (particularly if he's offered significant money (at least 50 Lions)).

Master Geth's guards:

Pelvaris, male human Ftr2: Medium humanoid (6 ft. tall); HD 2d10; hp 13; Init +4; Spd 20 ft.; AC 16 (+5 Armor, +1 Shield); Atks +4 melee (1d8+1 [crit 19-20], Long Sword); AL NG; SV Fort +3, Ref +0, Will +0.

Str 13, Dex 10, Con 11, Int 14, Wis 10, Cha 16.

Skills: Listen +6, Spot +6, Ride +5, Profession (Caravan Guard) +1, Healing+2, Climb +2. Feats: Alertness, Power Attack, Improved Initiative, Alertness

Equipment: chain mail, shield, longsword

Guards, male human War1 (6): Medium human (6 ft. tall); HD 1d8+1; hp 7; Init 0; Spd 30 ft.; AC 14 (+3 Armor, +1 Shield); Atks +2 melee (1d6+1 [crit 19-20], Short Sword); AL N; SV Fort +2, Ref +0, Will +0.

Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: Studded Leather Armor, Short sword

On his last trip, Master Geth had another 8 guards, but they have decided to travel to Eldmyn for a change (basically out of fear)

DM Aid #2: Creatures at the Base

Orcs: Medium humanoid (orc); HD 1d8; hp 6; Init 0; Spd 30 ft.; AC 12 (+2 Armor); Atks +2 melee (1d6+1 [crit 19-20], shortsword); AL NE; SV Fort +2, Ref +0, Will -1.

Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness

Equipment: leather armor, shortsword

Orc Leader, Ftr1: Medium humanoid; HD 1d8 + 1d10; hp 15; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +4 melee (1d8+2 [crit x3], short spear); AL NE; SV Fort +3(5), Ref +0, Will -1(+1)

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness, Weapon Focus (short spear)

Equipment: scale mail armor, short spear

Minor priest of Gruumsh, Clr1: CR 1; Medium-size orc; HD 1d8 + 1d8; hp 11; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +2 melee (1d8+2 [crit x3], short spear); SA spells; SQ Evil and War domains; AL NE; SV Fort +2, Ref +0, Will +2.

Str 15, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills: Listen +4, Spot +3, Climb +5, Spell Craft +3.

Feats: Alertness, Weapon Focus (short spear).

SQ: *Evil domain*—Evil sphere spells cast at +1 level; *War domain*—Free Proficiency and Weapon focus with short spear

Equipment: scale mail armor, short spear

Spells (3/3): 0-lvl—*cure minor wounds, resistance, virtue*; 1st-lvl—*bless, death watch, protection from good*

Lesser priest of Gruumsh, Clr2: Medium humanoid; HD 1d8 + 3d8; hp 21; Init +0; Spd 20 ft.; AC 14 (+5 Armor); Atks +4 melee (1d8+1 [crit x3], short spear); SA spells; SQ Evil and War domains; AL NE; SV Fort +3, Ref +1, Will +3.

Str 13, Dex 10, Con 11, Int 9, Wis 14, Cha 8.

Skills: +6 Listen, +5 Spot, +4 Climb, +5 Spell Craft, .

Feats: Alertness, Concentration, Weapon Focus (short spear)

SQ: *Evil domain*—Evil sphere spells cast at +1 level; *War domain*—Free Proficiency and Weapon focus with short spear

Equipment: Chain Mail armor, Short Spear

Spells (4/3/3): 0-lvl—*cure minor wounds, light, resistance, virtue*; 1st-lvl—*bless, death watch, cure light wounds, protection from good*; 2nd-lvl—*spiritual weapon, death knell, hold person*

Priest of Gruumsh, Clr3: Medium humanoid; HD 1d8 + 3d8; hp 21; Init +0; Spd 20 ft.; AC 14 (+5 Armor); Atks +4 melee (1d8+1 [crit x3], short spear); SA Spells; SQ Evil and War domains; AL NE; SV Fort +3, Ref +1, Will +3.

Str 13, Dex 10, Con 11, Int 9, Wis 14, Cha 8.

Skills: Listen +6, Spot +5, Climb +4, Spell Craft +5.

Feats: Alertness, Concentration, Weapon Focus (short spear)

SQ: *Evil domain*—Evil sphere spells cast at +1 level; *War domain*—Free Proficiency and Weapon focus with short spear

Equipment: Chain Mail armor, Short Spear,

Spells (4/3/3): 0-lvl—*cure minor wounds, light, resistance, virtue*; 1st-lvl—*bless, death watch, cure light wounds, protection from good*; 2nd-lvl—*spiritual weapon, death knell, hold person*

Noncombatant Orcs: Medium humanoids; HD 1d6; hp 2; Init 0; Spd 30 ft.; AC 10; Atks +0 melee (1d3, fists); AL NE; SV Fort +2, Ref +0, Will -1.

Str 10, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +2, Spot +1. Feats: None

Ogres: Large giant; HD 4d8+8; hp 32; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +7 melee (2d6+7, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. Feats: Weapon Focus (greatclub)

Wolves: Medium animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 50; AC 14 (+2 Natural, +2 Dex); Atks +2 melee (1d6+1, bite); AL N; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +2, Move Silently +4, Hide +3. Feats: Scent

Hilk, male orc Ftr3: Medium humanoid; HD 1d8 + 3d10; hp 29; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +6 melee (1d8+2 [crit x3], warhammer); AL NE; SV Fort +4, Ref +1, Will +1.

Str 15, Dex 10, Con 11, Int 10, Wis 10, Cha 12.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness, Weapon Focus (War hammer), Power Attack

Equipment: scale mail armor, warhammer

Gnarsh, male orc Fighter 2: Medium humanoid; HD 1d8+1 + 2d10+2; hp 26; Init +0; Spd 20 ft.; AC 14 (+4 Armor); Atks +6 melee (1d8+3 [19-20/ X2], longsword); AL NE; SV Fort +4, Ref +0, Will -1.

Str 15, Dex 10, Con 12, Int 9, Wis 9, Cha 9.

Skills: Listen +4, Spot +3, Climb +5, Intimidate +4.

Feats: Alertness, Weapon Focus (longsword)

Equipment: scale mail armor, masterwork longsword

Humgar, female ogre: Large Giant; HD 4d8+12; hp 40; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +7 melee (2d6+7, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 17, Int 9, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. Feats: Weapon Focus (greatclub)

Equipment: Hide armor, huge greatclub

Grekk, male orc, Bbn 2: Medium humanoid; HD 1d8 + 2d12; hp 22(26); Init +0; Spd 30 ft.; AC 15(13) (+5 Armor); Atks +2(4) melee (1d8+2(4) [crit 19-20], longsword); SA Bbn Rage; AL NE; SV Fort +3(5), Ref +0, Will -1(+1).

Str 15(19), Dex 10, Con 11(5), Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot+3, Climb+5, Intimidate+4.

Feats: Alertness

SA—Barbarian Rage.1/ day Dur. 5 rounds; +4 Str, +4 Con, +2 Will saves, -2 AC

Equipment: chainmail armor, longsword

Jurlgam Jurlgamson, young male hill giant: Large Giant; HD 10d8+10; hp 70; Init -1 (Dex); Spd 30 ft.; AC 17 (-1 Size, -1 Dex, +5 Natural, +3 Hide, +1 Shield); Atks +20/+15 melee (2d6+14 19-20/ X2], *greatsword* +1); Face/Reach 5 ft. x 5 ft./10 ft.; AL NE; SV Fort +6, Ref +0, Will +1.

Str 32, Dex 8, Con 12, Int 9, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. Feats: Weapon Focus (great sword)

Equipment: shield, *greatsword*+1

DM Aid #3: Tribal Quick reference card.

Hilk's Hammers

Warriors

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.
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Non-combatants

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.
25.	26.	27.	28.	29.	30.	31.	32.	33.	34.	35.	36.	37.	38.	39.	40.	41.	42.	43.	44.	45.	46.	47.	48.
49.	50.																						

Wolves

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
----	----	----	----	----	----	----	----	----	-----

Hilk

1.

The Bloody Skulls

Warriors

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.
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Non-combatants

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.
25.	26.	27.	28.	29.	30.	31.	32.	33.	34.	35.	36.	37.	38.	39.	40.	41.	42.	43.	44.	45.	46.	47.	48.
49.	50.	51.	52.	53.	54.	55.	56.	57.	58.	59.	60.	61.	62.	63.	64.	65.	66.	67.					

Gnarsh

1.

The Severed Heads

Warriors

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.
25.	26.	27.																					

Orc Leaders

1.	2.	3.	4.	5.	6.
----	----	----	----	----	----

Minor priests

1.	2.	3.	4.
----	----	----	----

Ogres

1.	2.
----	----

Non-combatants

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.
25.	26.	27.	28.	29.	30.	31.	32.	33.	34.	35.	36.	37.	38.	39.	40.	41.	42.	43.	44.	45.	46.	47.	48.
49.	50.																						

Humgar

1.

Gruumsh's Teeth

Warriors

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.
25.	26.	27.	28.	29.	30.	31.	32.	33.	34.	35.	36.	37.	38.	39.	40.	41.	42.	43.	44.	45.	46.	47.	48.
49.	50.																						

Non-combatants

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.	
25.	26.	27.	28.	29.	30.	31.	32.	33.	34.	35.	36.	37.	38.	39.	40.	41.	42.	43.	44.	45.	46.	47.	48.	
49.	50.	51.	52.	53.	54.	55.	56.	57.	58.	59.	60.	61.	62.	63.	64.	65.	66.	67.	68.	69.	70.	71.	72.	
73.	74.	75.	76.	77.	78.	79.	80.	81.	82.	83.	84.	85.												

Orc Leaders

1.	2.	3.	4.	5.	6.
----	----	----	----	----	----

Minor priests

1.	2.	3.	4.
----	----	----	----

Lesser Priests

1.	2.
----	----

Priest

1.

Greks

1.

Players' Handout 1

A text quickly copied in a clear, precise, practiced hand:

Orc and related tribes and warbands of the western reach of the County of Cryllor:

(n.b. "heraldry" is a loose term at best for orc groups; these are the markings that indicate the warband, but they do not have the formality or regularity of true heraldry)

Bloody Skulls (heraldry: skull dripping blood on a black field): A band of orcs, consisting of approximately 25-30 warriors, 60-80 noncombatants. Traditionally very aggressive, harassing caravans with little regard for likelihood of victory (hence high ration of noncombatants to warriors). Generally prey on road between Gammel and Denlock.

Bloody Spears (heraldry: long spear, diagonal, dripping blood from point, on a dark (black or brown) field): A tribe of orcs, approximately 45-50 warriors and 50-80 noncombatants (many of the females are counted as warriors in this tribe). Generally harasses trade between Gammel and either Denlock or Eldmyn. Includes an unusual number of sorcerers or mages and several orogs or ogrillons, generally as leaders.

Gruumsh's Own Warband (heraldry: crude drawings of a one-eyed orc head with a spear horizontal beneath): A warband, with less noncombatants; about 20-30 warriors, 5-10 priests, and 20-30 noncombatants. A theocratic group, ruled by a head priest of Gruumsh; believed to recruit young orcs from other tribes and possibly to supply priests to other tribes. Travels widely throughout the Joten foothills.

Gruumsh's Teeth (heraldry: crude drawings of a one-eyed orc head with highly exaggerated teeth, often dripping blood or chewing on enemies): A tribe of orcs, with some religious tendencies. Approximately 50-60 warriors, 75-100 noncombatants, 3-7 priests. Ruled over by a clan of orogs and ogrillons, and believed to have ties to a small band of ogres.

Hilk's Hammers (heraldry: crude hammers (almost clubs) smashing heads): A small, clever tribe, led ably by Hilk. 25-30 warriors, 40-60 noncombatants. Hilk is a dangerous, cunning, and independent leader; although not as tough as several other groups, Hilk's Hammers are notably skilled at avoiding trouble. Also, Hilk's Hammers are skilled at using wolves as war dogs and hunting companions.

Severed Heads (heraldry: real severed heads dangled from poles): A warband, known for their cruelty and wantonness. 35-45 warriors (including several orogs and ogrillons), 45-60 noncombatants, believed to be ruled by a small group of ogres (3-4). Often attack miners and even Denlock itself, with disastrous results for both sides.

Split Skulls (heraldry: axe splitting a skull, perhaps dwarvish): A tribe of orcs notable mostly for its size and particular hatred of and cruelty towards dwarves. 180-250 warriors, 240-350 noncombatants. Generally more located in the Little Hills in the Yeomanry, but occasionally attacks and destroys a caravan in Cryllor. Prone to rampant infighting.

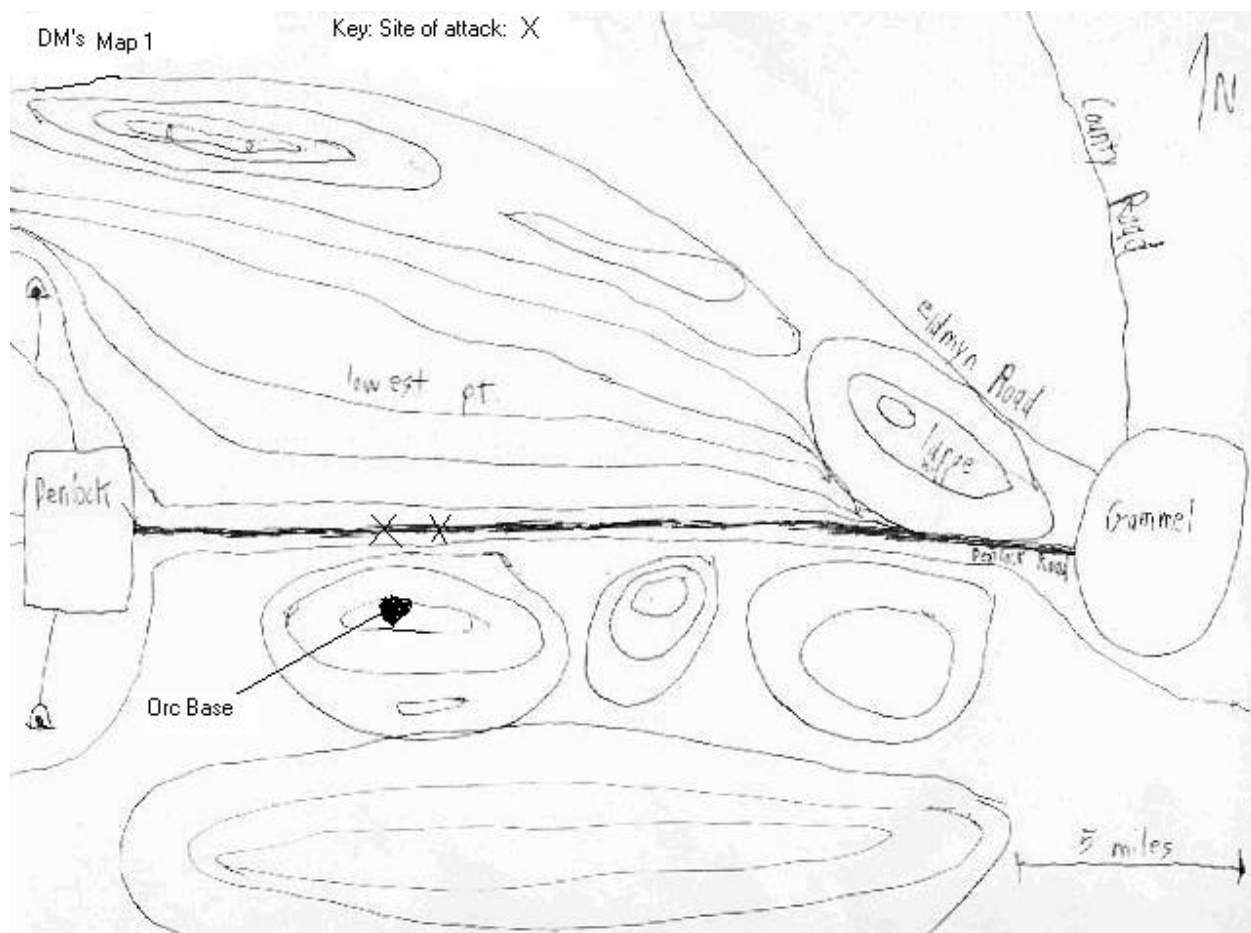
Sword Orcs (heraldry: none, but use swords more often and spears less often than other groups): Another large, badly organized tribe. 150-175 warriors, 180-250 noncombatants. Tends towards the northern Joten foothills and the southern edge of the Lost Lands of Sterich.

Unaligned orcs: at any given time, there are another 300-500 warriors and 300-500 noncombatants scattered through the area in small groups (generally 5-15 warriors and an approximately equal number of noncombatants). These groups rejoin and split off from larger groups frequently. Occasionally, a new leader emerges who puts together a larger tribe or band that remains stable for some time and may emerge as a new, noteworthy tribe.

The hills in these areas are riddled with caves and abandoned mines. Most of the orcish groups dwell within these caves.

DM Map #1

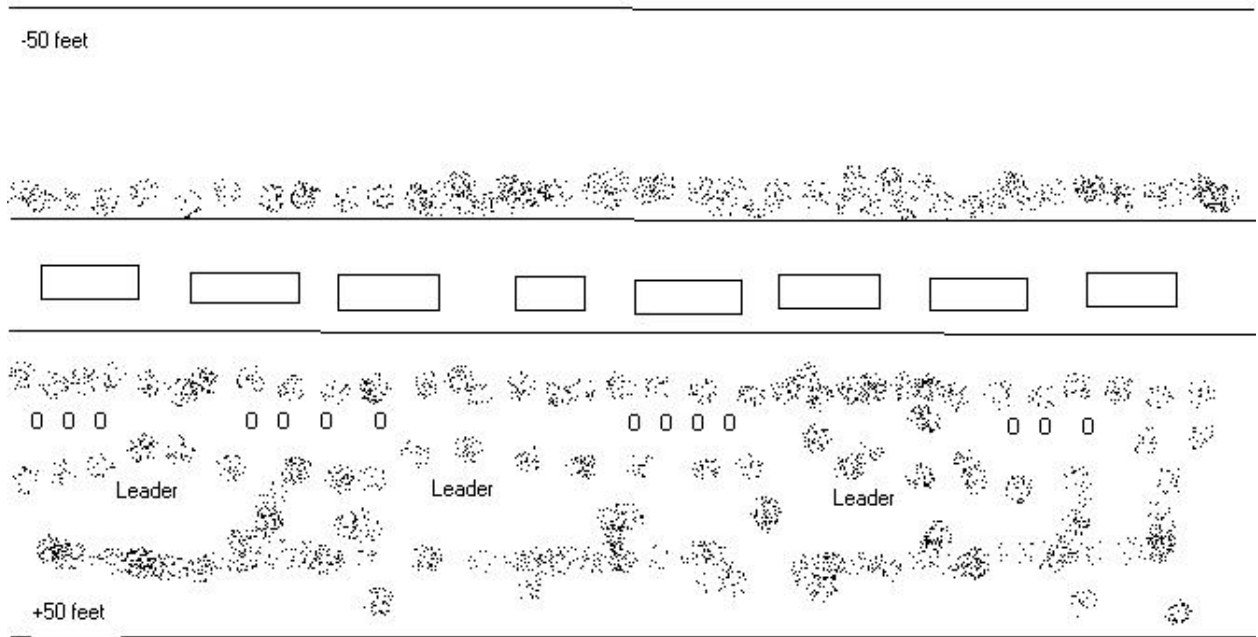
Map of the region



DM Map #2

Tactical Map

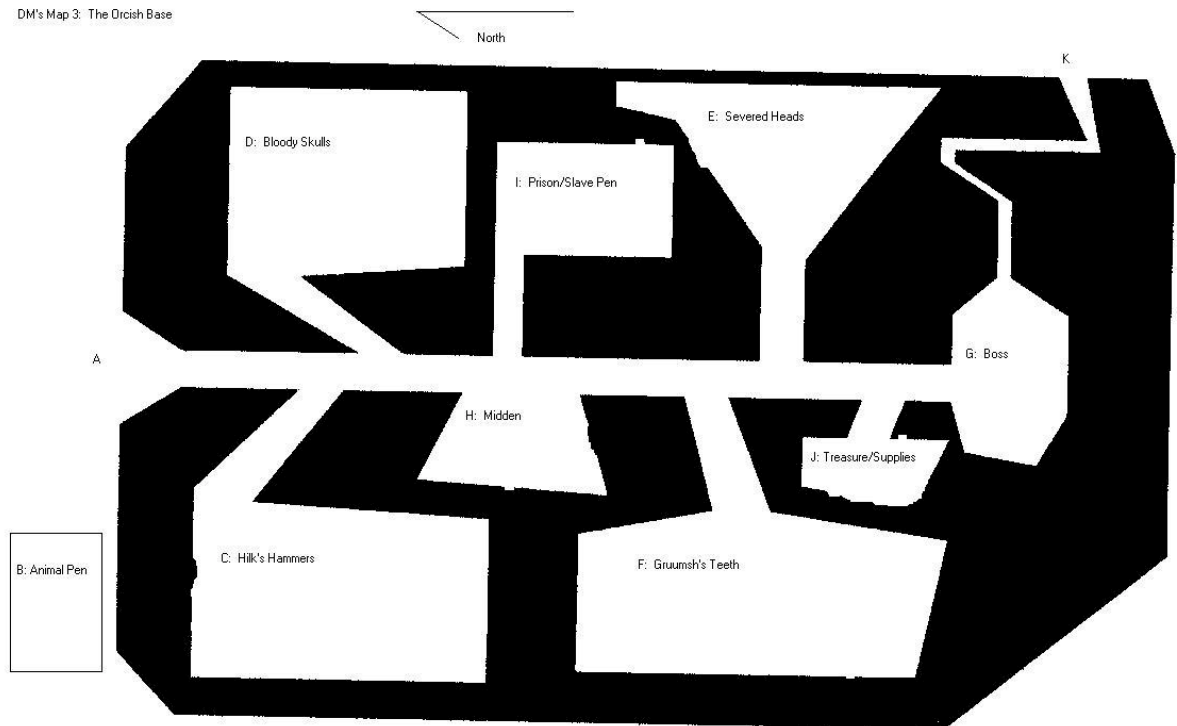
DM's Map 2: Tactical Map



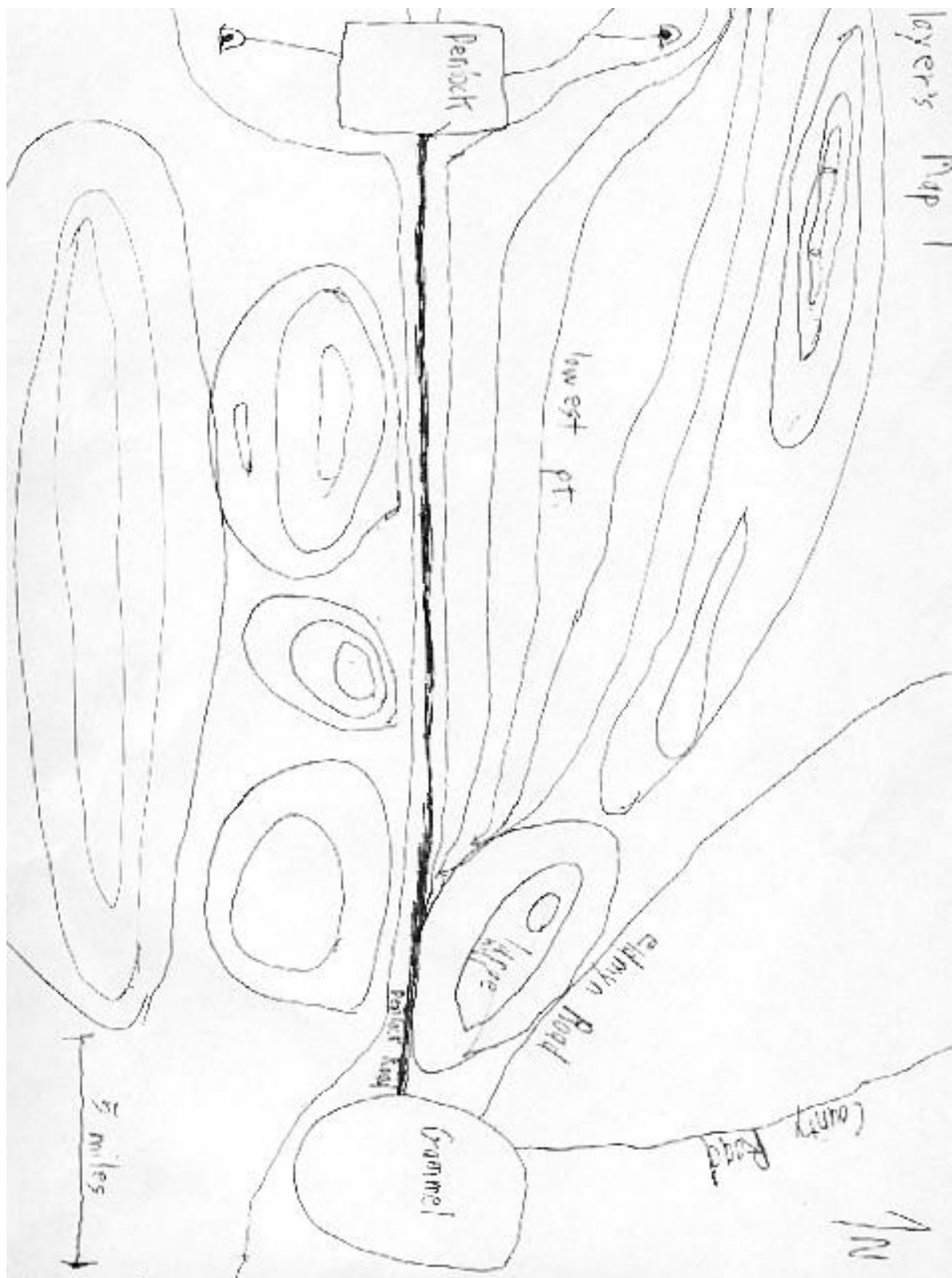
DM Map #3

The Base

DM's Map 3: The Orcish Base



Player Map



Appendix A

Professions in Keoland

Working in Keoland

Keoland is the oldest kingdom in the Flanness, founded over nine centuries ago. Guilds, licensed by the nobles of the Kingdom, have existed since the earliest years of the Kingdom, many growing in wealth and power over the centuries. These guilds watch over most crafts and professions in Keoland. Also, the guilds will typically investigate any infringements of their license for the noble, thus saving on enforcement costs. A few crafts, such as goldworking and receiving payment to argue in a court, require royal licenses. This results in the creation of Royal Guilds. Nobles often then create requirements of local licenses.

As a result in order to practice a craft, or work one of the professions listed below (Table 1.1), one must join the appropriate guild. In exchange the guild pays wages to and offers some legal protection for its membership. The wages paid depend on the individual's rank in the guild and the cost of living in the area. Table 1.2 shows the ranks, dues and supported lifestyles.

Guiled professions in Keoland

Crafts:

Armor Smith, Basket Weaving, Book Binding, Bow making, Black Smithing, Calligraphy, Carpentry, Cobbling, Gem Cutting, Leather working, Lock Smithing, Painting, Pottery, Performing*, Sculture, Ship Building, Stone Masonry, Tailoring, Trap making, Weapon Smithing, Weaving

Professions:

Apothecary, Barrister, Book Keeper, Brewer, Drover, Guide, Herbalist, Inn Keeper, Miller, Scribe, Teamster,

Guild Data:

Rank	Skill Mod*	Dues/ Year	Lifestyle
Apprentice	1-10	10 Tu or 100 gp	Low
Journeyman	11-15	+5 Tu or +400 gp	Medium
Master	16-19	+5 Tu or +1500 gp	High

* This is the character's total skill modifier including ranks, ability adjustments, racial modifiers, competence bonuses... A character does not have to advance upon reaching Skill mods of 11 and 16 that is just the earliest time they will qualify for the new rank.

A Little Reconnaissance Critical Event Summary

Part One: Player Summary

Character 1 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Character 2 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____
Character 3 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Character 4 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____
Character 5 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Character 6 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____
Character 7 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Please fill in this information. Only player name and RPGA # is required of the Player information. This information will be used to keep the membership informed of local events and to allow us to gage tournament challenges. Return it to Frank Timar, POC for the Keoland Triad 101 Yorktown Drive Mt Laurel, NJ 08054 Frank@compunet-2000.com

Part 2: Event Summary

- | | | | |
|-----|---|--|--|
| 1. | Did the PCs report the location of the orcish base to Lady Delana: | Yes | No |
| 2. | Did the PCs determine the tribes and approximate numbers of orcs: | Yes | No |
| 3. | Did the PCs report the giant's existence: | Yes | No |
| 4. | Did the PCs report that the giant was the leader of the orcs: | Yes | No |
| 5. | Did the PCs report the existence of a mage: | Yes | No |
| 6. | Did the PCs report a description of the mage
(Suelese, wearing pantaloons and a wrapped shirt): | Yes | No |
| 7. | Did the PCs report that the mage takes the prisoners away as slaves: | Yes | No |
| 8. | Did the PCs kill the hill giant: | Yes | No |
| 9. | Were any PCs killed:
If so, Which ones: | Yes | No
<div style="text-align: center;">1 2 3 4 5 6 7</div> |
| 10. | Were any PCs left as prisoners of the orcs:
If so, Which ones: | Yes | No
<div style="text-align: center;">1 2 3 4 5 6 7</div> |
| 11. | Did any of the Caravans get wiped out
(Note: If the PCs waited then Gwenna's caravan would have) | Yes | No |
| 12. | If yes which one(s)? Circle all that apply.
What NPCs died? | Gwenna's Durnik
Gwenna Bennon Carter | Master Carter Hilka Carter Master Gerth |
| 13. | Did anyone take an interest in Marga? If so which character? | <div style="text-align: center;">1 2 3 4 5 6 7</div> | |
| 14. | Any other notable events from your table that you want to report: _____

_____ | | |