

The Ripped Beard

A Seldom Spring Adventure

Introduction: A new fort in a remote location presents a tempting target for orc raiders, and a chance for brave champions to end a resurgent threat.

An adventure for 9th - 10th level characters

by Barry Dore



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The Ripped Beard

He was the largest orc I've ever seen, and had a huge mess of alarming ginger hair! Yet he was as gentle as any orc you could hope to meet.

—Dirk Seldom

Introduction

This adventure is designed for a party of 9th to 10th level characters. It is set in the Forgotten Realms.

A new fort in a remote location presents a tempting target for orc raiders, and a chance for brave champions to end a resurgent threat.

Background

Several years ago, the Ripped Beard tribe was led on a series of bloody raids across the northern Savage Coast region, by a chieftain named Shurkan.

This orc was especially daring and brutal, but his reign was ended by an avenging dwarven paladin, named Brunthor Kettlegrip, and his adventuring companions.

However, Shurkan's true strength came from his greataxe, a sentient weapon named *Reaver*. Once Brunthor's party had withdrawn, the axe was unwittingly retrieved by a peaceful orc named Kurda-Pa.

This gentle giant had served as cook to Shurkan and his most favored warriors, but his stature grew within the weakened tribe as the axe steered him toward a more malevolent path.

In time, Kurda-Pa established himself as the new leader of the Ripped Beard, and slowly returned the tribe to prominence.

With a number of successful raids to his credit, the new chieftain swelled his ranks with the remnants of other tribes and a variety of larger brutes.

Most disturbingly of all, Kurda-Pa also formed a union with a young black dragon, which saw the benefits of an alliance after being driven from its lair.

Overview

When the party picks up the Ripped Beard's trail, it is headed for an unprepared outpost named Fort Sunset.

Without reinforcements, this vital foothold in the savage wilderness will fall before the coming dawn.

A captured watchtower controlled by orcs offers a first obstacle for the characters.

Fort Sunset then awaits the party, with groups of orcs and their allies preparing to strike as night falls.

Though ideally located within the northern Savage Coast region, you can locate Fort Sunset anywhere you wish.

Adventure Hooks

This adventure is intended to follow an introduction from Dirk Seldom at Seldom Spring, but the following are just a few alternative options.

- ◆ The characters are simply in the wrong place at the wrong time. Fort Sunset lays on the party's route and would serve as a good place to stop for the night if not for the impending attack.
- ◆ An alchemist in Waterdeep seeks black dragon scales for an intriguing experiment. She is offering a reasonable fee for prompt delivery and believes she knows where the party can find a suitable dragon from which to gather the scales.
- ◆ Major settlements throughout the North are offering a bounty on a resurgent orc tribe currently raiding civilized outposts throughout the region. Interested parties are advised to converge at Fort Sunset for the forming of a dedicated strike force.



Seldom Spring Adventures

This is the seventh in a series of loosely connected scenarios, to which the party may be introduced by Dirk Seldom, in Seldom Spring.

Seldom Spring is free to download at <https://www.dmsguild.com/product/251013/Seldom-Spring>.

However, each scenario can be played independently of the others and without the use of that document.

If you plan to incorporate *Seldom Spring* into your campaign, I recommend allowing your players to read its contents at their leisure, prior to running this adventure.

The following player introduction is a continuation of the Wooden Doll entry found in *Seldom Spring*.

Player Introduction

A brief silence in the common room is broken by the sound of something smashing in the kitchen, followed by a loud dwarven curse.

Jambiya rushes in to see what's happening and moments later Dirk Seldom walks out, a sense of concern clear on his features.

"Sorry about the noise," he apologizes as he approaches your table.

"We've heard some very disturbing news," he continues in a somber tone.

"It would appear that the Ripped Beard tribe has somehow reformed and is perhaps as strong as it ever was."

"The tribe has returned to its old ways, raiding and looting wherever it goes."

He looks up to the ceiling, or perhaps the heavens, and you notice him clenching his fists in frustration.

Jambiya is stood in the kitchen doorway now. She also has a look of concern, but seems torn between joining Dirk and consoling Brunthor.

Dirk sighs loudly and grabs a chair, but then continues talking without sitting down.

"We killed their chief!" he shouts in exasperation, but then corrects himself, "Brunthor killed their chief!"

"He lost a leg doing it!" he declares angrily, flinging the chair aside.

Jambiya races over and stands the chair.

Leaping onto it, she clutches Dirk in a consoling embrace.

The effect is immediate. Though still troubled, Dirk manages a smile.

"At least something good came out of it," he acknowledges, returning Jambiya's embrace and lowering her from the chair.

You hear another crash from the kitchen, and Dirk sighs again, releasing Jambiya as she races back to her other adoptive parent.

"I apologize," he says in a more controlled tone, finally sitting down.

"Brunthor paid a great price defeating the orc leader," he continues.

"We thought we'd dealt the tribe a fatal blow and put an end to its trail of destruction."

"It seems we were wrong," he finishes quietly.

Preparations

Dirk won't directly ask the party to face the orc tribe, but he will be greatly relieved if they volunteer.

He will relate what he has heard of their recent attacks, to give an idea of where the tribe might be found.

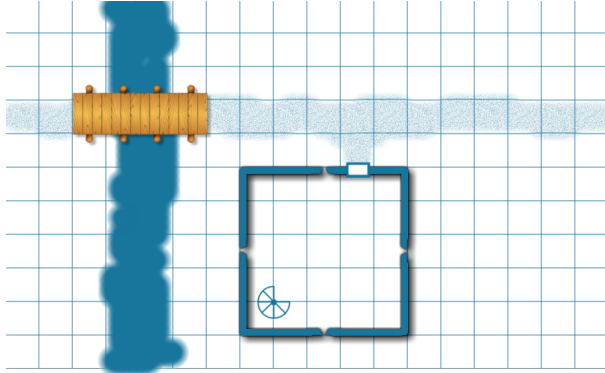
Although the mood in the tavern remains gloomy, the staff will be noticeably more relaxed once the party has set its sights on facing the Ripped Beard tribe.

Brunthor will prepare a special meal to prepare the characters for their journey; as will be tradition by now if they've completed other adventures in this series.

Jambiya will ask the party to keep an eye out for her former carer, the orc cook Da-Pa, and will ask the characters not to harm him.

The Captured Watchtower

This tower has been captured by the Ripped Beard tribe, a small force of which has remained behind to guard against pursuit. The party approaches from its left.



1 square equals 5 ft.

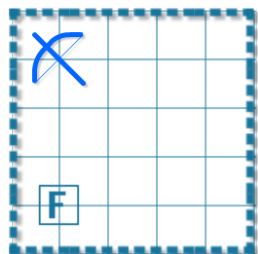
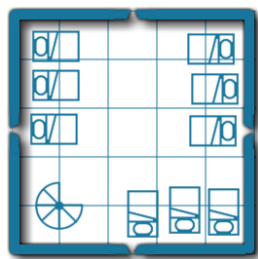
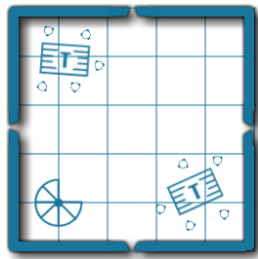
These orcs are led by a blade of Ilneval, who carries a *javelin of lightning* in addition to his standard armaments. He commands twenty orcs.

Four of these orcs are Ripped Beard opportunists, wielding glaives, six are scouts armed with javelins, and the remaining ten are quarrelers with light crossbows (see following page for details).

The orcs will capitalize on their defensive position, suppressing their aggressive tendencies until the party approaches to within melee range.

Orcs positioning themselves at arrow slits within the tower receive **three-quarters cover** against attacks from outside.

As well as providing a defensive position, the tower also has an operational ballista on its roof, which the orcs will use against the party.



Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Insight +3, Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Javelin of Lightning (1/Day). *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) lightning damage. The attack creates a line 5 feet wide that extends from the orc out to the target. Each creature in the line excluding the orc and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one.

Ilneval's Command (Recharge 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Ripped Beard Opportunist (x4)

Medium humanoid (orc), chaotic evil

Armor Class 14 (chain shirt)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Opportunist. The orc may take an opportunity attack when a creature enters its reach.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used to make an opportunity attack.

Ripped Beard Quarreler (x10)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Intimidation +1, Perception +3, Stealth +4,

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Quarrelsome. Being within 5 feet of a hostile creature doesn't impose disadvantage on the orc's ranged attack rolls.

Actions

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Ripped Beard Scout (x6)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	9 (-1)

Skills Intimidation +1, Nature +3, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Ambush. On the first round of each combat, the orc has advantage on attack rolls against a creature that hasn't taken a turn yet.

Sneak Attack. Once per turn, the orc deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the orc that isn't incapacitated and the orc doesn't have disadvantage on the attack roll.

Actions

Javelin (carries 3). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ballista

Large object

Armor Class 15

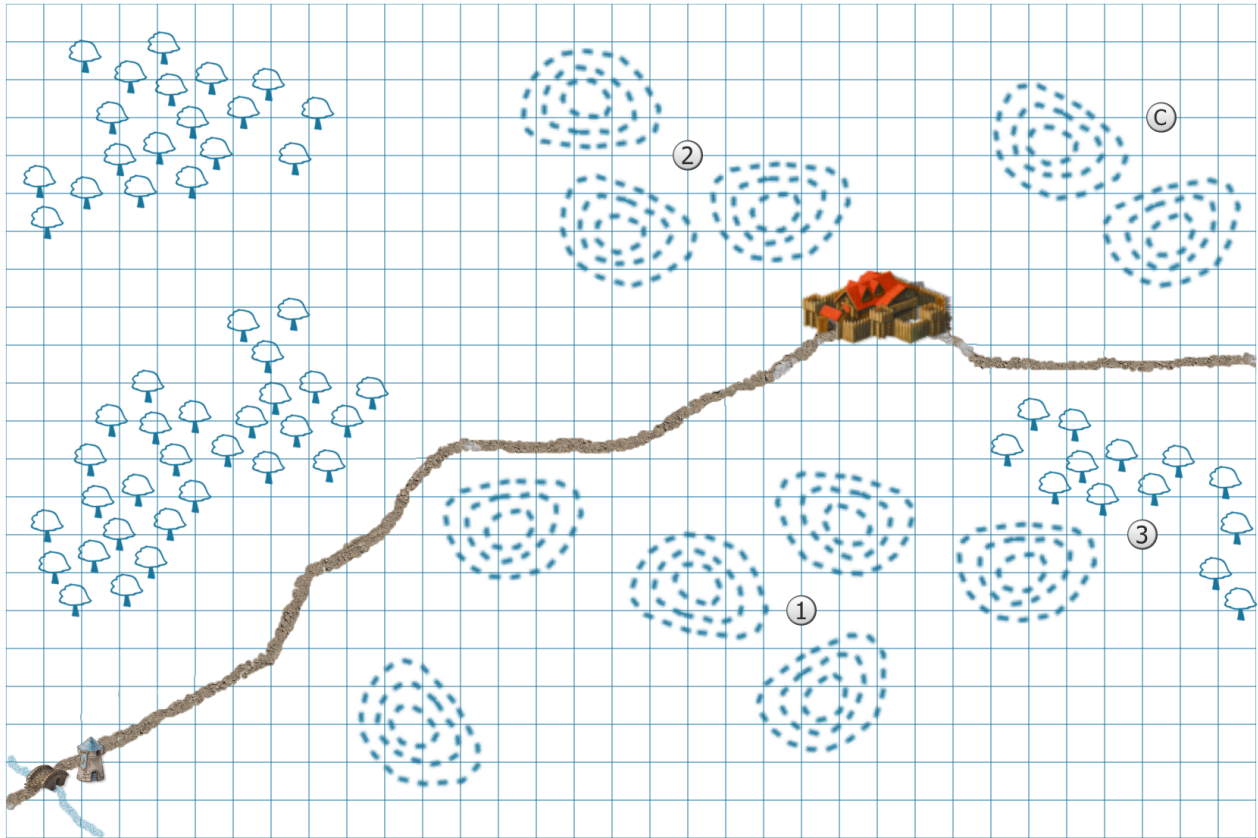
Hit Points 50

Damage Immunities poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. This ballista is already armed when the party arrives.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

1 square equals 50 ft.



The Battle of Fort Sunset

Four groups of orcs and their allies are camped around Fort Sunset, awaiting the onset of darkness before launching their assault.

These groups are marked on the map as 1, 2, 3, and C.

Battle Plans

If the party proceeds directly to the fort to assist with its defense, Group 1 will begin its attack shortly after the characters arrive, just after nightfall.

Group 2 will attack a short time later, allowing only a matter of minutes for the defenders to recover and prepare for the next fight.

The Scenic Route

If the party chooses to leave the trail, it can attack Group 1, or Group 2, before reaching the fort. Should the party do so, the other of these two groups will begin its attack on the fort before the party arrives.

If the party attempts to completely avoid these groups, and the fort, Group 1 will begin its attack before the party reaches Group 3 or the Command Group.

Orc Envoy

Once Groups 1 and 2 are defeated, a single orc will approach the fort, offering parley with the tribe's leader.

If the party declines the offer, or simply kills the orc, there will be another short delay, after which Group 3 and the Command Group will attack the fort together.

Parley

If the party accepts the invitation to parley, any or all of the characters may accompany the orc to the Command Group's camp.

Kurda-Pa will offer to face the party's champion in single combat to determine the fate of Fort Sunset. If he wins, the party is to leave without further hostility, and if he loses, the Ripped Beard will do likewise.

If the party accepts the challenge and their champion fights honorably, the orcs will respect the outcome, whichever side wins.

Note: Although chaotic, orcs follow the rule of might. The loss of their fiercest warrior in single combat is often enough to break their resolve.

Da-Pa the Cook

If the party followed Dirk Seldom's introduction to this adventure, they will recognize Kurda-Pa from Dirk's description of Da-Pa, the former cook.

However, he is far from the gentle giant he used to be, having shifted in alignment to chaotic evil under the influence of *Reaver*.

If asked about Jambiya, he doesn't know her by name, but if asked about the goblin child, mixed emotions will flash across his face, ending with anger as he attempts to bury the memory of his former life.

Any character observing him during conversation may attempt a DC 15 Wisdom (Insight) check to determine that he is acting of his own free will.

Not-so-Single Combat

Any response to parley other than the party's agreement to single combat, and the honorable conclusion thereof, will result in the Command Group attacking the party in full.

A member of the Command Group will also signal Group 3, which will immediately attack the fort.

If Kurda-Pa is defeated, any remaining orcs will attempt to signal the retreat, calling off the entire assault.

If characters facing the Command Group are all defeated, or able to flee, the Command Group will proceed to the fort.

War Wagon

The Command Group is accompanied by the tribe's war wagon. If this group attacks the fort, they will leave the wagon at the edge of the battlefield.

The tribe's supplies and loot are stored in this armored wagon. The following items of value can be found amid stacks of miscellaneous junk and pillaged supplies: a large tapestry displaying a selection of farming scenes (worth 200gp; stolen from a village chapel devoted to Chauntea), a landscape painting (worth 300gp; an early piece by Lord Alistair Redmane), a jade-handled cheese knife (worth 300gp), a silvered rapier with an amethyst pommel (worth 250gp), three carved bone statuettes depicting the halfling deities Arvoreen, Cyrrollalee, and Yondalla (worth 25gp each, or 100gp as a set), a copper chalice set with three carved malachite tear drops forming the symbol of Talona (worth 50gp), a small gold bracelet shaped like a serpent (worth 30gp), a chunk of star rose quartz (worth 50gp), 6pp, 1800gp, 4096sp, and 2610cp.

Signaling the Attack

At least two orcs in each group carry war horns. They use these horns to send messages between them, using a limited selection of short signals to coordinate their attacks.

Reaver

Weapon (greataxe), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Vigor. While attuned to this axe, your Constitution score increases by 2, to a maximum of 24.

Sharpness. When you attack an object with this weapon and hit, maximize your weapon damage against the target.

When you attack a creature with this weapon and roll a 20 on the attack roll, the target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

Sentience. *Reaver* is a sentient chaotic evil weapon with an Intelligence of 16, a Wisdom of 10, and a Charisma of 16. It has hearing and darkvision out to a range of 90 feet.

The weapon communicates by transmitting emotions to its wielder, and instilling a hunger that can only be sated by spilling the blood of lawful humanoid.

Personality. *Reaver* is cruel and barbaric. Its purpose is to lead troops in brutal raids and wars of conquest. It desires a strong wielder to command those troops and favors one willing to prove itself in single combat.

Whenever a full day passes without *Reaver* slaying a lawful humanoid, a conflict occurs between it and its wielder.

Whenever *Reaver* attempts to take control of its wielder and its wielder fails its Charisma saving throw by 5 or more, it changes the wielders alignment one step towards chaotic evil; prioritizing lawful towards chaotic, before good towards evil. This has no effect on a wielder that is already chaotic evil.

Aftermath

Additional members of the Ripped Beard tribe are located nearby, holding position like those encountered at the captured watchtower.

If the raid on Fort Sunset is a success, the Ripped Beard will continue to menace the Savage Coast region.

But if it fails, and Kurda-Pa is defeated, the tribe will quickly disband.

Fort Sunset

Fort Sunset is a new outpost of wooden construction. It was intended to serve as a marshaling point for troops deployed to tackle humanoid raiders, exactly like those that now threaten it, but its garrison is far from full.

A dozen human guards are stationed here, commanded by an experienced Captain named Whelm Boarwood.

Four of these guards are typically on duty, keeping watch for possible threats, while the others are resting or performing other duties.

Defenses

Though the fort's defenses are limited, wooden palisades discourage attackers from attempting to scale its timber walls.

Those walls are braced against earthen ramparts, forming a parapet that provides **half cover** against ranged attacks, for anyone stood atop a rampart.

At night, lanterns provide illumination for the fort, with several mounted along the walls and a few more within. These provide **bright light** in a 30 feet radius, and **dim light** for an additional 30 feet.

Barred Gate

Large object

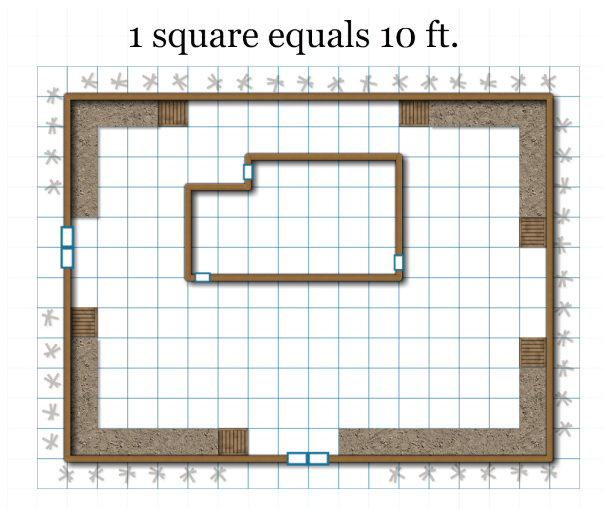
Armor Class 15

Hit Points 100

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing

This gate is barred from the inside. Each time a creature damages the gate with a melee attack, it may attempt a DC 25 Strength check to force the gate open. The DC of this check is lowered by 1 for every 20 hit points of damage the gate has sustained.



Captain Boarwood

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	13 (+1)

Skills Intuition +3, Perception +3, Persuasion +3

Senses passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Actions

Multiattack. The captain makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Guard (x12)

Medium humanoid (human), neutral

Armor Class 14 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Group 1

This group will be the first to attack Fort Sunset, unless the party interferes with that plan.

When assailing the fort, this force will divide its attack between the two gates.

The trolls will each carry a bundle of 24 spare javelins, which they will drop as they approach the fort. Any orc that runs out of javelins can take an action to resupply from one of these bundles.

Each troll will focus its attacks on a different gate, while Ripped Beard quarrelers provide covering fire and the remaining orcs apply themselves as required, attacking a gate if no other target presents itself.

If they get inside the fort, these troops will split into smaller groups, minimizing the threat of area attacks.

Troll (x2)

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Ripped Beard Quarreler (x10)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Intimidation +1, Perception +3, Stealth +4,

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Quarrelsome. Being within 5 feet of a hostile creature doesn't impose disadvantage on the orc's ranged attack rolls.

Actions

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Orc (x8)

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin (carries 3). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Group 2

This group will be the second to attack Fort Sunset, unless the party interferes with that plan.

These assailants will rush for an open entrance, or to attack whichever gate appears to have taken the most damage, if any.

If they get inside the fort, these troops will split into smaller groups, minimizing the threat of area attacks.

Loot

The ettin is the only member of the Ripped Beard with personal loot, as everything else is stored on the war wagon. It has an old ale barrel, with a loop of rope nailed to it, slung over its back. The barrel's warped lid is wedged in place like a massive cork. This barrel contains: a chunk of coral (worth 100gp), 3 pieces of turquoise (worth 10gp each), a bar of silver (worth 5gp), 12gp, 42cp, a *crossbow bolt* +1, 3 darts, a bag of ball bearings, a crowbar, and a pile of rotten apples.

Ettin

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, the other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Ripped Beard Opportunist (x8)

Medium humanoid (orc), chaotic evil

Armor Class 14 (chain shirt)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Opportunist. The orc may take an opportunity attack when a creature enters its reach.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used to make an opportunity attack.

Orc (x16)

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin (carries 3). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Group 3

This is the final group waiting to attack Fort Sunset.

Whether it attacks alone or in support of the Command Group depends on the party's actions.

When this group attacks, the bulk of the force will strike as a single mob, while the Ripped Beard scouts try to make the most of the distraction.

If they accompany the Command Group, the scouts will also try to prevent Kurda-Pa from being overrun by multiple opponents.

Each ogre carries a bundle of 24 javelins, which they will drop before engaging in combat. If the fort's walls still haven't been breached, the attackers can resupply with javelins from these bundles by taking an action to do so.

Ripped Beard Scout (x4)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	9 (-1)

Skills Intimidation +1, Nature +3, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Ambush. On the first round of each combat, the orc has advantage on attack rolls against a creature that hasn't taken a turn yet.

Sneak Attack. Once per turn, the orc deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the orc that isn't incapacitated and the orc doesn't have disadvantage on the attack roll.

Actions

Javelin (carries 3). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ogre (x2)

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin (carries 3). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Orc (x16)

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin (carries 3). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Command Group

Kurda-Pa is accompanied by four Ripped Beard opportunists and a young black dragon.

Unless engaging in single combat, he will lead his troops in a battle to the death, knowing that fresh troops will flock to his banner if he emerges victorious.

The opportunists will stay close to their war chief, utilizing the reach of their weapons to strike at anyone approaching him.

The dragon fights aggressively and supports Kurda-Pa when able. However, it will attempt to Disengage and retreat if it starts its turn with less than 40 hit points; unless circumstances make its escape unlikely.

Young Black Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Kurda-Pa

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +6, Wis +3

Skills Athletics +6, Intimidation +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, Kurda-Pa can move up to his speed toward a hostile creature that he can see.

Actions

Multiattack. Kurda-Pa makes two melee attacks.

Reaver (greataxe). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage plus *sharpness* (see weapon description).

Ripped Beard Opportunist (x4)

Medium humanoid (orc), chaotic evil

Armor Class 14 (chain shirt)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Opportunist. The orc may take an opportunity attack when a creature enters its reach.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used to make an opportunity attack.