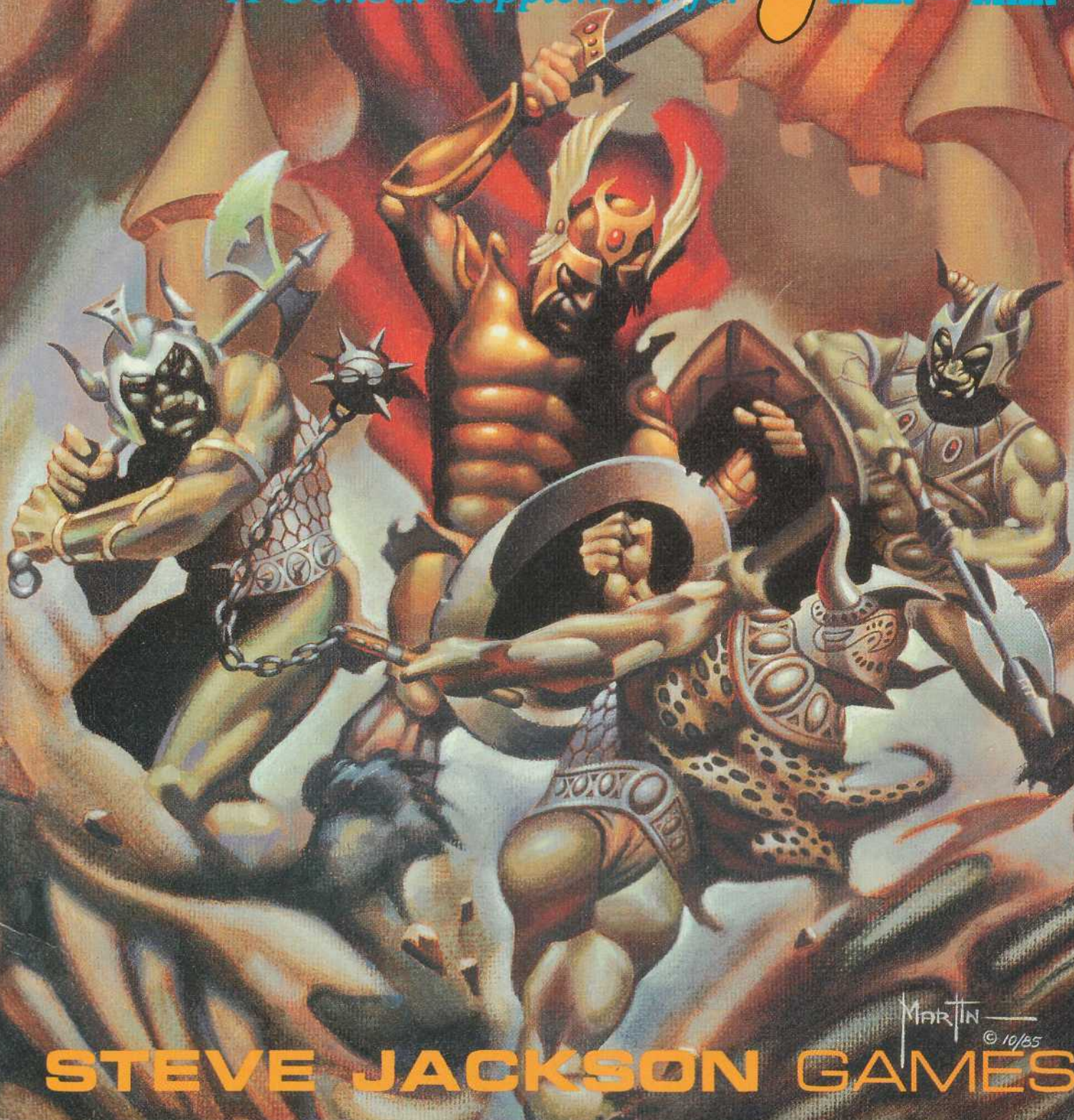


GURPS™

Orcslayer™

A Combat Supplement for **MAN TO MAN™**



MARTIN
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STEVE JACKSON GAMES

Orcslayer™

A Combat Supplement for *Man to Man* and the *Generic Universal Role Playing System*

By Warren Spector and Steve Jackson

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INTRODUCTION

Orcslayer is the first *Man to Man* campaign adventure. It consists of *nine* linked combat scenarios, separated by "interludes" of travel, rest, and interaction. Each situation is different and will require different tactics. But the scenarios are not just excuses for head-bashing — they provide some interesting roleplaying opportunities as well. There are friends to be made, allies to enlist, enemies to avoid, traps to spot, and more . . .

The Noble Families of Caithness

The player characters are from the families of some of Peredur's allies — the lords of nearby castle-towns. This doesn't affect combat — but as an aid to roleplaying, here are brief character sketches of some of those allies. Players can use these as starting points for creating personal histories for their characters, and as explanations for the various quirks that good characters have.

William, Lord of Wallace — Lord William is sharp of wit but usually gentle of tongue. He is renowned for his tact and diplomacy, but once aroused, he can dish out tongue-lashings second to none. His tactical skills make him the envy of his peers. He treats his subjects like sons and daughters. Members of his family have inherited these characteristics (as is the case with all the descriptions following).

Walton, Lord of Simonton — Lord Walton is as sharp of wit as William, but less inclined to curb his tongue. He tends to be impatient. His zeal for battle is unmatched. Though loyal to his friends, he is a vicious foe with few scruples. His ability to command large groups of men is good, but he has a real flair for one-on-one combat, where his favorite tactic is the knife in the back. Advice to foes: Never, never let Walton get behind you.

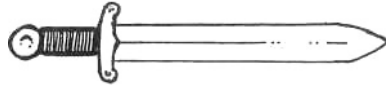
Bruce, Lord of Sterling — Bruce is a master strategist whose flair for bold, decisive action often leaves even his friends breathless. He is bright and determined, traits he has parlayed into wealth and fame equalled only by Peredur. He is a loyal friend, but tends to be a loner.

Berd, Lord of Fordham — Slow and stolid, Lord Berd is the strongest man in several counties. Peasant-born, he rose through the ranks by good humor, obedience, and the ability to use a heavy mace as though it were a baton. He was knighted on the field, and later ennobled. Berd is personally humble but fiercely proud of his position, and loyal to the death.

Man to Man is basically a combat boardgame, but it has strong roleplaying elements that set it apart from other combat games. This supplement is designed to highlight and expand those roleplaying elements — without sacrificing the thrill of clever tactics skillfully executed.

Game Masters: Read through this entire book before beginning play. This will give you a good handle on the big picture — and make it easier to deal with the unexpected things your players are sure to do. Look at the pregenerated characters ahead of time, and — if you want to change them or add new ones — go right ahead. Make sure you have dice, paper and pencils.

Players: Keep reading. The next few sections contain introductory material that your characters would all know. But be ready to stop when you see the warning, so you don't spoil anything for yourself. *Solitaire Players:* Keep reading past the warning, since you will be your own GM.



Campaign Setting: The Land of Caithness

Welcome to the kingdom of Caithness. It is a land of balmy summers and harsh winters. The landscape is beautiful, with fields, lush forests, and rolling hills. Caithness is in most ways similar to western Europe in the Middle Ages. Magic exists, but it is very uncommon. For the most part, the sword is the ultimate weapon, and the armored knight the ultimate warrior.

Castles — relics of more violent days — dot the countryside. Only the rich and powerful, and their followers, live in castles, however. Others live in the towns that have grown up around the castle walls, or in smaller villages or single farms. Each town or village has a "protector" — a lord or baron who, in turn, owes his fealty to young King Conall VI of Caithness. However, Conall has little real authority outside his own barony of Carrick. There are no standing armies; each lord commands the loyalty of a few knights and a scattering of guardsmen, and can, in an emergency, arm his able-bodied people. Large-scale warfare is almost unknown.

In the more settled parts of Caithness, life is relatively routine. But the farther away you travel from the castle towns, the more unsettled the land becomes. There are ample opportunities for knight-errantry within a few days' march of almost any castle . . . and some of the borderlands are hazardous indeed.

To the east and south are steppe and hills. Beyond lie the coastal kingdoms of Megalos and Al-Haz, with their sprawling cities, teeming with humans, elves, and dwarves. To the north, the traveller will find mountains riddled with vast underground caverns — dwarven cities, hewn from the rocky mountains themselves.

To the west lie unnamed lands of mystery and menace. Humans rarely venture more than a few weeks' journey west of Durham, where this adventure begins. The westernmost reaches of Caithness are blazing desert, home to Reptile Men . . . and worse. Beyond the desert . . . who knows?

The Races of Caithness

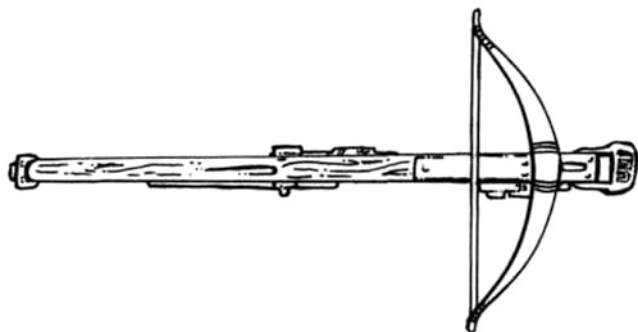
Several races inhabit Caithness; all share a common language. In terms of sheer numbers, humans dominate. Dwarves trade regularly in areas frequented by humans; the jewels mined by the dwarves are great treasures. And the dwarves' weapons-crafting skill is unmatched — they create the finest swords in Caithness.

The dwarves, for their part, take great pleasure in the products of human farms, particularly tobacco and spices. And they delight in the textiles and woodcraft for which the humans of Caithness are renowned. Good trading and good will abound between the humans and the dwarves of Caithness.

Elves are fairly common in the forests that lie between the areas of human habitation. These tree-dwelling folk usually keep to themselves, but they have been known to come to the aid of humans in need of such help as they can offer — food, lodging (for a night or two), even aid in combat. And humans in the deep forest often need help — tales of hobgoblins waylaying the unwary traveller are often heard ... if less often believed.

In the desert at the western edge of Caithness live the reptile men. These creatures are savage, stupid, and immensely strong. Wise folk avoid them whenever possible ... Reptile men will eat just about anything, but regard man flesh as a delicacy.

This is the edge of the known world; for generations, no man has crossed the desert and returned to tell the tale. Beyond the desert — or so the old folk say — live the orcs. Sixty years ago, orcs invaded the fertile land of Caithness. Their armies were crushed and thrown back; the orcs retreated west and vanished from mankind's ken. Today, few humans even believe orcs exist. But those old enough to remember the wars insist that the orcs will return ... someday. That battle may be brewing even now ...



Characters

This campaign was designed for up to six player characters. If you have more players, increase the number of opponents or their point totals; if you have fewer than six, make the foes a bit easier to deal with. Or the GM may play one of the party as an NPC, giving him an opportunity to make suggestions without interfering with the narrative flow of the game.

The PCs are young fighters, sons (or daughters) of Lord Peredur's fellow nobles. All are human, like most of the Caithness nobility. They come from the families of William, Lord of Wallace; Walton, Lord of Simonton; Bruce, Lord of Sterling; and others of similar rank. These youths are fairly low on the totem pole as nobles go — only 80 points and \$2500 apiece — and have yet to make a name for themselves.

Players: Remember that your characters will have to last through an entire campaign and that excessively low IQs will hurt them. In addition, remember that you are would-be knights — you're trained to fight well-armed and armored foes. In general, you should probably take the heaviest weapons you can afford and/or carry. Fighting styles that do not depend on armor — swashbuckling, martial arts, and the like — are not forbidden, but they are not appropriate to folk of your rank in this part of Caithness.

Fatigue Rules for Campaigns

It is inconvenient to keep track of fatigue on an hourly basis, when you may be marching several days between each combat encounter. The following system should be used instead.

Assume that the distance travelled in a day, when walking on foot, is a direct function of your encumbrance. Under ideal walking conditions, hikers in good shape may plan on going the following distance in one day's march:

No encumbrance.....	50 miles
Light encumbrance	40 miles
Medium encumbrance.	30 miles
Heavy encumbrance.	20 miles
Extra-heavy encumbrance.	10 miles

In each case, you will spend about the same amount of time on the road ... but the heavier your load, the more slowly you will walk, and the more often you will drop your pack and rest.

In most cases, time between objectives will be given in terms of miles. Compute the time (and rations) required for each trip according to the speed of your slowest walker; round to the nearest day.

Combat: If the party enters combat while on the road, without having time to rest first, assume (unless specified otherwise) that they have been walking for an hour, and assess fatigue penalties accordingly. Remember that plate armor (i.e., half plate or better) adds 2 fatigue points an hour in hot weather!

Any battle that lasts more than 10 seconds will cost fatigue points as follows:

No encumbrance: 1 point
Light encumbrance: 2 points
Medium encumbrance: 3 points
Heavy encumbrance: 4 points
Extra-heavy encumbrance: 5 points

If the day is hot, add 1 extra point to the above, or 2 extra points for anyone in plate armor or an overcoat.

Marching costs as above, for each hour of march. An hour of marching while lightly encumbered would cost 2 fatigue points (3 in hot weather), and so on.

A night without sleep costs 5 fatigue. Missing a half-night of sleep costs 2 fatigue.

Complete fatigue rules appear on p. 55 of *Man to Man*.

Food and Water

When the party buys equipment, they shouldn't forget food! The travellers' rations listed in the equipment table are the minimum necessary to keep you healthy on the road; missing even one meal will weaken you.

For each meal that you miss, you lose one point of ST. Treat this as fatigue, except that "starvation" fatigue can be recovered only by a day of rest — no fighting or travel, and three full meals. Each day of rest will make up for three skipped meals.

When your ST reaches 3 due to "starvation" fatigue, you start losing HT instead, at the same rate. HT lost due to starvation is regained in the normal fashion.

Water: In temperate areas, where water is easy to come by, just assume that supplies are renewed as needed. But if water is in short supply, watch out! A person (human, elf, dwarf, etc.) needs 2 quarts of water a day — 3 in hot climates, 5 in the heat of the desert! If you get less than you need, you lose a fatigue point *and* a HT point each day. If you drink less than a quart a day, you lose two fatigue and HT points a day. If ST or HT goes to 0 from lack of water (even if that is not the only cause) you become delirious and — if in the desert — die within a day if no help arrives. Fatigue lost due to lack of water is regained after a day of rest with ample water supplies. Lost ST is regained in the normal fashion.

Foraging: In hospitable terrain, you can supplement your supplies by foraging for food. For simplicity, assume that no PCs have specialized "survival" skills, but all will have some familiarity with hunting and camping. On any day, each character can "forage" as the party travels. A successful IQ roll will collect enough edible plants and berries for one meal. (A roll of 17 means you have poisoned yourself; make your HT roll. You lose 1 hit if you make the roll, 1 die of damage otherwise. A roll of 18 means you shared with your friends and the whole party suffers likewise.)

A successful skill roll with a missile weapon (at -4) will bag a rabbit, providing enough meat for two meals. Each character gets one IQ roll and one missile roll each day.

Alternatively, the party can take a day off from travel and do some *serious* foraging. Each character gets 5 IQ rolls and 5 missile-weapon skill rolls. Meat can be smoked over a fire and added to the regular store of rations.

Game Masters: If keeping up with the party's meals doesn't sound like fun, feel free to ignore this whole section. But the desert is much more hazardous if you have to keep track of food and water!

Designing Characters for Campaigns

Designing a character for a campaign is different from designing a character for a one-shot scenario. The most obvious difference is that you're going to be living with your campaign character for a while — which means you had better enjoy playing him (or her). The character with Strength 14 and IQ 7 may be fine for a pure combat scenario, but imagine living with that character through several adventures — adventures in which a low IQ can mean disaster both for you and the rest of your party.

In **Orcslayer**, an adventurer will have to make IQ rolls galore. Often, those rolls will be as important as the amount of damage you can do to an opponent and the frequency with which you hit.

Character Points

During the course of the campaign, the player characters will accumulate character points. These can be spent as soon as earned to improve attributes or *existing* skills. New skills cannot be added until the whole adventure is over.

Equipment for Campaigns

There are important differences between the *equipment* appropriate for one-shot characters and for characters on campaign. If you've never tried a campaign before, you're about to find out just how important Fatigue can be. And if Fatigue is important, then Encumbrance is crucial.

The fact of the matter is this: The more you're carrying, the slower you move *and* the quicker you get tired. In combat, tired fighters turn into dead fighters in a real hurry. Give some thought to carrying less, so you can fight longer and more effectively.

On the other hand, remember you're going to be travelling through parts unknown — no telling how far or how long. You don't want to be caught without a bedroll, food, rope, and the like. Balancing encumbrance and necessity requires some thought.

Since you don't know just what you'll be up against, you'd be well-advised to create as versatile a character as you can. In a one-shot scenario, a character who does nothing but swing a sword is fine. In a campaign, you may want something more — no telling when you're going to be called upon to defend a castle wall, or pick off a sniper in the trees (both of which would be easier to do if your character had some missile weapon skills).

To reiterate:

Rule Number One: Don't skimp on IQ when designing a campaign character. You might even want to have one character in the party whose fighting prowess is suspect, but whose IQ is awe-inspiring.

Rule Number Two: Carry only what you need — no more and no less.

Rule Number Three: Don't be a Johnny One Note. Train in a variety of weapons, because you're going to be confronted with a variety of situations.

Rule Number Four: Make sure you're part of a balanced party. In a campaign, any of the rules above can be broken — as long as the players can work together and cover for each other. A balanced party can make up for a multitude of individual shortcomings.

Buying Equipment

You will be able to buy supplies and equipment at the beginning of the campaign. Thereafter, you will be able to buy food any time you are in a town, or passing through friendly farmland. As a rule, equipment is only available in towns; the GM may vary this as much as he wants.

Weapons and armor will *not* be freely available except in towns. You may encounter a farmer or wayfarer who will sell you a weapon, but he will probably want at least double the normal price for it!

Ordinary supplies and equipment are listed below. The GM is free to add any "reasonable" items to this list ... or unreasonable ones, for that matter.

It is wise to take extra cash — but metal coins are heavy. Each silver piece (\$) weighs one ounce. A gold piece weighing one ounce is worth 40 silver pieces.

6-foot pole. For pitching tents or touching questionable items. 3 lbs., \$5.

Pick (for digging). 8 lbs., \$40.

Crowbar. 5 feet long, of iron. 10 lbs., \$30.

Hammer (a small sledge, not a carpentry hammer). 4 lbs., \$25.

Iron spike or "piton." ½ lb., \$2.

Flint and steel. Weight negligible; \$10.

Torch. Will burn for one hour. 1 lb., \$3.

Lantern. 2 lbs., \$30.

Oil for lantern. 1 pint burns 24 hours. 1 lb., \$3.

Tent (1 person). Includes ropes; no poles needed. 5 lbs., \$50.

Tent (2 people). Includes ropes; a 6-foot pole must be carried or improvised.
12 lbs., \$80.

Tent (4 people). Includes ropes; 2 6-foot poles are required. 30 lbs., \$150.

Tent (20 people). Includes ropes; 16 6-foot poles are required. 100 lbs., \$300.

Blanket (heavy wool). 5 lbs., \$20.

Sleeping bag (for freezing weather). 15 lbs., \$100.

Traveler's rations — one meal of dried meat and cheese, ½ lb., \$2.

Tavern meal — stew, fruit, vegetable, or whatever. \$2 to \$4.

Water — one quart. 2 lbs., usually free.

Wine — one quart. 2 lbs., \$5.

Small ceramic bottle (1 quart). 1 lb., \$3.

Large ceramic bottle (1 gallon). 4 lbs., \$5.

Small wineskin (1 gallon). Weight negligible; \$10.

Large wineskin (5 gallons). 1 lb., \$30.

Small pouch. Will hold 3 lbs. Weight negligible; \$10.

Large purse or pouch. Will hold 10 lbs. ½ lb., \$20.

Backpack (small). Will hold 60 lbs. of gear. 3 lbs., \$60.

Backpack (large, with frame). Will hold 200 lbs of gear. 10 lbs., \$100.

Cord (3/16", supports 90 Lbs.). 10 yards: \$1, ½ lb.

Rope (3/8", supports 300 lbs.). 10 yards: \$5, 1 ½ lbs.

Heavy rope (¾", supports 1,100 lbs.). 10 yards: \$25, 5 lbs.

Cable (1½", supports 3,700 lbs.) 10 yards: \$100, 17 lbs.

Light hooked grapnel (can support 300 lbs.) 3 lbs., \$20.

Pack mule (see sidebar): \$1000



New Characters

Combat is dangerous . . . and you are about to go on a very dangerous adventure indeed. Some of your characters will probably die.

Although there is magic in Caithness, it is rare. You cannot depend on resurrection, healing fountains, and similar *deus ex machinae*. A character who dies will probably stay dead.

However, at some points in the adventure, new characters may join the party to replace casualties. The GM will provide details when necessary. Good luck.

Pack Mules

Pack mules are available in any town — or, if the buyer makes a *very good* reaction roll, in any village. They can carry 400 pounds of supplies, weapons, etc, for 30 miles per day. They are not riding animals — attempts to ride them will prove hilariously unsuccessful.

Normally, mules can forage for themselves. In the desert, they require 5 lbs. of feed and 12 gallons of water per day. If they don't get it, they will balk, flee, and/or die quickly. To make planning easier, the players may give mules their daily rations in one lump sum, either at the beginning or end of the day.

If it is necessary to butcher a mule for food, it will provide 30 stringy, unappetizing meals — or 90 if a day is taken to smoke the meat.

Mules will not become a factor in any combat situation. If the PCs engage in combat, the mules will flee. Survivors can retrieve them after the battle.

New Combat Maps

This supplement comes complete with four new maps. By combining these with the maps found in the *Man To Man* rulebook, you can create a variety of battlefields. Each of the scenarios in this campaign includes setup instructions, detailing which maps you'll need and where PCs and NPCs begin. Map reproductions with the scenarios makes setup even easier.

The four new maps bound in the center of **Orcslayer** depict a cavern (which can double as a swamp!), a castle wall, and a large castle.

Cavern Map

The lines marking the walls of the cavern map don't always conform to the hex-sides. This was done to make the cavern look more realistic. Just ignore tiny partial hexes; pretend they don't exist. They cannot be occupied. If there's any question about whether or not a character can stand and/or fight in a partial hex, the Game Master should decide.

For a bit of variety, try using the shaded portions of the map as walls three feet high (or however high you want). Then allow characters to climb them, jump them, or fight across them. For even more variety, use the "cavern" map as a *swamp* map. Just say the shaded "walls" are actually liquid. In this case, characters can jump over the liquid portions and, if they're not careful, fall in. Alternatively, try the map with the *unshaded* portions as liquid.

Castle Wall Map

This map depicts one section of a circular wall. The height of the wall can be varied, as you wish; for the purposes of the scenarios in this book, treat it as 12 feet tall.

New Combat Maps continued next page.

New Combat Maps (continued)

Within the wall are stairs leading to the inner platform, which is 12 feet tall. From here, archers can fire through the arrow slits (the V-shaped openings in the wall). The hex adjacent to the "V" is large enough for one human character. An archer can fire out of one of these slits at no penalty, but anyone trying to fire *into* an arrow slit is at a -6 to hit!

In the platform over the gate is a six-inch-wide slit opening, looking down on the front gate. This allows defenders to see who's knocking on the door and, if necessary, drop oil on them, or rain arrows down upon them.

With some careful overlapping, six of the castle wall maps will completely encircle the castle map (see below) for really big battles. This layout is shown on p. 17.

Castle Keep Map

This is a two-part map. It can represent any floor of a small castle keep. The castle rooms are numbered, for ease of identification. Determine what each numbered room is supposed to be before play begins.

Whether or not the rooms have doors is up to the Game Master. Often, there will be no doors — just hanging tapestries. Furnishings are also up to the GM, and should be determined and placed before play begins.

As on the Castle Wall map, the V-shaped slits on the Keep map are arrow slits. In the first scenario, though, the center arrow slits in the large rooms numbered 2, 3, 4, and 5 are windows. Hexes adjacent to windows should be treated like normal hexes, big enough for two characters.

If the map represents the first floor, the center arrow-slit of Room 2 is a one-hex-wide door — the entrance to the tower. The gate can be varied from castle to castle but, in general, it won't be less than a four-inch-thick wooden slab (or equivalent).

If the map represents the second floor, that part of room 2 has several 2" holes in the floor, allowing defenders to keep an eye on the front gate below.

Spiral Staircase: The staircase in the center of the tower winds counterclockwise to keep attackers from being able to fight well — their right hands will be toward the wall. Any right-handed fighter who is actually *within* the staircase fights at a -2 going up; lefties fight at a -2 going down. The staircase makes one full turn — 12 steps — from one floor to the next. Each hex contains 2 steps, and is therefore a bit under 1½ feet below the next stair hex.

Going up, you may only enter from the hex marked "bottom." Going down, you may try to jump down from any other hex, but a DX roll is required. A failed roll means you fall.



Setting the Stage

Rumor has come back from the west that orcs -- yes, those mythical monsters! — have actually been seen. And not just seen; they have been raiding villages and making off with women.

You — the characters — are all young squires living in the castle of Peredur, lord of Durham. (See sidebar, p. 10, for more about Peredur.) Durham is in central Caithness, far from the western border and the orcs. There has been no orc trouble in this part of Caithness, and most sensible people think orcs are imaginary creatures, dreamed up by peasants with too little to do and too much to drink. Even the squires of Peredur Orcslayer himself, love and respect the old man as they do, have discounted some of his war stories.

Then, one night while everyone is asleep, the castle is attacked . . .

PLAYERS:
STOP READING HERE!

Information for the Game Master

Scenarios and Interludes

Orcslayer has two kinds of encounters. The numbered "scenarios" are combat situations. The unnumbered "interludes" are usually non-combat encounters, though some of them can trigger combat if the party makes a bad decision. Needless to say, GMs are free to adapt, change, add, or delete any portion of the adventure as they see fit.

Playing the NPCs

The GM (or Adversary) must be prepared to play the roles of many NPCs. These are described in whatever detail is necessary. Read through their descriptions and character sheets in advance. Any changes you want to make are up to you and the Adversary. To assist you in playing the lesser NPCs, the *Reaction Table* from *GURPS* is included in the pull-out section of this book.

Character Sheets

Bound into the center of the book, along with the maps, are 15 completed character sheets. These cover the important NPCs you will meet along the way, as well as the cannon-fodder.

Sheets for important NPCs are two-sided. On the back of each sheet is information about the character, and possibly some alternate versions for use in later campaigns.

"Cannon-fodder" NPCs have one-sided sheets, backed up to other cannon-fodder characters. These have been paired up in such a way that you will not need both sides during the same battle. However, feel free to make photocopies. When you (or the Adversary) are controlling several minor characters at once, you may find it easiest to make them all identical — that way, you can play them all from the same character sheet, with a separate HT tally for each. But if you want to individualize all your orcs, more power to you!

Travel

Between encounters, the party will be traveling on the road. It is important to keep track of mileage and tell the players how far they have gone, even if you run a "low-bookkeeping" campaign. The players should truly get the feeling that they are traveling a vast distance, slowly, and seeing different types of country.

Also, heavy encumbrance will slow the party's travel (see p. 3). This will tempt them to travel more lightly than they should . . . which can lead to interesting situations!

However, the exact distance traveled is *not* important to the "balance" of the campaign. Feel free to round off distances, for instance, to make a day's travel come out even.

Random Encounters

At the beginning of each day of travel, the GM rolls one die. On a "6," a random encounter or other event takes place. Turn to the end of the book and roll the encounter. Don't tell the players what you are doing; with a good GM, the players can never be sure which encounters are random and which ones are planned.

Most random encounters are relatively minor events. Many are bad, rather than good, to penalize parties who move slowly. But they should *not* control the adventure; they are just stage-dressing.

Seriously Wounded Characters

If you are playing one-shot scenarios, you don't have to worry about serious injury — you just create new characters and move on to the next game. Alternatively, you can assume enough time has passed between fights to allow your character to recuperate from wounds.

In a campaign, you can't always do this. Sometimes you'll be able to sit around for a while (though rarely long enough to heal up all the way); sometimes, you'll have to reach your destination by nightfall . . . wounds or no wounds.

This can pose some serious problems: Do you carry wounded characters around, or leave them to suffer and die? Do you go into combat even though you know that one more hit will spell your end? Do you hang back and play it safe, allowing other members of your party to do all the fighting?

There are no easy answers to these questions. In general, each player must decide for him or herself. However, a GM can determine the tone of an adventure, and influence the decisions players make. If you want a deadly campaign, cut down on the amount of time between encounters. ("You've only got three days to reach Castle Defiant before it's overrun by orcs!") If you want to keep characters alive, adopt a more leisurely pace, allowing characters to rest up at friendly farmers' homes or in temples they find along the way.

If you don't want to bother with this sort of problem, just treat seriously wounded characters as dead (or sent back to Durham), and allow the players to create new characters, as outlined in the various "Replacement Characters" sections throughout the adventure.

THE ADVENTURE

Scenario 1

Rooms in the Castle

Use this layout for the first scenario, which is played out on the third floor of the tower.

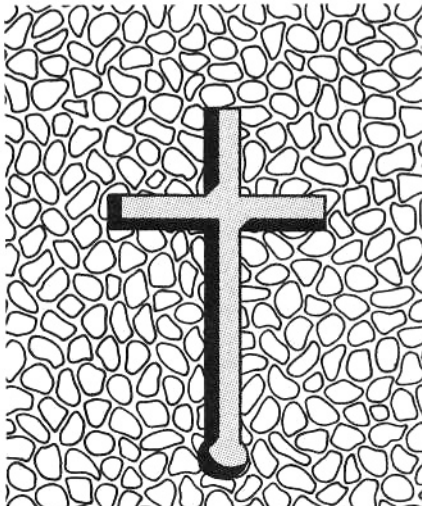
The central room (1) is nothing more than a narrow ring around the spiral staircase. There are no furnishings.

The large circular rooms (2 through 5) are bedrooms. Each contains a pair of wooden beds; two large clothes-chests that double as chairs; and a large window (treat the center arrow-slit as a full window for this scenario). The doorways are hung with tapestries for privacy, and the walls are painted and decorated with more tapestries to hide the stone. These are actually very pleasant rooms.

The smaller rooms (6 through 9) are lesser bedrooms; each contains a couple of pallets and two small chests.

Arrow Slits

The triangular notches in the tower and castle walls represent arrow slits. An attack from outside is at -6 going through an arrow slit. From the outside, an arrow slit looks like this:



Midnight Raid

Background: After a long, hard day of polishing armor, sharpening weapons, and practicing their combat skills, Peredur's squires bed down for the night. Then, without warning, a band of orcs attacks, searching for the lovely Bronwyn of Durham, and any other attractive and/or noble women they can find.

Characters: The Game Master takes the part of innocent bystanders (women, children, and non-fighter types) living in the same part of the castle as the PCs. All innocent bystanders are average humans — all attributes at 10, Move scores of 5, no skills worth mentioning. If attacked, they'll just scream and run.

Peredur's granddaughter Bronwyn is different — she's an NPC played by the GM, but she will usually do what the PCs tell her to. She's a fairly skilled fighter, and will put up a struggle against the marauding orcs. (See sidebar, p. 10, for more about Bronwyn.)

If an Adversary is available, have him or her play the orcs — twelve of them. Each orc is built on 30 points and has leather armor and an axe. The orcs are all pretty much alike, and can be played from the same character sheet.

Setup: Use the castle maps bound in the center of this supplement. Put the two maps together to create one keep. (This is just one tower within the castle walls — Peredur is in one of the others, and won't take part in this evening's excitement.)

For this scenario, consider the center "arrow-slits" in the four large rooms to be full-sized windows. All other arrow-slits remain arrow slits. There are no doors; rooms are separated by hanging tapestries.

Human players: The rooms on the castle maps are numbered. (A list of the rooms and their contents is in the sidebar.) Tell the players to decide who will be in each room, and to list them by room number on a sheet of paper. Bronwyn and her two serving-women are alone in one room. Put two people (PCs or NPCs) in each of the other rooms. Do not place miniature figures on the map yet.

Whoever will be playing the orcs should leave the room during setup; the orc player shouldn't know where any of the human characters are when the scenario begins.

Before play begins, the Game Master will roll randomly to determine who is on watch when the orcs attack. Have the player on watch decide where his character is standing.

All other characters are in bed, asleep! Therefore, they will go through this battle with no armor except their nightshirts — which offer no protection! Weapons and shields are by the beds and can be readied normally, but there is no time to don armor. Exception: If you are using hit locations, characters can ready a helmet — picking it up and putting it on — in two seconds. That might be worthwhile.

Orc entry: When the first orc comes up the staircase, the player on guard should shout an alarm as he leaps to battle. If the *player* does not think to do so, make an IQ roll each turn for the *character* to be sensible! For the sleeping characters, the situation is then "total surprise." Roll one die; this is the number of seconds before *any* defender can react, unless he has combat reflexes. After this period passes, each PC rolls against his IQ to "unfreeze" and act. See *Man to Man*, p. 45.

Before long, the player on guard will probably be forced to retreat. The orcs have no idea which room belongs to Bronwyn, so they'll just have to enter rooms randomly. As they enter each room, place miniature figures to represent PCs or NPCs in the room. If the orcs enter a room containing sleeping PCs, the PCs are instantly awakened — probably skewered, but wide awake.

The orcs will enter the map in two ways. The spiral staircase in the center of the map provides one point of access; the windows in each of the large rooms on the second floor provides the other. To keep things simple, assume that everyone on the first two floors has been eliminated. (For a longer battle, put two 60-point guards in half plate on the first floor and play out the orcs' entrance.)

Six orcs will climb the spiral staircase, one at a time. (For special staircase rules, see Castle Keep Map sidebar, p. 6). The other six will enter through windows in three of the four large rooms. The windows are 9 yards off the ground. Scaling the walls will be fairly easy, since the orcs have three large wooden ladders. (For window and ladder rules, see sidebar on this page.)

Orcs climbing the walls are not placed on the map. A player who thinks to look out the window must have his character make an IQ roll to do so. (Once a character has seen one orc come in the window, he needs no further IQ rolls.)

Objectives: The players' objective is to protect Bronwyn (or any other women) from being captured — or, better yet, to kill all the orcs! The orcs' objective is to capture Bronwyn. However, any female PC they encounter is assumed to be both noble and comely; the orcs will attempt to knock such characters unconscious and take them away! They will not kill female characters if they can help it. However, they can be quite merciless toward female NPCs.

Special Rules: Be sure the players don't know the objectives of the scenario in advance. This will make their initial setup a guessing game, and give the orcs a chance to escape with Bronwyn (and/or female PCs). Keeping the players in the dark will also keep their interest level high — always a good thing in a campaign. Remember — your players should be forced to make the best of a confusing situation; they shouldn't be trying to pick the best strategy and tactics. No rules-lawyering! Keep the game moving.

Anyone — PCs, NPCs, orcs, or Bronwyn — who can exit the tower and get more than 10 hexes away from a pursuer, should be deemed to have escaped and to have found a hiding place.

If the players slaughter *all* the orcs, then tell them that they hear noises from elsewhere on the castle grounds. If and when they rush to help, they will see a few ragged orcs — another part of the raiding party — escaping out a gate and away down a village street, into the darkness. They have captured at least one woman! This sets the stage for the next part of the adventure.

Rewards: Standard character points. If the PCs take any orcs prisoner, they can interrogate them briefly before turning them over to Lord Peredur. Roll on the reaction table for Information Requests (at -4). A successful roll (12 or better) results in the orcs revealing their missions and the fact that their stronghold is located far to the west, past Castle Defiant.

Interlude: Lord Peredur's Commands

The next morning, the GM, as Lord Peredur, summons his squires (the players) to attend him in his council room. Peredur is certain that the Second Orc War is about to start, and he feels that the human lands have grown fat and complacent. They must prepare for war! And, in the meantime, a small group of hardy warriors should scout the enemy's lands, to learn more about the threat . . . and, of course, to rescue the captives of the orcs.

Peredur, of course, wants to go himself — and he cannot. "If I were even ten years younger . . ." he thinks. But the old warrior is no fool. He knows that if he went, Durham would be leaderless in the face of invasion . . . and the orclands are no place for an old man.

Logically, he should send a group of seasoned knights. Unfortunately, the knights of Durham are attending a tournament far to the south. It falls to Peredur's own squires — the flower of Durham's young chivalry — to undertake this quest.

Windows

The windows are 9 yards off the ground. The orcs have three large wooden ladders. No more than three orcs can be on a ladder at one time. It will take ten seconds to climb a ladder, one second perched on the window sill, and one second to jump into the room.

Start counting off the ten seconds climbing time when the first orc's head appears in the spiral staircase.

Orcs in windows can dodge or perform any other DX related skill (at -2), but can't parry, block, or attack because they enter with unreadied weapons. (If they want to enter with readied weapons, they'll have to climb the ladder with one hand. This requires a DX +1 roll every turn to avoid falling off.) There is no penalty to attacks on orcs climbing through windows, and they are quite susceptible to slam attacks which can push them right out!

Climbing the walls — up or down — without a ladder is quite difficult. Each 3-yard climb up or down will require 1 minute and a roll at DX-4. A failed roll means the climber falls.

Falling: A fall from 3 yards up does (3-9) damage; a fall from 6 yards does (6-12) damage, and a fall from 9 yards does (9-18) damage. Armor protects normally from falling damage.



Peredur, Lord of Durham

The land of Caithness has many noblemen, but few as renowned as Peredur. Ancient in years (he is over 80), he is still a match for an ordinary fighter. But though his wits are still keen, he knows he is physically only a shadow of his former self. He was once the greatest warrior in the land. In fact, at one time he was known throughout Caithness as Peredur Orcslayer.

Now, fifty years later, some people think the stories exaggerated — "Orcs? Don't be silly. There are no such things as orcs!" they say ... though not to his face. Those who fought by his side in days gone by knew better. But Peredur is one of the last of his generation. The grizzled old lord has outlived his day; his old comrades have all passed away, and their sons and grandsons hold their titles.

Peredur's Durham is one of the best managed and most peaceful territories in Caithness. He is just and fair in all things. He prides himself on his ability to get the most out of men. Youngsters out to make names for themselves often enter his service, knowing he will make warriors of them, if warriors they were meant to be. But they'll be warriors with a purpose — to keep the peace, to maintain tranquility; never to create trouble or destroy wantonly. To do that would be to risk the ire of Peredur, something sure to result in disgrace, or worse.



Bronwyn of Durham

Bronwyn, Peredur's beloved granddaughter, is anything but your ordinary high-born lady. Though she is only 16, slim and lovely, she is developing into a fighter of prowess. She is proud, but not haughty — the noble woman warrior at her very best. In a few years, she'll be a wildcat. Right now, she's just a wild-kitten.

Peredur presents everyone who survived the initial battle with a suit of half plate armor, or the equivalent in cash (\$2000).

Then he outlines their mission. They must travel to the west, out of Caithness and through the desert (see map, p. 6). "Go to Castle Defiant," he says. "If Defiant still stands, Lord Kiren's folk should be able to aid your search. If Defiant has fallen — well, that is news in itself, and bad news. Do what you can."

"Be cautious," he warns. "Come back alive. Many good men have left their bones to bleach in the orc-land. It will serve no purpose for you to join them. Return alive, and let us know what we face. (And, if Bronwyn was taken, he adds, "And bring us back our Bronwyn.")

Replacement Characters: Any player whose character was killed during the first battle may create a new character to continue the adventure ... the younger brother or sister of the original character shows up to avenge their death, and joins the party with Peredur's blessing. Create new characters on 70 points and \$3500 (Peredur made them a gift, as above).

The next day is a whirl of outfitting, as the party prepares for their trip. Since riding animals cannot survive the desert or the orc-lands, they must travel afoot. But pack mules can be purchased, as can a variety of other supplies (see p. 5). The trip to Castle Defiant is some 800 miles, and should take about 40 days, if all goes well. Peredur warns that it probably won't.

After a last night's sleep at home, the party leaves the gates of Castle Durham. Though it is early, there are many to see them off — their mission is no secret. Their adventure has begun in earnest!

Road Travel: The party travels 120 miles on the road. The terrain is pleasant, and the weather is fine. Their road takes them through three villages and near several others. Any food or clothing they forgot to buy in Durham can be acquired here, but no other equipment will be available.

Scenario 2

Forest Peril

Background: Late one afternoon, the party enters an area of forest — not just light woods, but true forest. There they stumble upon a battle — a small band of elves is being attacked by a party of hobgoblins. The players must decide whether to avoid the battle entirely or just jump into the middle of it.

Characters: Lyondel, the elf leader. (See the sidebar on page 11 for more about Lyondel.) There are three others in Lyondel's party — 50-point elves, each with a bow, a sword, and light leather armor. All elves have the Combat Reflexes advantage at no cost in points.

There are six 60-point hobgoblins. All are essentially alike — nasty club-swinging thugs — though the leader has a rusty broadsword.

Setup: Use the clearing map from the *Man To Man* book. The PCs enter from the long side of the map with two paths exiting from it. The elves are standing on the bridge. The hobgoblins are attacking from every available land hex around the bridge.

Assess each member of the party one hour of fatigue, for his encumbrance, due to travel. There will be no opportunity to rest before the fight begins.

Objectives: Survive.

Special Rules: The PCs must decide for themselves whether or not to join the fight, and how.

If the PCs aid the elves, they should be able to win — though probably not without wounds, because the hobgoblins will fight to the death. This will lead to the friendship of the elves — see below.

If the PCs remain neutral, the hobgoblins quickly butcher the elves — don't bother playing this out. Then the five surviving hobgoblins turn and attack the party; each has taken 1 die of damage.

If the PCs choose to aid the hobgoblins, play out the battle. The elves should die quickly, but will divide their attacks, as much as possible, evenly between humans and hobgoblins. As soon as the last elf is down, the hobgoblins will turn on the humans.

If the party wants to flee from the hobgoblins rather than fighting, point out that they will probably become separated and lost in the woods. They *must* fight the hobgoblins, one way or another.

Rewards: If the players did not aid the elves, they get standard character points for the fight, but lose 1 point each for bad judgment. They will see no more elves during this adventure (the elf-tribe has been so badly mauled they won't even try for revenge).

If they helped the elves, they get standard character points and the friendship of the elves, which will soon prove valuable.

Interlude: In the Elf-Woods

If the party did not befriend the elves, they will have no guide through the woods. Each character must attempt an IQ roll. The party will spend 10 days in the wood, plus one day for everyone who failed the IQ roll. (Thus, if four of them missed the roll, they will be in the forest for 14 days.) Skip the next paragraphs and go directly to "The Orc Corpse," below.

If the party befriended the elves, they can stay up to three days in the elf-woods, with wounded characters rolling once per day to recover HT, before duty presses them onward. The elves give them each 5 days' worth of provisions.

If Lyondel, the elf-leader, is not badly wounded, he may join the party. Have the player with the highest IQ make a General Reaction roll at +3. Any reaction better than neutral means Lyondel will join the characters on their mission. (If no characters were lost during the battle, the GM should take over Lyondel, playing him as an NPC. He can be retained as an NPC, or turned over to a player who loses his character later in the adventure.)

Replacement Characters: Anyone whose character was killed may create an elf character to continue the campaign. These are young elves, not very experienced, but spoiling for a fight. They may be built on 20 points, *plus* the 30 required to be an elf. They start with heavy leather armor and \$300 worth of equipment and supplies. Or a player whose character dies may play Lyondel.

Road Travel: Along the elf-trails, the party travels 60 miles in the wood. If no elf joined the party, the elf-tribe sends along a guide to see them speedily through the woods.

In Town: At the edge of the woods lies the castle-town of Sterling. If the party needs rest or new supplies, this is a good place to get them. (Lodgings at a good local tavern will be only \$4 per night.) It will take one full day to reprovision.

However, if any member of the *original* party was of the house of Sterling (determined before play began), regardless of whether that person is still with the group, then lodgings for the whole group, and as many provisions as they can carry, will be free. But if a Sterling family member has died or been wounded and left behind, the party must take two extra days here (no cost for food and lodging) to pay their respects to the family.

Interlude: The Orc Corpse

After leaving Sterling, the party travels for 80 miles through fields and farmland. Then the road dwindles to a trail which enters a broad, grassy plain. Signs of life are few and far between. They travel for a further 60 miles. Then, on the morning of the next day, vultures are visible to the south. If the party ignores them, skip directly to the next section.



Lyondel, Leader of the Elves

Lyondel is a roguish, Robin Hood type. Play him like Errol Flynn. He's a sociable fellow who will only fight if pushed. And the orcs have pushed him too far — they've taken elf-women too!

The players will find Lyondel an able, albeit reckless, ally. If they befriend him, he'll invite them to his forest home, where he'll feed them and answer any questions he can. In order to learn anything about orcs from Lyondel, they'll first have to explain just what an orc is: "Oh, so that's what you call those big hairy brutes who waltzed through here a while ago. Filthy creatures." He has his own name for the orcs, but this is a family supplement and we can't print it here.

Here's what Lyondel knows about orcs: They raided this part of the forest just days before their assault on Peredur's castle. Lyondel and his followers managed to kill a few orcs, but the elves were soon routed. Two young and comely elf-women were kidnapped. Many elves were killed; many more were wounded.

Lyondel is an expert tracker (+3 on any IQ roll made for the purpose of tracking a PC or NPC). He also has the ability to move quickly and silently through rough terrain (-2 to any IQ roll made to detect him), but he must specify that he is moving quietly, and his Move score is at a -2 as long as he does this. He'll offer to act as a scout for the player characters. Lyondel wants vengeance; Lyondel wants to take out some orcs!

Lyondel is the only elf who can possibly accompany the party as an NPC. If all the PCs survive the encounter with the hobgoblins, Lyondel will explain that the other elves must remain behind to protect the elderly and wounded. However, if one or more PCs are killed or badly wounded, new elf PCs can be created.

Planning a Desert Crossing

The desert is meant as an obstacle — but not a barrier! The party should have everything it needs to get across — if they think about it. A heartless GM will let them struggle with plans, calculate water consumption, and make terrible mistakes. A generous GM will let them meet an old man who gives them advice on desert crossing — for a fee.

Some of the hints an experienced traveller might offer:

(1) Travel at night! Not only is it cooler, but you are less likely to get lost.

(2) Travel light. Take what you need, but nothing more. Some players will be tempted to abandon armor ... if they do, they will eventually have a chance to replace it, but they will have some battles first. A strong character can carry armor, plus enough food and water to make it across, and still be only "heavily" encumbered. A weakling is in trouble.

(3) Mules are a liability in the desert, because of their high water consumption. A wealthy party in a hurry could take many mules and slaughter one or two every day, redistributing the water load each time. A party in less of a hurry could establish several camps in the desert, backtracking repeatedly and building up a supply of water at each one.

(4) Without mules, a party is limited to what it can carry. But the greatest weight is water, which is reduced each day — so toward the end, they will be travelling pretty fast!

GM: If the party is about to die of thirst, and you feel forgiving, send them a flood — desert random event #3, page 28.

Desert Navigation

The GM should not worry about "getting lost" at all if the players are just crossing — all they need to find is the other side of the desert. But if they make a string of base camps, or otherwise have to find their way back to a given point in the desert, navigation is important. Because the sky above the desert is clear, navigation is actually easy at night (leader makes IQ + 2 roll each day to keep from getting lost). A party traveling during the day must make an IQ-1 roll to find its way. A failed roll means you still know about where you are, but you can't find the specific desert spot — though each added day you look lets you roll again at a cumulative +1.

After a few days of desert travel, the PCs may realize they are ill-prepared, and turn back. If that happens, the GM may figure times and distances from the map. If water is the only thing the party needs, this may be had at the very edge of the desert. If other supplies are needed, the closest village is 30 miles from the desert edge; the closest town is Sterling, 120 miles away.

If the party investigates, add an extra day to their time on the plain. They find an abandoned campsite, probably two or three days old. The vultures are picking at the body of an orc. From his harness — identical to that worn by the attackers at Durham — it appears he was part of the raiding group. There is nothing of value on his person; his leather armor is smelly, damaged, and worthless.

If Bronwyn was abducted: The orc was slain by a single thrust to the eye. If the PCs seriously investigate the site, they will find a broken dagger — a lady's "hideaway" weapon. They recognize it as Bronwyn's. Evidently she found an opportunity to use it!

If Bronwyn was not abducted: From several old but unhealed wounds on the orc's body, it appears that he was injured during the raid and never recovered. Whether he died of his wounds, or was simply abandoned by comrades no longer willing to care for him, they will never know.

Interlude: The Desert

After another 60 miles of travel through the grassy plain, the terrain worsens; the party now stands on the edge of a vast wasteland. This is the border of Caithness. From the map, it appears that the desert extends some 200 to 300 miles — it is very vague! Warned by the map, the party will have filled all their water-vessels at a stream while crossing the plain.

Travel through the desert is very taxing; the days are hot, and the nights are cold. Food and water may be a problem (see sidebar, p. 4). The party may travel by *day* (as they have been doing) or — if they think of it — by *night*.

Travel by Day: If they travel by day, all fatigue costs are increased by 1 (or by 2 for anyone in half-plate or plate). They will also need five quarts of water per person per day (see p. 4) to avoid suffering from thirst.

Furthermore, any character who does not have a sleeping bag, or a tent, or both, will be very cold at night, and will lose 1 fatigue point per night; this can only be recovered by leaving the desert or acquiring warm bedding and getting a good night's sleep.

Travel by Night: If the party travels by night, they suffer only "ordinary" fatigue costs — and by sleeping during the day, they avoid the need for warm bedding. They will need only three quarts of water per day.

If the PCs have any brains at all they'll travel through the desert at night and sleep during the day. The GM should wait for one of the *players* to think of travelling at night and then have all players make an IQ roll. If all of the players fail their rolls, the PCs march during the day (and suffer extra fatigue loss due to the heat). Any successful roll means the PCs can travel at night — and suffer fatigue loss only from marching.

If the players don't immediately think of marching at night, play out the travel, one day at a time, and tell them about their suffering; eventually, somebody will think of it.

Desert Travel: The party treks for 200 miles across the desert before the next encounter.



Scenario 3

The Evil Lizard Kassk

Background: After an hour's march one hot day, the players will see a thin ribbon of smoke rising from the far side of a ridge ahead of them. (If it's nighttime, they will see the flicker of a fire at a great distance, and the full moon will provide enough light for combat.) If they sneak up and peek over the ridge, they'll spot three Reptile Men. One is trussing up a battered-looking orc. The other two are getting a fire started in a cooking pit — obviously, the orc is going to be dinner. The Reptile Men will have a chance to notice the intruders, but failing that, the players can avoid them, attempt to negotiate (fat chance), or fight. If they walk (or charge) right up to the ridge, the players will definitely have to fight.

Assess one hour's fatigue on each PC. Remember the extra penalty for daytime desert travel, if applicable.

Characters: There are three reptile men, each built on 100 points — the cost to be a Reptile Man. Each has heavy leather armor, a large shield, and a thrusting broadsword. The orc prisoner is tied up and will not take part in the fight (even if there was time to untie him, he's hurt and cramped).

Setup: Use two copies of the blank map from *Man To Man*. Draw in a ridge and cacti to provide cover, as shown below. The players' side of the ridge is four feet higher than the Reptile Men side. Treat cacti as trees if anyone uses them as cover — so someone half behind a cactus is at -3 to hit, or -4 if they are just peeking out from behind, or unhittable if they are totally behind the cactus.

One Reptile Man is trussing up the orc on the far side of the fire pit; the other two are standing by the (one-hex) campfire. All are in full armor; their weapons and shields are nearby.

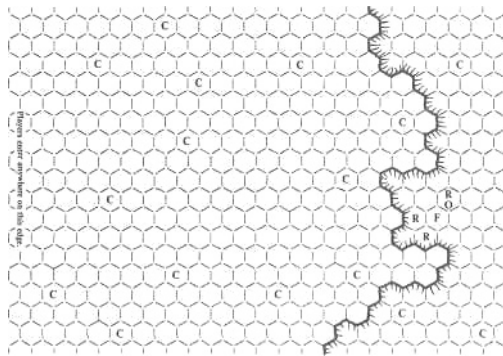
Scenario 3 Map

R = Reptile Man

O = Orc Prisoner

F = Fire

C = Cactus



Objectives: The players can avoid the Reptile Men by skirting around them, but that will add an extra day (or night) to their journey. If the players choose not to deal with the Reptile Men, the GM can use this part of the adventure some other time.

Special Rules: If the PCs decide to rest before going into battle (or if they approach within five yards of the ridge, or do anything noisy), allow the Reptile Men one IQ roll apiece for each ten minutes the PCs rest (or each round they remain within five yards, or make any noise). A successful IQ roll means the Reptile Men heard the PCs. They'll leap instantly to the attack. Characters who attempt to negotiate with or befriend them will probably be attacked as well. Make a Potential Combat Situation reaction roll at -5 (3 for the difference in races, -2 because the PCs are intruders).

It takes one turn, and a successful DX roll, to scramble up the ridge; at the end of the turn, the climber is kneeling at the top.

Rewards: Standard character points. The swords and shields of the Reptile Men — plus two full 5-gallon waterskins (41 lbs. each). The PCs can also take the time to skin the late Reptile Men — their hides are valuable. (See sidebar, p. 14.) And they can question the orc — see sidebar.

The Captive Orc

The rescued orc is quite delirious; the reptile men did not waste food or water on a prisoner they were planning to eat. So what he says will be nonsense . . . "The sky is falling!" "Monsters! They'll drag me underground and throw me into their fire pits!" The GM may improvise any amusing ravings that he likes.

But the orc's plight will be obvious to the characters. If they give him a couple of gallons of water, and spend the rest of the day nursing him, he will recover. The GM should make a reaction roll for the orc, at -1 (his gratitude is tempered by suspicion and racial hatred). However, no matter how bad the reaction, the orc will eventually "tell all" if questioned.

His tribe of orcs, the Bloody Fang, has been feuding with the Blackskull tribe for generations. Recently the Blackskulls have become more powerful, with savage new leaders and better weapons. They smashed the Bloody Fangs; those that did not surrender were hunted down mercilessly. He fled into the desert, and was captured by the Reptile Men.

He knows that the Blackskulls are the ones who have been raiding and taking slaves (male and female).

If specifically asked, he will say that he saw one of the Blackskulls' new leaders — a short, stocky orc, with an elaborate fanged helm, wielding a huge axe. He is mortally afraid of the Blackskulls and their new bosses.

Of greater importance to the players, he says that Castle Defiant, their objective, is hard-pressed by the Blackskulls and due to be taken shortly.

New Character: If the party is willing to tolerate an orc among them, a player whose character has died may choose to take the role of the captured orc. If so, it is up to this player to name the orc and choose his stats and skills (on 40 points). He has no armor, and no possessions except for a ragged tunic and boots.

This can lead to all sorts of interesting situations later in the adventure. Since this orc hates the tribe responsible for the kidnapping, he's anxious for revenge. Of course, he hates humans almost as much, so he won't be too comradely unless his initial reaction was very good.

But if the orc is along, he can warn the party about the dangers of Solfor, and guide them to the foes' stronghold.

If nobody wants to play the orc, he takes the first chance to flee, and will not be seen again.

Interlude: The Caravan

Reptile Man Armor

The hides of Reptile Men can be fashioned into armor (Passive Defense 3, Damage Resistance 3, weight 25 lbs., value \$1000 as armor, \$500 as unmodified pelt). It takes two hours to skin a reptile man, and the pelt weighs 30 lbs. The PCs would know all of this (no IQ rolls needed).

Any city armorer or leatherworker can turn a hide into a suit of armor, but it will take a month (most of that is hide-curing time) and cost \$500. So the players won't have the benefit of reptile man armor unless they can somehow work a trade involving a friendly armorer, a cooperative GM, and/or some extra cash.

The prestige value of reptile man armor is considerable (worth a +1 on any reaction roll), though PCs wearing such armor better hope they never run into another reptile man — the sight of it infuriates them (-4 on reaction roll).



After another day of travel (whatever distance that is for the party), clouds of dust are visible in the distance. Careful observation will show this to be a large caravan. The caravan is moving toward the party; they must immediately decide what to do.

If they flee, backtrack, move to the side, and/or hide, they spend an extra day in the desert but avoid encountering the caravan.

If they attack, they'll be killed quickly. Discourage this option.

If they greet the caravan, go to the *Meeting the Caravan* section, below.

If they hide and watch, they will see that the caravan is made up of dozens of Reptile Men, mostly on foot. The burden-beasts are huge, slow creatures like giant iguanas. If the watchers pay attention (make an IQ roll) they will see that there are some men with the party, and the men do not seem to be prisoners — indeed, one is apparently the straw-boss of a group of beasts. Having seen this, they must then decide whether to hide, attack, or greet the caravan.

Meeting the Caravan

The GM should make a hidden reaction roll. The GM plays Abdul, a merchant from Al-haz. In the background and observing is Hffissh-wheet, a Reptile Man merchant. Abdul's reaction will be no worse than neutral unless the party is rude — in which case Hffissh-wheet may take a hand. Abdul will react at a -1 if he sees an orc in the party — or a +1 if the orc appears to be a prisoner.

The caravan is bound for Al-haz; they have been north, trading with the dwarves. They normally stop at Castle Defiant. This time, though, they gave the Defiant demesnes a wide berth; those lands are full of raiding orcs!

The reptile men with the caravan are, in fact, a whole clan of their kind. For many years they were employed by Abdullah's ancestors as mercenary guards. Gradually, trust grew; the Reptile Men are now part owners of the trade route, get along well with the Al-Hazians, and react at only a -2 to other humans.

Under no circumstances will the caravan turn its path or delay. They will sell supplies and equipment (they always carry extras) at normal price, except for water (\$10 per gallon). They will sell weapons at double price. If any of the party are wounded, they will take them back to civilization for \$1,000 or the equivalent in goods. They can provide a detailed map of the way to Castle Defiant.

Replacement Characters: Any players whose characters have died may now create Reptile Man characters. The Reptile Men of this clan are (marginally) willing to cooperate with strange humans. And, though they have suffered no losses, they know that the orcs have taken Reptile Women of other clans. Thus, one or two young Reptile Men might want to join a rescue party.

Create a Reptile Man PC on 100 points — all of which must go to the advantage of his race. Thus, to have skills, the character must cut one or more basic attributes. Allow \$500 for gear.

Reptile Man PCs should act surly and only minimally cooperative. They should hiss and grumble constantly about having to associate with humans. If the humans' packs contain Reptile Man hides, this should be hidden at all costs from Reptile Man PCs! If the Reptile Man is doing a good job of roleplaying, human PCs in the party should think twice before going to sleep.

Interlude: The Village

The party continues through another 40 miles of desert. The desert gives way to plain again (60 miles of travel) and then to friendlier terrain — woods, fields, and small villages. This seems much like Caithness; indeed, it was settled by Caithness folk after the Orc War, but it is an independent demesne ruled by Castle Defiant. The roads seem empty; there are *no* human road encounters.

The party travels for one day through this terrain, and then enters a small village; it is shut up tight. Make a reaction roll at -2, *plus* cumulative penalties for race if there are orcs or reptile men in the party. Depending upon the reaction, the villagers will stay hidden, come out and be friendly, or charge out and attack!

If combat takes place, set up the "street" map from *Man to Man*. The players will be attacked by a dozen villagers; use the 20-point guardsman as a generic villager, without his arrows. This is a wholly unnecessary battle; if it happens, the villagers will flee after four of their number are down, and — as long as the PCs are not seen eating the fallen or anything like that — talk will then be possible.

One way or the other, the PCs will learn from the villagers that raiding orcs are everywhere, led by squat, axe-wielding demons. The orcs seek to terrorize rather than slaughter. Beautiful women are stolen; men who resist are killed mercilessly; everyone else is merely terrorized. The villagers' only hope is that Kerin of Castle Defiant will sally forth to destroy the orcs.

Road Travel: The party spends a further day on the road, before the next encounter.

Scenario 4

Strange Bedfellows

Background: As they near Castle Defiant, the travelers encounter a small band of orcs, led by a sadistic dwarf.

Characters: Ten orcs (3 30-pointers, 5 35-pointers, and 2 40-pointers), each with leather armor and an axe. A lone dwarf (obviously in charge), built on 130 points — 30 of which must be spent to be a dwarf. He has a morningstar, a medium shield, and light plate armor. His armor is of elaborate design, with a tusked helm that looks like the kind of thing orcs would make if they had talent. Until he is defeated, the players will have no way of knowing he is anything but a squat, powerful orc.

Setup: Use the clearing map from the *Man To Man* book. Entering or moving through a bush hex costs 2 movement points, but the bushes are low, and don't block line of sight or ranged weapon fire.

The player characters can enter from any side they choose. The orcs will be sprawled (prone) all over and around the building steps, and may run inside during the battle, if they so choose (if so, set up another map for the building interior). The dwarf is leaning against the bridge on the side facing the steps. He is shouting at them ("You lazy so-and-sos!" etc.). All NPCs have armor on, but their weapons are not ready.

Objectives: The PCs must get past the orcs, who are marching to join the attack on Castle Defiant. They may kill them all, take prisoners if they need more information, or drive them off.

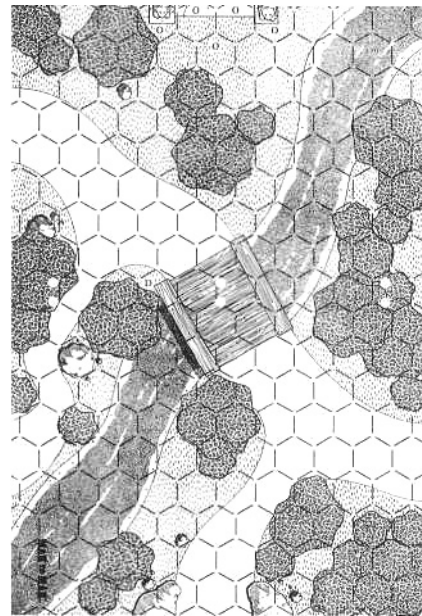
Special Rules: The PCs may be able to surprise their foes. There is, however, no possibility of avoiding this encounter; the countryside is alive with orcs. If the PCs are clever enough to sneak past, the GM should let them meet a similar party an hour later, in a setting of his own choice.

If the dwarf leader is killed (or if the number of orcs drops below the number of surviving PCs), the GM should make a combat reaction roll. If the result allows the orcs to flee, they will; the dwarf will go with them if he can. The PCs are free to give chase.

Rewards: Standard character points for the battle. The PCs will also have a chance to heal, and to interrogate prisoners and learn more about the orcs' (and dwarves'!) plans — see below.

Interlude: At the Church

After the battle, the PCs see that the building is a church or monastery. Inside are the slaughtered monks. If an orc is questioned as to why the monks were killed, he will just say "Orders."



Scenario 4 Map





The Healing Salve

The salve provided by the monk will, in fact, heal wounds. A single dose will restore one hit point. No more than one dose per day will be effective, and it will not raise the dead; this is medicine, not magic. The salve is used by rubbing it into a wounded area. There are 13 doses in the vial.

But there is a side-effect. Each dose causes one fatigue point and a temporary drop in IQ of two points. The Fatigue is recovered in the normal way, by rest. The IQ is restored 24 hours after the salve is used.

Soon a ragged band of about twenty local villagers and farmers will appear from hiding places nearby. Among them is an old monk, Brother Paul. He is a pacifist, and fled the massacre in horror. From within the church he produces a healing salve which he offers to the PCs (see sidebar). They may use it now or take it along.

Brother Paul is no fool — he is already gathering bedding and supplies from the church, so he can flee to the forest with his people. He will be happy to look after any PCs who are too wounded to travel. He will *not* take responsibility for any prisoners the PCs have taken. The villagers, on the other hand, will be all too happy to take care of them. If the party wants to keep prisoners alive, they'll have to take them along.

Questioning the Prisoners: Make an "information" reaction roll, at -3. The orcs, unless their reaction is bad, will talk. They are of the Blackskull tribe. They have accepted the leadership of Bulgan the Dwarf, and they take orders from him and his dwarves. They will soon conquer the Defiant demesnes, and then they will take Caithness. They have taken slaves and hostages from Caithness already. This information will not come out all at once — the players will have to ask the right questions.

Make a separate roll, also at -3, for the dwarf. On a bad reaction, he will be silent; on a *very* bad reaction he will try to goad a PC into single combat. On a good reaction he will boast about his boss, Bulgan, and Bulgan's plans — see sidebar, p. 24.

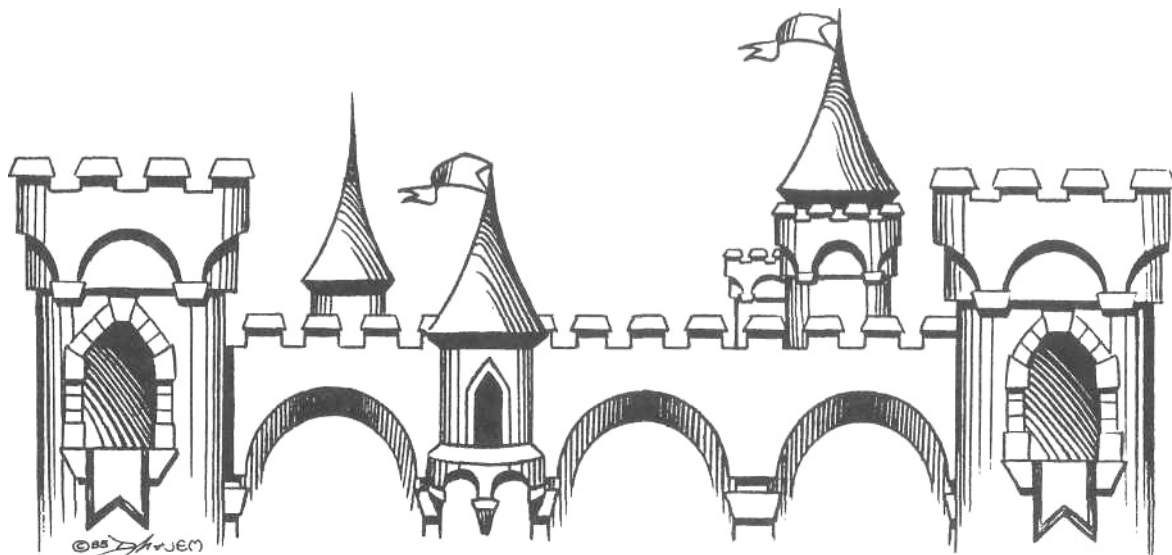
Replacement Characters: Any player whose character died may create a new human character — a farm lad anxious for revenge against the orcs. Create the new character on 50 points and \$350. Only one weapon skill is allowed, considering this person's background.

Interlude: Hide and Seek

The players are now very close to Castle Defiant. They are traveling through woods and fields, very much like their home — but small bands of orcs are everywhere. They see few humans.

Castle Defiant is 80 miles away. Because they are trying not to be seen, the party's speed is slowed by 10 miles per day. Also, the party's leader must make an IQ roll each day. (If the party has named no leader, use the character of the player who talks the most.) On a failed roll, the party is seen by a small band of orcs (roll 2 dice for the number). They are 20-point orc scum, with a 40-pointer as leader. The PCs can stand and fight (a pitched battle, using any convenient map) or run away (successful, but everyone takes twice as much fatigue as a battle would have cost).

Because the countryfolk are in hiding (or fled to the castle) there will be no human encounters and no chance to buy food or supplies. Eventually, if they can stay out of trouble, the party sees the towers of Castle Defiant.



Scenario 5

Castle Defiant

Background: The party reaches Castle Defiant, on the border of the orcland. It is besieged, and the orcs are preparing a full-scale assault. They're already swarming around the castle, just out of bowshot, battering rams and weapons at the ready. The defenders wait within. The players must get to the castle quickly, before they are mobbed by the orcs.

Characters: Several 30- and 40-point orcs.

Setup: If the characters have been fighting (or fleeing from) orcs, and have not rested after the last encounter, assess fatigue!

Use a blank map to represent a small part of the open plain around Castle Defiant. There is nothing on this plain for an attacker to hide behind — it has been meticulously cleared for hundreds of yards around the castle. A half-dozen orcs (3 30-point, 3 40-point) are scattered more or less evenly across the map. 40-point orcs, unlike those encountered earlier, wear *scale* armor.

The PCs begin on the short edge of the map, *already running*. They charged out of the woods, from behind the besieging orcs, and rushed this far without being seen — the orcs were all watching the castle — but now the orcs are facing them and ready to fight.

If the PCs choose to stand and fight, have an additional 30-point orc show up every other second. These orcs enter any side of the map. The first few may rush into battle, but later ones can be intelligent and collect their forces. Discourage heroism by having cannon fodder inside the castle yell things like, "Quick, get inside. They're coming! They're coming!" (But for every two orcs the PCs kill outside the walls, subtract *one* orc from those that will attack from the rear in the next scenario.)

When the PCs exit the map on the opposite side, they have run far enough that the orcs will not pursue them without orders — there are archers on the castle walls!

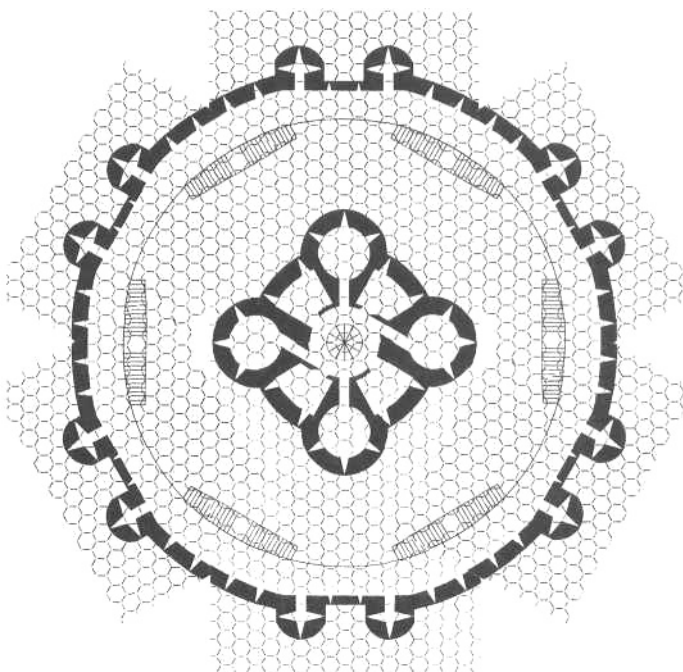
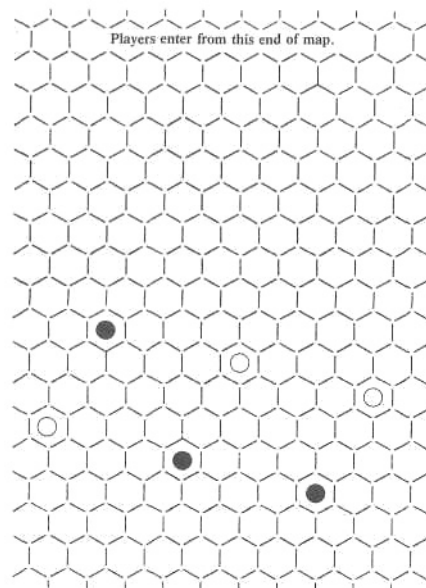
Objectives: The player characters must cross the map (so they can get inside the castle); the orcs want to slaughter them first.

Special Rules: None.

Rewards: Standard character points for the battle, and possibly a reduction in the number of orcs to face in the next fight.

Scenario 5 Map

The PCs enter from the top of the map, as shown here. Black dots represent 40-point orcs; open dots represent 30-point orcs.



Lord Kerin of Castle Defiant

Lord Kerin is 42 years old — much younger than Lord Peredur, but much older than the PCs. Though he has never met Peredur, he has heard many stories about the old hero. His father, Lord Klarren, dead some fifteen years, fought at Peredur's side. When the orcs were defeated, Klarren chose not to return to Caithness, preferring to carve out a little kingdom for himself. For years, his domain thrived — until the return of the orcs.

Kerin will be extremely helpful to the party, and will count news of the central plains and of his childhood hero as full payment for resupplying the party. Anyone who presumes greedily on his hospitality (asking for plate armor, for instance) must make a "request for aid" reaction roll at -1. However, Kerin will not become hostile, no matter what; the worst he will say is "no."

Scenario 6

The Siege

Background: This scenario occurs only a few minutes after the last one; there has been time for first aid, but no rest. Assess fatigue penalties for the last battle!

The besiegers, upset by the arrival of the PCs, decide to launch their attack immediately. This is a mistake — the orc force has not wholly gathered. But they are afraid that the PCs were the vanguard of an army coming to lift the siege!

Characters: The GM will play Ethrin, sergeant of the Castle Defiant guards. Ethrin is a 70-point fighter; he has chainmail, a broadsword, and a crossbow. In addition, the GM will play assorted cannon fodder. Place one archer at each arrow slit on the wall. These are 20-point characters in light leather; each has a shortsword, and a longbow and ten arrows. They will fire at any orcs that appear, and follow any orders given by the PCs - - as long as those orders are reasonable. (If there's any doubt, make IQ rolls for the archers to see if they follow foolish orders.) Ethrin will listen to the PCs but do as he pleases, and may countermand anything said to the archers.

The Adversary will play a host of 30-point cannon-fodder orcs.

Setup: Use a blank map, a Castle Wall map, and a Castle Keep map, as shown in the sidebar. At Ethrin's request, the PCs take positions on the castle wall to help in the defense. As soon as they take their positions, three waves of 30-point orcs will attack. They'll rush the castle in waves of a dozen, entering from any side of the blank map, outside the castle wall.

The first wave will arrive with a battering ram (see sidebar). Six orcs wield the ram, while the other six surround them, forming an orc-wall against attack. A second wave will appear five seconds after the first enters the map. (If the first wave failed to break down the door, the second wave will pick up the ram and try to finish the job. A third (and final) wave of a dozen orcs will arrive ten seconds after the second wave. Once again, they'll try to batter down the door, if necessary, while the others stand guard.

Just as the third wave of orcs appears (15 seconds after the appearance of the first wave), a dozen 30-point orcs will appear *inside* the castle — they've broken through another gate! This last group of orcs can enter from either (or both) of the two short edges of the castle keep map. Some will swarm up the stairs to the top of the castle wall; some will rush to open the gate (assuming it isn't open already) — it will take them five seconds to open the door. Others will stay on the ground level and attack anyone there.

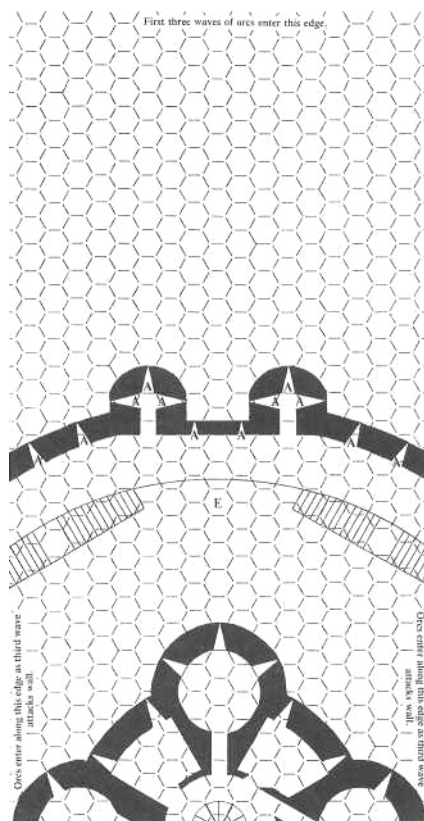
Objectives: The PCs must help defend against the orcs. They have several decisions to make — should they stay inside the castle and wait for the door to shatter? Should they pepper the orcs with arrows? Should they open the gates and charge the attacking hordes?

Special Rules: Ethrin gives the PCs half a dozen oil flasks, divided among them as they see fit. Each archer also has one oil flask, and Ethrin has two.

Use the rules for climbing and fighting on different levels when the orcs fight from the stairs.

If the battle goes against the PCs, they (and the friendly NPCs) may attempt to escape. Either a fighting retreat or a headlong flight can work. They will need to get out the nearby castle gate, and then make it off the edge of a blank map placed next to the gate. If this can be accomplished, they (and many other humans) got away, but the orcs took the castle. If the humans can't escape, the attackers will call for a surrender, and try to take the PCs alive even if they don't surrender.

Rewards: Standard character points for the battle, and the gratitude of the folk at Castle Defiant.



Scenario 6 Map

E = Ethrin
A = Archers

The Battering Ram

The orc battering ram is 5 hexes long; the crew should be arrayed evenly on both sides. The ram cannot be used by a crew whose total ST is less than 60. If four orcs with ST 15 get together, they can use it (two to a side), but it would take six orcs of ST 10 (three to a side). No more than 10 orcs — one per hex on each side — can use the ram.

The ram does one die of damage for every 10 ST points the crew has. The gate is heavy oak; it has DR 8 and can take 50 hits.

Orcs carrying the battering ram move two hexes a second — or three hexes per second if the crew's total ST is over 80. They move in the sequence of the first orc on the ram.

If orcs on the battering ram are slain, total the ST of the remaining orcs; if the total drops below 60, the ram falls to the ground. If all orcs on one side of the ram are slain, the ram falls, regardless of the strength of the survivors on the other side.

However, when orcs on the ram are killed or badly wounded, other orcs will leap to take the place of their fallen comrades.

Interlude: Lord Kerin's Gratitude

The defense of Castle Defiant could have three possible outcomes for the party — if they survive. First, it's possible that they were defeated and captured. In that case, skip to the "Imprisoned" sidebar, p. 21.

If the orcs were driven off, the party has won the eternal thanks of the people of Castle Defiant. Lord Kerin and his wife, Lady Abigail, are gracious hosts. They will offer the PCs food and medical aid. The party can stay up to three days, making one HT roll per day to regain lost hits, before duty will force them onward. In addition, Lord Kerin will give the players any tents or bedding they need; 10 days' provisions each; replacements for lost or broken weapons or shields; and 10 finely-made arrows and/or crossbow bolts (+1 to hit, due to good balance and feathering).

If the orcs took Castle Defiant, Kerin and Abigail will entertain surviving PCs as well as they can in a tent encampment some distance to the east, where the human refugees have gathered. The orcs took the castle, but just barely - and they have not yet organized themselves to hunt down the humans. The party can stay three days, but rolls for healing are at (HT-2) because of the primitive conditions.

Either way, the players will learn the general location of the orc stronghold. They are also warned — if they didn't know — that the orcs are led by dwarves!

Castle Defiant cannot provide troops to sally into the orc-land with the PCs — they've got to stay and concentrate on defense. At the most, a few individuals may join the party — see below.

Replacement Characters: Allow any player whose character is lost to play Ethrin for the rest of the campaign, joining the party as a volunteer. Alternatively, a new character may be created — a young fighter from the castle — on 60 points and \$500.

Road Travel: After leaving Defiant (or the tent encampment), the party travels 30 miles toward the Solfor Swamp.

Scenario 7

Swamped

Background: The players now know where the orc stronghold is. The bad news is that they must pass through the swamps of Solfor to get there. It's quite dark here — unnaturally dark. This scenario takes place within an hour of their entry into the swamp.

Characters: Three terrified 20-point orcs (the PCs should be terrified too). The real problem in this scenario isn't the orcs, however — better the players should worry about the hideous creature living in the murky depths of Solfor. This creature is called the Caustigus. (See the sidebar for more about the Caustigus.)

Setup: Use the "cavern" map. For the purposes of this scenario, the gray areas represent liquid, rather than walls. The players must enter on one of the short ends of the map (Game Master's choice) and exit on the opposite end. The orcs begin in the large open area in the center of the map. They're huddled in the center of the area, back to back to back, weapons ready. The Caustigus can pop out of the acidic liquid at any time, in any place. The Adversary or GM should play the Caustigus intelligently; it can poke its head from below the water without being seen, and choose its best chance to attack.

Objectives: Simple survival. Get to the other side of the map.

The Acid Swamps of Solfor

These are no ordinary swamps. Instead of water, the Swamps of Solfor are filled with thick, soupy acid. The acid will do one point of damage each second anyone is in contact with it. Toughness protects only for the first second (2 seconds if you have 2 points of Toughness). When the victim reaches 0 HT, he or she will fall unconscious from the pain, but the acid will continue to eat away at the flesh at a rate of one point per second. Keep track of negative HT points and make HT rolls, as appropriate.

Anyone who falls into the acid must make a DX roll to crawl out. Subtract the character's encumbrance from his DX!

Any character who drinks the acid (or is forced to drink it) will take (1 + 1) damage for each drink. Toughness is no help.

The acid will also eat through almost any kind of armor. For each TWO seconds spent in the acid, or in contact with the acid, subtract one from the DR and PD of the unlucky character's armor.

Reptile Man hide is impervious to the acid's corrosive effects. (In fact, it could be fashioned into a container, allowing the PCs to take some of this incredible liquid with them on their journey.) Anyone wearing Reptile Man armor takes only half damage for the first five seconds that they spend in the liquid. Reptile Men can walk in the acid — or even fall in — without harm, but they cannot drink it.

Earth, certain types of stone, and certain rare organic items are immune to acid damage. Cloth, vegetable matter, and other soft substances will be eaten away at a rate of one HT per second. Metal items will be eaten at the rate of one hit per two seconds.

The Caustigus

The Caustigus is one of Caithness's strangest creatures. Although intelligent, it is vicious and solitary. It is immune to the acid of the swamps — it lives nowhere else — and it is a terror.

Caustigus Stats

Since the Caustigus has no weapons, talents, etc., its stats are simple:

ST 15 DX 14 IQ 10 HT 16

Damage Resistance: 2

Move (under "water" only): 4

The Caustigus continued on next page . . .

The Caustigus (continued)

Indeed, the Caustigus is a legend in Caithness . . . there is even a nursery rhyme about it:

The Solfor Swamps are dank and eerie;
open armed they greet the weary.

Soothing touch of water cool, burns the
flesh of mortal fool.

A creature here you're apt to see; the
creature grasps — you'd better flee!

Its skin does flow like oozing mire; its
touch does burn like cursed fire.

The creature lives in darkness deep; in
light of day its eyes do weep.

The eyes reveal a twisted soul; miss the
eyes, your head will roll.

The Caustigus, the Caustigus; once in its
hands you're lost to us.

This old rhyme provides a lot of information about the Solfor Swamps and the Caustigus. Upon entering the swamps, have each PC make an IQ roll to remember the rhyme.

From the rhyme, players can learn that the liquid of the swamps is dangerous. They can also learn of the Caustigus and its one weakness — its eyes.

The Caustigus has four long arms (each with a two-hex reach), all of which it can use during any given second. It attacks by reaching up to pull its victims into the acid. It must win a quick Contest of DX to grab someone.

If the Caustigus grabs someone, a quick Contest of ST ensues on its next turn. (If the Caustigus uses two hands on the same person, it gets a +3 to ST.) If the Caustigus wins, its victim is pulled one hex toward the acid. Anyone *in* the acid while gripped by the Caustigus will take acid damage each turn, and is doomed unless the Caustigus flees.

The Caustigus is hard to hurt. Damage to arms regenerates at one point *per arm* per Caustigus turn — unless the arm is completely severed (this requires 8 hits to the arm).

Its only vulnerable spot is its head. It can't regenerate damage to the head; furthermore, its eyes are very sensitive. It is

unable to see in any bright light. For each torch within 6 hexes, its DX is reduced by 1. Also, eye-piercing shots do the same damage that they would on any other creature: double damage for a head blow, plus blinding!

The Caustigus will *not* fight to the death. Should it feel its own life is in danger, it will vanish under the "water," ending the fight. If it flees, it will release anyone it is grasping.

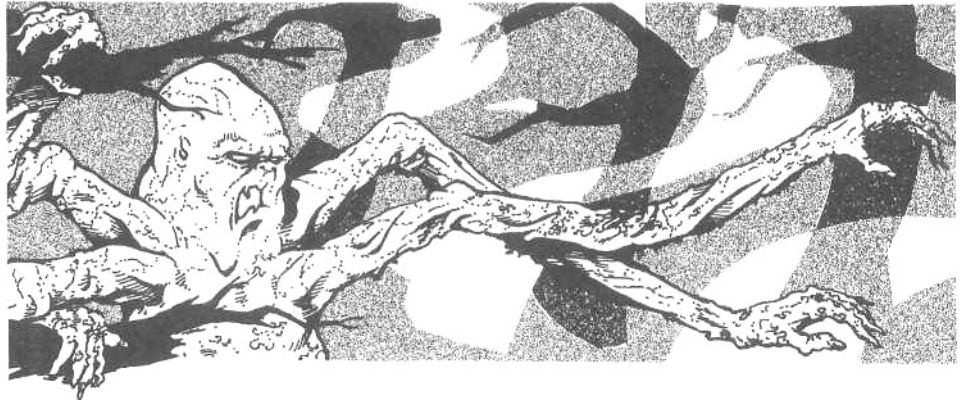
Special Rules: Since the gray areas on the map are liquid, they can be jumped. A straight DX roll is required to make a standing broad jump across the liquid. If the jump is made as part of a Move maneuver, the player must roll (DX-2). A failed roll means the character slipped or didn't leap far enough. That means trouble, because the liquid isn't water; it's acid. (See the sidebar on page 19 for more information.)

It's dark in the swamps — all skill rolls should be at a -5 unless the PCs have torches. (If they do have torches, no IQ roll is required for them to figure out that they need them!)

Allow the players to make IQ rolls to notice that the orcs are terrified and that they're watching the liquid, nearly heedless of the presence of humans.

If the PCs leap in to attack the hapless orcs, the Caustigus will appear five seconds after the battle begins. It can attack up to four characters at once — human or orc — Game Master's choice, or roll randomly if there are several attractive groups of targets.

Rewards: DOUBLE character points for the battle — the Caustigus is tough, and the orcs could cause trouble.



Interlude: Ore-Land

The party slogs through another 20 miles of swamp (at ten miles per day). They are hideously uncomfortable, but they are not attacked again. Then they find themselves entering a chilly grassland — almost a steppe. This is the orcland.

Travel is fairly easy, and almost immediately they see signs of life — campfires, trails, and the like. By now — from captured orcs, Lord Kerin, or another source — they know about where to go . . .

They travel some 80 miles to the north, through gradually hillier country. The trip is uneventful, though twice they must hide from large bands of orcs using the same road. In the distance a ridge of hills — almost mountains — is visible. Finally, the trail leads to a narrow pass through the hills . . . guarded by some twenty orcs. The party will no doubt want to observe this from hiding.

NOTE TO THE GM

From this point onward, the quest is doomed to failure *unless* the PCs make the "right" choices to get them safely into this nest of orcs and out again. There are enough hints in the text to guide players along the right path, but a hasty decision can get everyone killed. A merciless GM will let them make mistakes and die; a compassionate GM will offer hints through a "mouthpiece" character.

Interlude: The Pass

It should be obvious to all the PCs that the orcs at the guardpost are more than a match for the party. If they attack, go ahead and set up a battle between them and 24 40-point orcs in *scale* armor. The PCs should lose. If they flee *the way they came*, they might (depending on the GM's mercy) be able to regroup and continue. If they flee *Inside*, go to "Spotted!", in the sidebar (p.22).

If the players intelligently choose to observe the pass, each gets one IQ roll. If they spend more than an hour observing, subtract 2 from all rolls. The lower the roll, the more is noticed:

IQ: The orcs are set up to guard *this* side. Because of the slope of the terrain, they can't even see the other side of the pass.

IQ-1: Piled above the pass are hundreds of huge boulders.

IQ-2: Above the orcs (within the pass) is a large metal device. Cables lead up to the rocks.

IQ-3: The machine is clearly of dwarven make, and is designed to bring down the rocks from above, plugging the pass!

If the orc from the desert is with the party, he sees all these things automatically; he was with a war-band that once (fruitlessly) attacked this pass. He also knows that this line of hills is the edge of a huge circular crater, within which live the Blackskulls — and that this pass is the only one.

The party can attack the pass (and fail); try some ruse (and fail; humans are not welcome here, and there is no way they can pass themselves off as orcs); or climb the hills. And that is what they should do. There is no *easy* way around the pass, and no way at all for mules. But if the mules are abandoned, the PCs can circle away from the pass and make it to the top of the hill-ridge in two days. No "climbing" rolls are necessary. However, the GM should ask if the PCs have climbing gear — ropes, pitons, et cetera. If they do, they should be told that they found it useful.

From atop the ridge, they see the full extent of the Blackskulls' domain — see map, below. It is a huge ring of hills, perhaps 30 miles across — a meteor or volcano crater, though the PCs don't know that. Within the ring are plains (a bit more fertile than the rest of the orc-land); a lake; a couple of village areas; and, in the very center of the crater, a wide, craggy mountain about the height of the one they are on now. The pattern of roads makes it clear that this mountain is an important place. They can also see a sizeable army — at least 2,000 strong — drilling on the plain.

They can also see that a road runs around the ring of mountains, about halfway up the inside slope. After a day of scrambling downhill, they reach that road.

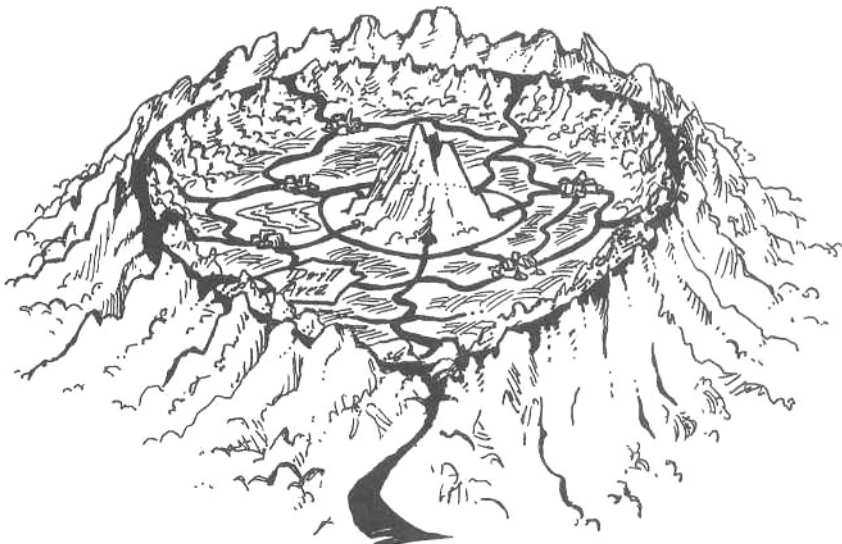
Optional Interlude: Imprisoned!

This takes place *only* if the party was defeated at Castle Defiant. If the party was not captured there, they go to the next scenario — "Swamped," p. 19.

The surviving fighters, along with Ethrin (if he lives), were taken prisoner and bundled back to the stronghold of the attackers. They all received first aid after the battle — the dwarf-leader wanted them alive! — and they have regained lost fatigue. In addition, they have had several days of relative peace and quiet in the cells, and adequate food. Each player may make five rolls at (HT-2), regaining one hit point for each successful roll.

They saw little on their trip; they were bound and blindfolded. Only in their underground cell did they have an opportunity to rest and plan. Now they must attempt an escape, while they still have a chance.

(GMs: Make them plan their escape. Whatever they try will work, and they will be able to overpower the guard on the armory. There they will find axes, swords, and heavy leather armor. Now skip directly to the "Renegade Dwarf" scenario, p. 24.)



Spotted!

If the party proceeds carefully, this won't happen. But if they make a mistake, they will be seen by a large party of orcs before they reach their goal. They will find themselves trapped within the orc-land, with angry orcs and dwarves searching for them.

Their only hope will be to flee back over the mountains, ahead of their pursuers. Unless they went down into the central area, far from the mountains, this should be possible.

Nevertheless, the trip will be hurried. And hurried rock-climbing is dangerous. Proceed as follows: Each character must make *either* a ST or DX roll, whichever is better, representing a feat of hurried climbing. Add 2 to ST or DX if that PC has any climbing equipment ($\frac{3}{8}$ " or $\frac{3}{4}$ " rope, or pitons.) Add another 1 if he has a grapple *and* rope. *Subtract* the character's encumbrance level! It is legal to take off armor or drop packs before the climb starts, but this material is lost forever.

Anyone can try to carry an injured comrade, but this adds to encumbrance!

A failed roll means a fall — take 2 dice of injury (armor protects). A critical failure — 17 or 18 — means a *long* fall — 4 dice of damage.

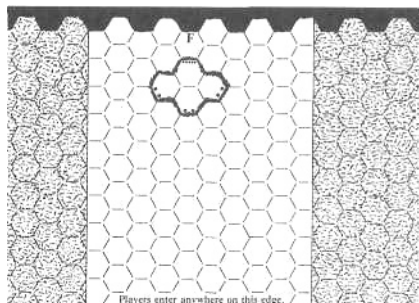
Once this part of the climb is over, the *smartest* member of the party must win a Contest of IQ with the leader of the pursuing orcs, whose IQ is 10. If he wins, the party has escaped the orcs. If he loses, another hard climb is necessary — and then another IQ roll — and so on!

Once they outwit the immediate pursuit in the mountains, the party will be able to play hide-and-seek through the orc-land and the Defiant demesnes, and may make its way back home — go to *Dissension* on p. 26.

If the PCs make it back to Durham, they will have successfully scouted the orc-land, and will be rewarded — but not as heavily as if they had freed some prisoners. Instead of the rewards listed in the Finale, each will receive \$4,000 and a fine weapon — no knighthood!

However, if Bronwyn was one of the prisoners, Peredur will be more disappointed; they will each receive \$4,000, but no fine weapon.

Scenario 8 Map

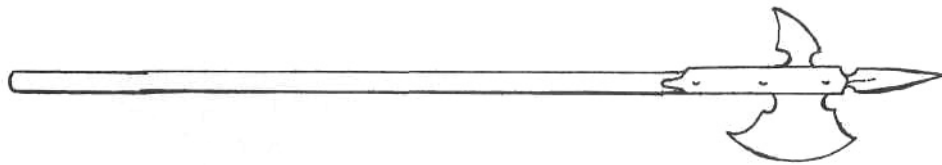


F = fake door

•• = ladder

•••• = gate

••••• = obstructions



Interlude: Inside the Crater

The road is fairly wide, lined with crushed black stone. Below are more rocks and brush like the ones the PCs have been struggling through. The party could certainly be seen from the crater floor — but not well enough to tell them from orcs.

If the party hides and watches the road for a while, they will see several small parties of armed orcs at 30-minute or longer intervals, as well as a couple of large work parties with shovels. These groups are too large to molest. If the party shows itself in any way, go to the "Spotted!" sidebar. If they hide, they won't be seen, and can continue.

The next encounter takes place no matter what the PCs do — modify it for circumstances. They hear footsteps in the distance, and soon see a single orc — slender, unarmored, and unarmed except for a dagger. He wears a scarlet armband. He is running, with a rolled parchment in his hand.

This orc is not a fighter. His only important stats are Move and Dodge (7), HT (8), and IQ (10). He would be easy to kill. *However, this would be a severe error for the PCs to make! They need his help.* If they surround him, they can catch him — he will surrender in terror. But if they show themselves too soon, or try to chase him, he will flee — *fast!* He can escape unless brought down by a bow, and raise the alarm. If this happens, go to the "Spotted!" sidebar.

If questioned, the orc will tell everything he knows; he is a terrified teenager, more afraid of immediate harm than of his master's revenge. Answers to obvious questions: His name is Krrvapi of the Blackskulls. He is a messenger, on his way to deliver a message (routine military junk) to his master. His master, and the master of all the Blackskulls, is Lord Bulgan. Bulgan is a dwarf. The garrison at the gate is 24 strong. Bulgan is not at his castle now — he is at his torture chamber, disciplining troublemakers. Bulgan has already crushed Defiant (Krrvapi thinks) and will soon invade Caithness.

The GM may fake a reaction roll for Krrvapi, but his reaction is predetermined. He will cooperate with the party as long as he must, and he is not imaginative enough to lie well. His true loyalty is first to himself, second to his tribe, and third to Bulgan.

When Krrvapi's first terror subsides, he makes a plan — not too clever, but good enough. In order to avoid a fight in which he might be butchered, he will offer to lead the party past the guard-posts, directly to the torture chamber and Bulgan. If he can lead them into a trap without risking his own skin, he will. If he has to take them all the way to Bulgan, that's all right — Bulgan will *want* to see these interlopers, and will easily be able to deal with them! If given a chance to escape, Krrvapi will do so — and will soon find help and sound the alarm (see "Spotted!" sidebar).

Krrvapi leads the party back along the road toward the pass. The torture chambers, he says, are part of the catacombs within the ring-wall itself — underground burrows that were once the Blackskulls' homes. Every so often, more orcs come along, but they are noisy; it is easy to hide in the rocks, and the frightened Krrvapi makes no sound *if* he is properly guarded.

For an alternate "guide" character (one that can be used instead of Krrvapi) see the sidebar, p. 25.

Just before the group reaches their goal, a large party of orcs comes from *behind* them. Once again, the PCs hide. The orcs pass, and go on toward the pass. Following discreetly, they see that the trail dead-ends in a blank rock wall — but the orcs have vanished!

Life is the Pits

Background: A group of at least twenty orcs has somehow vanished into a rock wall. Krrvapi says they have entered a secret door — but, investigating, the PCs come across a concealed pit, guarded by four orcs. Once they deal with the orcs, they'll find that the pit is the true entrance to their destination, the torture chambers of the mad Bulgan!

Characters: Four orcs — two 30-pointers, two 40-pointers, in heavy leather, armed with axes. Krrvapi, the orc messenger.

Setup: Assess two hours of fatigue on the party. They *may* hide beside the road and rest before they investigate the door, but only if *they* think of it.

Use the blank map from the *Man To Man* rules. Mark a ten-hex-wide road, ending in a blank wall at one end of the map. Everything off the road is obstructed terrain. Unbeknownst to the players, there is a ten-foot-deep pit, four hexes across, which gives access to a maze of underground caverns. Don't draw the pit on the map — it's quite well-hidden. (See sidebar, p. 22, for map sketch.)

The PCs enter from the long end of the map farthest from the blank wall. Unless they see the pit, they will probably start checking the rock face for a hidden door. "It's hard to find, and you'll have to force it open," says Krrvapi. There is, in fact, the outline of a door on the wall — but it's not a real door. An (IQ-4) roll made after hands-on investigation would reveal it to be a fake, but there will probably be no time for that.

Upon entering the map, each player should make an IQ roll. A successful roll means that PC has spotted the barest hint of the concealed pit. The players then have the option of sneaking up on the pit, and seeing what's going on. The pit is concealed with a lath-work lid, covered by a crust of mud, cunningly made to blend in with the surrounding plain. The whole lid can be picked up and moved. Jumping on it or throwing something weighing twenty pounds or more will break a hole in it. If the PCs break or move the lid, they'll see four very surprised orcs staring up at them. There are three ladders in the pit, as shown in the set-up map on p. 22, and a barred gate on the wall closest to the blank wall.

Anyone can jump into the pit — just make a DX roll. A successful roll means a safe landing. A failed roll means a fall.

Once in the pit, the PCs will find themselves in a very tight squeeze — the pit is only four hexes big and there are already four orcs in it. This means close combat or no combat at all!

If the players fail to notice the pit, they may fall in — any player who enters a pit hex unknowingly will take a ten-foot tumble, and find the orcs waiting below. Three of the orcs will fight, while the other will try to open the barred gate which leads into the catacombs (see below). As soon as the gate is open, all the orcs will dash through, if they can. (See the next scenario for fleeing-through-the-catacombs rules.) At the discretion of the GM or Adversary, the orcs may stop inside the gate, pull it closed, and attack through the bars.

If the PCs fail to notice the pit, and nobody falls in, one of the orcs will shove the lid to one side and look out, seeing the party. This should get the PCs' attention. As soon as the orc has been spotted he'll pop back into the pit. If the players approach, they'll hear three of the orcs urging the other to "Hurry up! Get it open! Quick! They're coming!" There's nothing threatening going on in the pit — they're simply trying to open the gate so they can run away before the PCs get there!

Objectives: The players must survive the battle and get into the underground caverns of the orcs. The four orcs are guards; their objective is to survive and to get into the catacombs with a warning.

The Gate in the Pit

In the pit, the PCs will find a five-foot-tall, barred gate directly opposite the ladder. This gate leads into the catacombs. It takes five seconds to unlock the gate using the key. (One of the bigger orcs has the key as the scenario begins.)

If the PCs manage to kill all four orcs in the pit before they can unlock the gate, they'll have to find the key or try to break down the gate. Treat it like six Bronze/Iron bars, 1" diameter if anyone tries to hack through them — DR3, 20 hit points, use an axe or a hammer. At least three bars must be removed before a human character can squeeze through. (An elf can get through after two have been removed; orcs and Reptile Men will have to remove four.)

The gate swings both in and out — anyone who opens the gate decides which direction it opens that time. If the orcs escape, they'll leave the gate unlocked behind them. Alternatively, they *may* try to pull the gate closed (requiring 2 seconds), locking it automatically, and flee — or just attack through the gate.

It is possible to make thrusting attacks or attempts to grapple through the bars. All such attacks are at -3. Any foe in a gate hex or adjacent hex can be reached by a character on the other side of the gate and, of course, multi-hex thrusting weapons can reach through.

Torches

A torch reduces the hit penalty for darkness. In quarters as close as the catacombs, any torch within line of sight turns the hit penalty from -10 (total darkness) to -3.

A torch can be used as a weapon — treat it like a baton (a light club) — plus one point of damage for the flame. And, of course, a torch can be used to set other things on fire — given enough time. Most oil you're likely to encounter in a medieval world will catch fire three seconds after contact with an open flame; ordinary clothing will catch in four seconds; kindling will take ten seconds to set ablaze. Other types of objects will vary — GM's judgement.

It is possible to carry a torch in your "off" hand, leaving your weapon hand free for combat. It's even possible to parry with a torch — taking appropriate minuses if it is carried in the off hand. Bear in mind that it will splinter like a light club if asked to parry a weapon of significant heft!



Bulgan the Outcast Dwarf

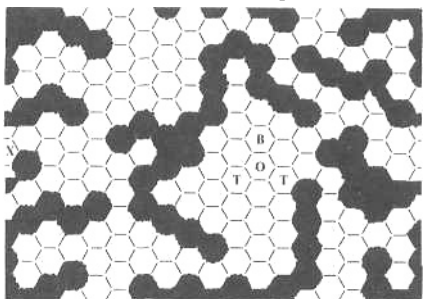
Bulgan is the oldest son of a northern dwarf-lord. He is talented, clever, and ambitious — too ambitious. Dwarves live a long time, and Bulgan didn't want to wait to inherit. He plotted to murder his father.

But — though Bulgan attracted many evil followers — such corruption is still relatively rare among the dwarves, and his plot was found out. Loath to execute his own son, the dwarf-lord imprisoned him . . . for years . . . and eventually, Bulgan escaped.

Bulgan, now quite insane, vowed he'd get revenge. Calling to his side the dregs of dwarfdom (who else would follow him?), he set up his own kingdom in the west. The hapless orcs provided his subjects. Bulgan was stronger, madder, and crueler than any orc-chief in history; some of the orcs hated him, but many flocked to his banner. And his "kingdom" began to prosper and grow, fed by orc-raids on the civilized lands to his east.

But manual labor — except for architecture and metalcrafting — is below noble dwarves, and orcs make poor body-servants. So Bulgan sent his troops out to raid for slaves. At first, they grabbed any young, healthy folk they could find. Later, they became more particular, choosing only the most attractive ones. And, in a stroke of twisted genius, Bulgan began sending out special teams to capture young noblewomen (like Bronwyn) who could be used as hostages to bend the will of influential lords (like Peredur). But the plan backfired . . .

Scenario 9 Map



B = Bulgan
T = torturer
O = oil vat

Special Rules: Each PC must make an IQ roll upon entering the map to see if he or she notices the hidden pit. A successful roll means the player spotted the pit and can take whatever action seems appropriate. See the sidebar, p. 23, for special gate rules.

If Krrvapi is still alive, he'll find a chance to flee back down the road — but by now, he can't raise the alarm in time to do any good.

Rewards: Standard character points and entrance to the orc stronghold.

Scenario 9

Renegade Dwarf

Background: Underground, the PCs must make their way through the catacombs. After brief encounters with assorted orc cannon-fodder, they find the leader of the dwarves! The sadistic Bulgan has left his castle to "discipline" some of the higher-spirited captives. (If Bronwyn was kidnapped, she'll be here, of course.)

Characters: Several 30-point orcs. Two dwarf torturers, built on 100 points; they wear light leather armor (and black hoods and studded wristbands), and each carries a greataxe. Bulgan the mad dwarf-lord, built on 180 points; he has scale armor and a warhammer. Orc guards who survived the last scenario will reappear in the catacombs.

The PCs also find 13 captive women (including Bronwyn). Among the captives are four Reptile Women, four female humans, three elf-women, and two female hobgoblins. Stats for the captives shouldn't be needed; if they become necessary, generate them using the nonhuman character rules in *Man To Man*.

Setup: Use the cavern map bound into this supplement. (For a real challenge, put several of these maps together to create a larger cavern.) The PCs enter at any point marked with an "X" in the sidebar illustration and must make their way to the large open area in the center of the map.

Since this scenario takes place just after the last one, there is no chance to heal injuries (except for first aid and the monk's salve) and no chance to regain fatigue.

The GM or Adversary should set up four orc guards (40-pointers) anywhere in the catacombs, along with any orcs that escaped the last scenario. Use a pencil to mark the position of a dozen torches wherever you want. Consult the adverse combat condition rules on p. 23 of *Man To Man* and the Torch rules on p. 23 of this book.

The PCs may fight the orcs as they encounter them. Orcs may fight, or flee to warn Bulgan, as the Adversary wishes.

In the large central chamber, the players will find Bulgan and the dwarf torturers, with a fire and a vat of boiling oil. (What they intend to do with the oil is left to the imagination of the players.) In the vat is a large ladle which can be used to scoop out hot oil or to bash foes on the head. (Treat the ladle like a light club.) The captive females are chained to the walls.

If the players try talking to the dwarves before leaping to the attack, they can learn more about Bulgan — see sidebar. Make a Reaction roll for a Potential Combat Situation before revealing anything.

Objectives: The PCs must defeat the dwarves and rescue the women. Bulgan wants to kill the intruders — or, better yet, take them alive and introduce them to his oil-vat. If the battle goes against Bulgan, he will flee. If he can get into the catacombs, and avoid pursuit (see below), he has escaped.

Special Rules: When playing out a scene in the catacombs, there will be times when characters will lose sight of each other. When this happens, have pursuers make IQ rolls (modified as you want by such factors as noise) at intersections, to see if they can stay on the trail of the character(s) they're pursuing. A failed roll means the pursuer must choose his path randomly. Hidden movement is wonderful, but in this case more trouble than it's worth.

The oil-vat is very, very hot. Anyone who touches it without gloves or gauntlets will take heat damage (1-2 per second). It weighs 1500 pounds when full, should anyone try to tip it over. If anyone tries to smash it, treat it as ½" iron slab (DR6, 25 hit points).

The PCs can free the women during the fight by cutting through their chains (DR 3, 10 hit points per chain — one chain per prisoner). Bulgan has the key on his person. If freed, the Reptile Women will get into the fight, bare-clawed (they have no weapon skills). Unless there is a Reptile Man in the party to talk to them, they will attack the closest target, so this scenario is best played with an Adversary. At any rate, the Reptile Women attack PCs and NPCs with equal fervor. If Bronwyn is released, she'll grab a weapon and use it. No fool she, though — being small and armored, she will try to bash heads from behind. None of the other captives will fight — they'll flee, or cower in corners.

The PCs might also try to tip the vat of boiling oil. (One hopes they'd think to set the women free first. . .) This will require concerted effort by characters with a total ST of 30 or more. Anyone beside the cauldron on the wrong side when the oil is dumped gets a DX roll to avoid it, and takes 3 dice damage if the oil pours onto them. The oil will cover the entire floor, and anyone *in the room* takes 1 die per turn of damage, starting the turn after the oil is dumped. The room is slightly lower than the corridors, so the oil stays there. It will be at least 10 minutes before the oil cools enough to let the room be re-entered, and anyone trapped in the room will be thoroughly cooked by then!

Rewards: Standard character points. If Bulgan was slain, each character gets an extra two points. If he was taken alive, give each one an extra four points. This represents a stunning success, because it guarantees that Bulgan's plot is foiled, and he can be wrung dry of information about the orcs' future plans and abilities.

Bulgan is wearing jewelry worth \$1,200, and each of his henchmen has rings and coins worth \$700. There may be more loot to be had somewhere around here, but sensible characters will realize that it is time to go! PCs that insist on searching for treasure should be entertained with orc encounters until they give up and leave. No matter how heroic the party, they *can't* wipe out this nest singlehanded. They should take their winnings and go.

Interlude: Escape!

The hobgoblins will flee into the catacombs if rescued; the Reptile Women will do likewise once the fight is over *unless* there are Reptile Men with the party. The other captives will gratefully accompany their rescuers. Now it's time for everyone to run!

At this point, there are two "right" ways to get out of the orc-land. The captives know the way out of the torture chambers and the labyrinth around it; one exit opens *within* the pass itself!

First: They can dash through the pass to freedom, if they block the pass behind them. If they were observant when they first entered, they will know that they can bring down rocks to close the pass. Operating the rock-dropping machine is easy (it has only one large lever!). If the lever is thrown, the boulders above will tumble, barely leaving time for the PCs to escape. Pursuit will be blocked by the rockfall; the orcs at the guardpost will panic and flee. The PCs may head home at their leisure; they have trapped the orc army in the crater for weeks or months, buying Defiant and Caithness time to deal with the orcs outside. If someone thought of triggering the boulders *without* GM prompting, give them an extra character point.

Joining Strength

No one person can knock over the huge oil-cauldron. But several, working together, can.

Several people, working together, can often accomplish things which would be impossible for a lone adventurer. One person might be able to lift a stone weighing 150 pounds. Two people could lift twice as much. Three people could lift three times as much, and so on. As long as there is room under, or around, an object a group of PCs wants to roll, lift, throw, or otherwise move, they can work together. To find how much a group can move, simply total their STs and proceed as if you were dealing with one very strong person.

Optional Interlude: The Escaped Slave

This interlude can be used to replace or supplement the sequence about Krrvapi, the orc messenger. For instance, if the party slays Krrvapi before he tells all, this can happen . . .

While hidden in the rocks above the orc-road, the PCs see a girl, her hands bound in front of her, running frantically down the road. No one else is in sight. Of course they will help her!

Her name is Melissa; she was a farmer's daughter from western Caithness. She was kidnapped by orcs, to serve in the castle of the horrible Bulgan, the dwarf-lord of the orcs. She can tell everything about Bulgan's background (see sidebar, p. 24).

This morning, Bulgan had his servants put these elaborate cuffs on her, and dragged her along . . . to his torture chambers! When Melissa saw the vat of hot oil bubbling there, she panicked and fled. He just laughed and let her go! She does not understand, but she is terrified — and the cuffs hurt. She does not even remember the path she took — though she can try to lead them — but it was "back that way."

About now the PCs should examine the handcuffs — elaborate golden bracelets, four inches wide, joined by a golden cable rather than chain-links. A single good sword-cut will sever the cable. When that happens, Melissa will scream and fall. Blood gushes from her wrists beneath the cuffs! There is nothing the PCs can do; she soon dies.

The handcuffs were an evil dwarven device; cutting the cable released a spring and slashed her wrists. The PCs will encounter no more of these, fortunately — but now they know just what sort of fiend they are dealing with.

Walking the way Melissa came, the PCs find the rock face that begins Scenario 8 (p. 22).

Second: If the PCs took Bulgan alive, they can *walk* out of there, a knife at his throat. His underlings won't risk his life. In this case, dropping the boulders isn't necessary — but it's still *desirable*. If it's done, give an extra character point to the one who thought of it.

Should the party come up with another *logical* way to make a clean escape, fine . . . but remember that, unless the pass is blocked, the orc-army will spare no effort to catch the intruders who so humiliated their leader!

Interlude: Dissension

By now, every race in Caithness (except the dwarves) may be represented in the party. So far, the group has held together against a common foe. But now Bulgan's plot has been foiled, and the natural disharmony between hostile races may come to the fore.

It is two days after the escape from the crater. If there are Reptile Men in the group, make a reaction roll for each, at -1 (-2 for race, +1 for comradeship). If there is an orc in the group, make a reaction roll for him (no modifiers). Each roll gives the *mutual* feeling between that individual and the humans and elves in the party. Depending on the die-rolls and the inclinations of the players, the party may stay together, split up peacefully, or erupt in bloodshed! If a fight takes place, the GM should stage it fairly; if enough distrust exists that battle will occur, nobody will have a chance to launch a surprise attack.

If the party splits up, orc and Reptile Man characters are out of play; it can be assumed that they receive appropriate honors when they return to their homes.

Interlude: The Trip Home

Nothing important happens on the return trip *unless* the GM wants to lengthen the adventure. You may improvise new encounters; play the trip out a day at a time with nothing except random encounters; or just skip to the Finale.

Finale: Orcslayers!

When the conquering heroes return, there is much rejoicing in Durham . . . and, as word spreads and the captives return home, elsewhere in the kingdom. If the PCs wanted to make a name for themselves, they've succeeded beyond their wildest dreams.

Rewards: For the information they provide (and, possibly, the return of Bronwyn) Peredur will give each of the heroes a set of heavy plate armor (or \$6000 cash) and a fine weapon of his or her choice (+1 to the basic damage for that type of weapon).

In addition, each surviving character from the beginning of the adventure — that is, those that started as Peredur's squires, or as the younger brother or sister of a squire slain in the orcs' initial raid — will be knighted, and will be called "Sir" from then on. (Yes, this applies to female knights, too.)

The other characters, even nonhumans, will be offered positions in the Durham castle guard. Peredur will know that not all orcs are bad — just most of them! — and that a Reptile Man that could travel that far with humans is trustworthy.

Give extra character points for good roleplaying as desired.

Further Campaigning

The successful conclusion of *Orcslayer* may be only the beginning of your *GURPS* campaign. After all, your surviving characters have earned wealth and (locally) fame. There are several possibilities . . .

Dwarven Politics. There are dwarves aplenty in Durham. How will they react when the players return with news of Bulgan? Will they be hostile? Will they thank the PCs for taking care of an embarrassing renegade?

Pride and Prejudice. Although Lord Peredur accepted the nonhuman members of the party (if any) as heroes, some of the Durham folk may be very leery of Reptile Men or — worse! — a real, live orc. This may lead to interesting repercussions — at the least, a tavern brawl or three.

A Trip to Court. Lord Peredur, always mindful of the orcish menace, will be pleased to have his squires return as orcslayers. He may gather a retinue (including, of course, the PCs) to visit Carrick, the capital of Caithness, to warn the King about the invasion.

Further Travel. What if the party did not return immediately to Peredur's castle? The players may circle the Blackskulls' crater and strike deeper into the orc-land. They may choose to journey to the land of dwarves to the north, to learn more of the intrigue which led to Bulgan's exile. They may choose to venture to the urban centers of the south and far east, seeking fame and fortune. For orcslayers, anything is possible . . .

RANDOM ENCOUNTERS

The GM may use these tables to add extra encounters to the adventure. Each encounter may be as detailed (or as perfunctory) as the GM likes, and may even be expanded to include combat.

Suggested procedure: Roll one die secretly at the beginning of each day's travel. On a 6, an encounter will occur. If a random encounter takes place, roll one die and consult the table appropriate to the terrain. An asterisk (*) means this encounter should take place only once per adventure; re-roll if it is duplicated.

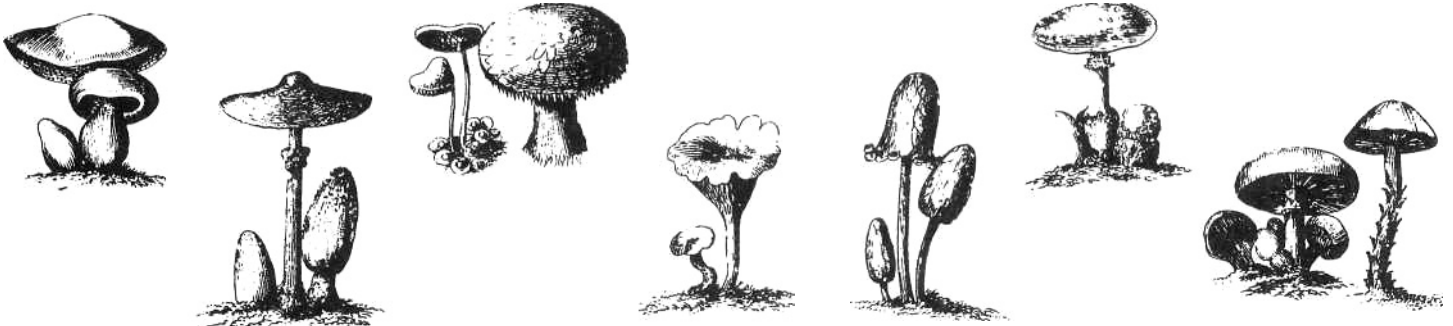
The GM should compress these encounters, or flesh them out, as appropriate for his own style and the maximum enjoyment of the players!

Fields, Farms, Light Woods

1. A poisonous snake! Roll randomly to see who it attacks. That person may roll DX or IQ (whichever is better) to see the snake beforehand, or to dodge the strike. If it hits, it bites just below the knee — so anyone without leg armor of plate or heavy leather will suffer. Make an HT roll. A successful roll means loss of 3 HT; failure means 2 dice damage! First aid is no help.
- 2.* In a patch of woods, you spy a fine deer! Your best archer gets one shot at 100 yards away to hit. It takes 4 points of damage to wound the deer enough to let you track and kill it. (GM: feel free to play this out!) The deer provides enough fresh meat to feed the party for 2 days. If a day is taken to smoke the carcass, nothing will be wasted, and you will have an additional 48 meals' worth of smoked meat.
3. The party overtakes a caravan. On a good reaction roll, they will feed the PCs in exchange for company and protection. They part company the day before the next encounter.
4. A wandering holy man. On a good reaction, he offers his blessing. This has no effect on play, but should improve everyone's spirits.
5. A traveler who has heard reliable rumors that the orcs are destroying western Caithness. He is going east . . .
6. *A damsel in distress, who begs for protection. It turns out that her stepfather is beating her. If the party chooses to get involved, they can easily overawe the man without having to fight; lose one day's travel.

Deep Forest

- 1.* An angry mother bear attacks, thinking the PCs are a danger to her cubs. Treat her as a human fighter having ST 14, DX 10, IQ 7, HT 15. She strikes with her paws, doing 2 dice damage if she hits; her hide has a DR of 2. Her Move is 7 (bears are *fast*). If killed, bear-meat is good food; she adds to provisions as per #2 under "Fields," above.
- 2.* A single hobgoblin, apparently crazed, attacks the camp at night. If the players have specified that they guard their camp at night, roll one die to see who is on guard. Otherwise, the whole party is taken by total surprise!
- 3.* A large patch of mushrooms; they smell delicious. Anyone wanting to eat them must make an IQ roll (elves succeed automatically). A failed roll means he picked a funny one by mistake. The others must restrain him for a day while he wanders around singing and flapping his wings like a bird. If allowed to get to a high place, he *will* jump . . .
4. A thunderstorm drenches the forest. Anyone without a tent loses the night's sleep (5 fatigue) and takes one hit from cold and wet. Anyone in a tent loses a half-night's sleep (2 fatigue) when lightning downs a nearby tree.
- 5.* The log bridge over a stream is down. Lose a day to repair it and cross.
- 6.* A gruff old hermit asks the PCs to stop for a couple of days and help him rebuild his hut. He offers no reward — in fact, he behaves as though it is their duty to help him. However, if helped, he gives them a flask containing a potion — as many doses as there are PCs. It may be saved until needed. The potion will instantly remove all effects of fatigue.



Plains or Grasslands

1. Someone (roll randomly) steps in a gopher hole and suffers a sprained ankle. Take 2 hits of injury; the foot is crippled until this HT is recovered.
2. A windstorm makes travel impossible for a day, and *may* blow away tents. Each player gets a DX roll; a successful DX roll means he caught and saved the tent he was sleeping in. Tents that were not being used are in no danger.
3. A huge, slow-moving lizard, unlike anything the PCs have ever seen. It must weigh at least 30 pounds. If ignored, it is harmless. If attacked, it is wholesome food for 6 meals, but the party will not know that unless they eat it.
- 4.* A pair of huge lions stalks the party. If attacked, they flee. If not attacked, they loiter hungrily, spooking any mules. One mule (roll randomly) will be lost with all its load.
- 5.* The PCs wake to find a mysterious symbol painted in red on the side of one tent. The guard (if any) saw nothing. (If there are no tents, it is on a sleeping bag.) There are no footprints. The party will never find out what this was all about.



6. A region of huge anthills. Everyone must make an IQ roll to notice the fire ants. On a successful roll, take only 1 hit of damage. On a failed roll, the victim did not react until they were all over — take (1-1) damage. The party loses a day's travel to take off armor, clean out the ants, scratch, and detour widely around the area.

Desert

1. Poisonous snake — as per #1 under Fields/Farms/Woods.
- 2.* A casual slash at an especially ugly cactus reveals 2 gallons of drinkable water. Now that you know what this cactus looks like, each of you gets an (IQ-3) roll each day, to see one.
- 3.* Downpour! A driving rainstorm drenches the desert. Everyone drinks their fill (and will need no water tomorrow) *and* fills all waterskins. But nobody gets any sleep that day or night.
4. Someone (roll randomly) steps on a viciously spiked cactus, taking 3 hits.
5. Someone (roll randomly) suffers from heatstroke! Make a HT roll. A failed roll means 3 hits of injury. At any rate, that person cannot travel that day or night.
6. Water — an oasis in the distance! Everyone in the party must make an IQ roll. Unless a majority of the party (*over* 50%) make their roll, they waste a day chasing a mirage!

Swamp or Ore-Land

1. A poisonous snake, as per #1 under Fields/Farms/Woods.
2. A venomous *frog*. Treat as above, but it does +1 damage!
- 3.* You find the corpse of an earlier traveller. His pouch contains \$22 in silver. His gear is useless, but his oiled scabbard protected his broadsword — ordinary, but serviceable.
4. The party encounters a rude stone altar, surrounded by dozens of stakes set in a circle. Each stake bears a skull — some orc, some human, some other. No one is in sight. This has no effect on the adventure unless the GM wants it to, but it will give the PCs opportunity for some interesting reactions.
5. A pool of water. Not harmful to orcs — but others must make an IQ-3 roll to realize the danger. If nobody makes the roll, the party drinks. Everyone loses 1 HT and one day of travel.
6. An encounter with carnivorous plants. No danger (unless the GM wants to turn it into a battle) — but lose one day trekking around the suspect area.

Village, Town, or Farm

1. A friendly farmer takes the PCs in and feeds them dinner.
2. An unfriendly farmer orders them away from his property.
- 3.* A hero-worshipping 8-year-old tries to run away from home to follow the party. It is to be hoped that the PCs will have more sense than to take him along! Lose a day of travel getting him back to his parents and safely restrained.
4. This town is unfriendly to travellers. Nothing can be bought here except food.
- 5.* The people here are very impressed when they find out the PCs are Peredur's squires. When they leave, they all have new blankets and bedrolls, armor is polished and shining, they have full wineskins and five days of provisions each, and all accumulated fatigue is cured. The party spent a day here before escaping, but used no provisions.
6. The PCs stop for dinner in a tavern — but the food is bad. Everyone must make a HT roll or lose two hits to tainted food. Their treatment of the innkeeper is up to them.

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost	Name <u>PEREDUR ORCSLAYER</u>		Sequence
0	Appearance <u>ELDERLY, DISTINGUISHED, REGAL, 6'1", 175 lbs., 80 yrs.</u>		Point Total
10	Player		80
45			
-15			
ST 10	FATIGUE		
DX 11	BASIC DAMAGE		
IQ 14	Thrust: <u>1-2</u>		
HT 8	Swing: <u>1</u>		
HITS TAKEN			
Mvmt	BASIC SPEED	MOVE	
4.75	1		
(HT+DX)/4 Basic - Enc.			
ENCUMBRANCE		PASSIVE DEFENSE	
None (0) = 2xST <u>20</u>		Armor: <u>4</u>	
Light (1) = 4xST <u>40</u>		Shield: <u>3</u>	
Med (2) = 6xST <u>60</u>		TOTAL	
Hvy (3) = 12xST <u>120</u>		7	
X-hvy (4) = 20xST <u>200</u>			
ADVANTAGES			
COMBAT REFLEXES 15			
WEAPONS AND POSSESSIONS			
Item Damage Skill \$ Wt.			
Type Amt. Level			
BROADSWORD (FINE) CUT 142 13 2000 3			
CRUSH 1-1 (-1 FOR ARMOR)			
SHORTSWORD (FINE) CUT 141 11 1600 2			
IMP 1-1 (-1 FOR ARMOR)			
LARGE KNIFE (FINE) CUT 1-1 11 160 1			
IMP 1-1 (-1 FOR ARMOR)			
MEDIUM SHIELD - - 11 60 15			
HVVY PLATE ARMOR - - - 6000 110			
Totals: \$ 9800 Lbs. 131			
WEAPON RANGES			
Weapon PB INC 1/2 DMG MAX			
SKILLS			
Pt. Cost Level			
BROADSWORD 16 DX+5 (14)			
SHORTSWORD (B'SWORD-2) - DX+1 (12)			
KNIFE 2 DX+1 (12)			
SHIELD 2 DX+1 (12)			
BOW 4 DX (11)			
FD ARROW 1 DX (11)			

(all skills at -1 due to plate armor)

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost	Name <u>BRONWYN</u>		Sequence
-10	Appearance <u>BEAUTIFUL, SPUNKY, 5'4", 110 lbs. AGE: 16</u>		Point Total
20	Player		40
10			
-10			
ST 9	FATIGUE		
DX 12	BASIC DAMAGE		
IQ 11	Thrust: <u>1-2</u>		
HT 9	Swing: <u>1-1</u>		
HITS TAKEN			
Mvmt	BASIC SPEED	MOVE	
6.25	6		
(HT+DX)/4 Basic - Enc.			
ENCUMBRANCE		PASSIVE DEFENSE	
None (0) = 2xST <u>18</u>		Armor: <u>1</u>	
Light (1) = 4xST <u>36</u>		Shield: <u>-</u>	
Med (2) = 6xST <u>54</u>		TOTAL	
Hvy (3) = 12xST <u>108</u>		1	
X-hvy (4) = 20xST <u>180</u>			
ADVANTAGES			
AMBIDEXTROUSNESS 10			
WEAPONS AND POSSESSIONS			
Item Damage Skill \$ Wt.			
Type Amt. Level			
DAGGER (FINE) IMP 1-2 14 80 1/4			
SHORTSWORD (FINE) CUT 1 14 1600 1			
IMP 1-1			
SHORT BOW IMP 1-2 12 50 2			
QUIVER (10 ARROWS) - - - 30 1 3/4			
LIGHT LEATHER ARMOR - - - 210 10			
Totals: \$ 1970 Lbs. 15			
WEAPON RANGES			
Weapon PB INC 1/2 DMG MAX			
SKILLS			
Pt. Cost Level			
KNIFE 4 DX+2 (14)			
SHORTSWORD 8 DX+2 (14)			
SHIELD 2 DX+1 (13)			
RUNNING 2 HT-1 (8)			
BOW 4 DX (12)			

Bronwyn

40 points

Bronwyn is a spunky hell-raiser of a sixteen-year-old girl. Something of a tomboy, she insisted early on that she be trained in the ways of the warrior. That training began at age ten, so she's quite accomplished for her age. As she gets older, she'll get even better. The variants that follow represent Bronwyn as she grows from child to adult — at age ten (-35 points!), age 24 (70 points), and age 60 (30 points). Bronwyn has access to any weapons and armor in her father's armory. Note that Bronwyn is presented here as a fighter; in a roleplaying campaign she would have more points for leadership and courtly skills.

70 points:

Increase ST to 10 and HT to 11. Basic Speed becomes 7.25 (with Running skill). Move and Dodge become 6 (because of heavy leather armor and medium shield). Basic Damage becomes 1-2 (Thrust) and 1 (Swing). Specific weapon damages change. Armor and shield increase Damage Resistance to 2, and Passive Defense to 5. Shield also gives a Block of 4. A regular bow increases damage and range of arrows. Skills are unchanged.

30 points:

Reduce DX to 11. Increase IQ to 12. Eliminate Running skill. Basic Speed becomes 5. Move and Dodge become 4 (because of small shield). Shield increases Passive Defense to 3 and gives a Block of 4. Skills: Knife-12 (Parry-6); Shortsword-12 (Parry-6); Shield-12; Bow-12.

-35 points:

Reduce ST to 7, DX to 9, and IQ to 9. Eliminate Shield and Bow skills. Basic Speed becomes 5.75. Move and Dodge become 4. Basic Damage becomes 1-3 (Thrust and Swing). Weapon damage changes. Weapons are ordinary dagger (not fine) and baton (instead of shortsword). Skills: Knife-10 (Parry-5); Shortsword-8 (Parry-4); Running-8.

Peredur Orcslayer

80 points

Peredur is near the end of his years, but he's still a skilled fighter. In his prime, he was very nearly peerless, a true hero. The variants which follow represent Peredur at various points in his life — age 20 (100 points), age 30 (130 points), and age 50 (90 points). Peredur was born to a noble family and has always had access to the finest weapons and armor available. He favors the broadsword and heavy plate, but can get anything he needs or wants from his armory. Note that Peredur's combat skills are at -1 because he wears plate armor. (This minus has already been taken into account on the character sheet and in the variants listed below.) Note also that Peredur is presented here as a fighter; in a roleplaying campaign, he would have many more points to spend on leadership skills.

130 points:

Increase ST to 12, DX to 13, and HT to 11. Reduce IQ to 13. Basic Speed becomes 6. Move and Dodge become 3. Basic Damage becomes 1-1 (Thrust) and 1+2 (Swing). Specific weapon damages change. Add Toughness (DR1). Total Damage Resistance becomes 8. Skills: Broadsword-14 (Parry-7); Shortsword-12; Knife-12; Shield-13; Bow-11; Fast-Draw Arrow-13.

100 points:

Increase ST to 12, DX to 13, and HT to 11. Reduce IQ to 12. Basic Speed becomes 6. Move and Dodge become 3. Basic Damage becomes 1-1 (Thrust) and 1+2 (Swing). Specific weapon damages change. Add Toughness (DR1). Total Damage Resistance becomes 8. Eliminate Combat Reflexes. Skills: Broadsword-13; Shortsword-12; Knife-13; Shield-13; Bow-11; Fast-Draw Arrow-12.

90 points:

Increase HT to 9. Basic Speed becomes 5. Move remains at 1. Skills: Broadsword-13; Shortsword-11; Knife-12; Shield-12; Bow-10; Fast-Draw Arrow-11.

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost	ST 12	FATIGUE
20		
	DX 11	BASIC DAMAGE
10		Thrust: 1-1
	IQ ⁻² 7	Swing: 1+2
-10		
	HT ⁺¹ 11	HITS TAKEN
-20		

Mvmt	BASIC SPEED	MOVE
	5.5	5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 24	Armor: 2
Light (1) = 4×ST 48	Shield: —
Med (2) = 6×ST 72	
Hvy (3) = 12×ST 144	TOTAL 2
X-hvy (4) = 20×ST 240	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	<u>HEAVY LEATHER 2</u>
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SKILLS	Pt. Cost	Level
AXE/MACE	8	DX+2(13)
BRAWLING	4	DX+2(13)
THROWN WEAPON-AXE	2	DX+1(12)
FAST DRAW-AXE	1	DX(11)

Name	ORC	Sequence
Appearance	UGLY, BRUTISH	
	5'11" 160 lbs.	
Player		Point Total 35



ADVANTAGES	Pt. Cost
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WEAPONS AND POSSESSIONS
Item Damage Skill \$ Wt.
Type Amt. Level
THROWING AXE CUT H4 13 60 4
HEAVY LEATHER ARMOR — — 350 20

Totals: \$ 410	Lbs. 24
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WEAPON RANGES	PB INC ½ DMG MAX
Weapon	
THROWING AXE	2 2 12 18

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost	ST 12	FATIGUE
20		
	DX 11	BASIC DAMAGE
10		Thrust: 1-1
	IQ ⁻² 7	Swing: 1+2
-10		
	HT ⁺¹ 11	HITS TAKEN
-20		

Mvmt	BASIC SPEED	MOVE
	5.5	4
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 24	Armor: 2
Light (1) = 4×ST 48	Shield: 3
Med (2) = 6×ST 72	
Hvy (3) = 12×ST 144	TOTAL 5
X-hvy (4) = 20×ST 240	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	7	4
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	<u>HEAVY LEATHER 2</u>
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SKILLS	Pt. Cost	Level
BROADSWORD	16	DX+3(14)
BRAWLING	2	DX+1(12)
SHIELD	2	DX+1(12)

WEAPON RANGES	PB INC ½ DMG MAX
Weapon	

Name	ORC	Sequence
Appearance	UGLY, BRUTISH	
	5'11" 165 lbs.	
Player		Point Total 40



ADVANTAGES	Pt. Cost
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WEAPONS AND POSSESSIONS
Item Damage Skill \$ Wt.
Type Amt. Level
BROADSWORD (CHARG) CRUSH 1 14 200 3
CUT H2 14
MEDIUM SHIELD — — 12 90 15
HEAVY LEATHER ARMOR — — 350 20

Totals: \$ 640	Lbs. 41
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WEAPON RANGES	PB INC ½ DMG MAX
Weapon	

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost 70	ST ⁺¹ 13	FATIGUE
10	DX ⁺¹ 12	BASIC DAMAGE
0	IQ ⁻² 8	Thrust: <u>1</u> Swing: <u>2-1</u>
0	HT 10	HITS TAKEN
	Mvmt	BASIC SPEED 5.5 MOVE 5 (HT+DX)/4 Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST <u>26</u>	Armor: <u>1</u>
Light (1) = 4×ST <u>52</u>	Shield: <u>—</u>
Med (2) = 6×ST <u>78</u>	TOTAL <u>1</u>
Hvy (3) = 12×ST <u>156</u>	
X-hvy (4) = 20×ST <u>260</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	TOTAL
LIGHT LEATHER: <u>1</u>	3
TOUGHNESS: <u>2</u>	
:	

SKILLS	Pt. Cost	Level
BROADSWORD	4	DX+1 (13)
BRAWLING	1	DX (12)

Name <u>HOBGOBLIN</u>	Sequence
Appearance <u>GREEN SKIN, UGLY</u>	Point Total
Player	60



ADVANTAGES	Pt. Cost
TOUGHNESS (DR 2)	25

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill	\$	Wt.	
LIGHT CLUB	CRUSH	2	13	10	3
BROADSWORD*	CUT	2	13	500	3
*(LEADER ONLY) CRUSH 1+1					
LIGHT LEATHER ARMOR	—	—	—	210	10

Totals: \$ <u>229</u> / 720	Lbs. <u>13</u>
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WEAPON RANGES				
Weapon	PB	INC	½ DMG	MAX

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost 10	ST ⁻¹ 10	FATIGUE
0	DX ⁺¹ 11	BASIC DAMAGE
-5	IQ ⁺ 10	Thrust: <u>1-2</u> Swing: <u>1</u>
-10	HT 9	HITS TAKEN
	Mvmt	BASIC SPEED 5 MOVE 5 (HT+DX)/4 Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST <u>22</u>	Armor: <u>1</u>
Light (1) = 4×ST <u>44</u>	Shield: <u>—</u>
Med (2) = 6×ST <u>66</u>	TOTAL <u>1</u>
Hvy (3) = 12×ST <u>132</u>	
X-hvy (4) = 20×ST <u>220</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	TOTAL
LIGHT LEATHER: <u>1</u>	1
:	
:	

SKILLS	Pt. Cost	Level
BOW	16	DX+2 (13)
SHORTSWORD	4	DX+1 (12)
KNIFE	4	DX+E (13)
FAST DRAW ARROW	1	DX (12)

Name <u>ELF</u>	Sequence
Appearance	Point Total
Player	50



ADVANTAGES	Pt. Cost
COMBAT REFLEXES	—
ELF	30

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill	\$	Wt.	
SHORTSWORD	CUT	1	12	400	2
IMP 1-2					
SHORTBOW	IMP	1-1	13	50	2
LARGE KNIFE	CUT	1-2	13	40	½
IMP 1-1					
ARROWS (QUIVER/10)	—	—	—	30	1 ¾
LIGHT LEATHER ARMOR	—	—	—	210	10
Totals: \$ <u>730</u>	Lbs. <u>16 ¼</u>				

WEAPON RANGES				
Weapon	PB	INC	½ DMG	MAX
SHORT BOW	5	5	100	150

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost	ST 10	FATIGUE
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DX 10	BASIC DAMAGE
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IQ 10	Thrust: 1-2 Swing: 1
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HT 10	HITS TAKEN
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Mvmt	BASIC SPEED 5	MOVE 5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 20	Armor: 1
Light (1) = 4×ST 40	Shield: —
Med (2) = 6×ST 60	TOTAL 1
Hvy (3) = 12×ST 120	
X-hvy (4) = 20×ST 200	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	5	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE
Armor LIGHT LEATHER: 1
TOTAL 1

SKILLS	Pt. Cost	Level
SHORT SWORD	4	DX+1 (11)
BOW	16	DX+2 (12)

WEAPON RANGES	PB	INC	1/4	DMG	MAX
Longbow	5	10	150	200	

Name	ARCHER	Sequence
Appearance	AVERAGE HUMAN	Point Total
5'9" 150 lbs.		20
Player		



ADVANTAGES Pt. Cost

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill	\$	Wt.	
SHORTSWORD	CUT 1	11	400	2	
	IMP 1-2				
LONG BOW	IMP 1	12	200	3	
QUIVER (10 ARROWS)	—	—	30	1 3/4	
LIGHT LEATHER ARMOR	—	—	210	10	

Totals: \$ 840	Lbs. 16 3/4
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WEAPON RANGES	PB	INC	1/4	DMG	MAX
Longbow	5	10	150	200	

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost	ST +4 12	FATIGUE
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DX 11	BASIC DAMAGE
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IQ -1 7	Thrust: 1-1 Swing: 1+2
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HT +2 12	HITS TAKEN
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Mvmt	BASIC SPEED 7.125	MOVE 6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 24	Armor: 2
Light (1) = 4×ST 48	Shield: 4
Med (2) = 6×ST 72	TOTAL 6
Hvy (3) = 12×ST 144	
X-hvy (4) = 20×ST 240	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
4	7/6	4
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE
Armor HEAVY LEATHER: 2
TOUGHNESS: 1
TOTAL 3

SKILLS	Pt. Cost	Level
BROADSWORD	16	DX+3 (14)
SHIELD	2	DX+1 (12)
RUNNING	2	HT-1 (11)

WEAPON RANGES	PB	INC	1/4	DMG	MAX
Longbow	5	10	150	200	

Name	REPTILE MAN	Sequence
Appearance	BIG, SCALY, UGLY	Point Total
7' - 280 lbs.		100
Player		



ADVANTAGES Pt. Cost

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill	\$	Wt.	
THRUSTING B'SWORD	CUT H3	14/12	600	3	
	IMP 1+1				
FIST/CLAWS	IMP 1-2	11	—	—	
KICK/CLAWS	IMP 1+1	9	—	—	
BITE	CUT 1-1	11	—	—	
LARGE SHIELD	—	—	12	90	25
HEAVY LEATHER ARMOR	—	—	350	20	

Totals: \$ 1040	Lbs. 48
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WEAPON RANGES	PB	INC	1/4	DMG	MAX
Longbow	5	10	150	200	

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost 10	ST ⁻¹ 10	FATIGUE
30	DX ⁺¹ 14	BASIC DAMAGE Thrust: 1-2 Swing: 1
10	IQ ⁺¹ 12	
0	HT 10	HITS TAKEN
	Mvmt 6	BASIC SPEED 6 MOVE 6 (HT+DX)/4 Basic - Enc.

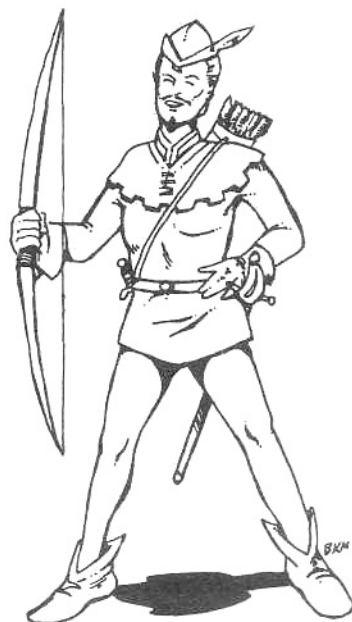
ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 20	Armor: 1
Light (1) = 4×ST 40	Shield: -
Med (2) = 6×ST 60	TOTAL 1
Hvy (3) = 12×ST 120	
X-hvy (4) = 20×ST 200	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	10/8	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	Light Leather: 1
	TOTAL 1

SKILLS	Pt. Cost	Level
KNIFE	4	DX+2 (16)
FENCING	8	DX+2 (16)
BOW	4	DX (14)
THROWN KNIFE	4	DX+2 (16)

Name	LYONDEL	Sequence
Appearance	ELF - 5'9" - 135 lbs.	Point Total
Player		100



ADVANTAGES	Pt. Cost
COMBAT REFLEXES	0
ELF	30

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
SABER	CUT 1	16	400	2
	IMP 1-1			
SMALL KNIFE	CUT 1-3	16	30	1/2
	IMP 1-3			
BOW (REGULAR)	IMP 1-1	14	100	2
QUIVER (10 ARROWS)	-	-	30	1 3/4
LIGHT LEATHER ARMOR	-	-	210	10

Totals: \$ 770	Lbs. 16 1/2			
WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
BOW	5	10	150	200

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost 10	ST 11	FATIGUE
20	DX 12	BASIC DAMAGE Thrust: 1-1 Swing: 1+1
0	IQ 10	
0	HT 10	HITS TAKEN
	Mvmt 5.5	BASIC SPEED 5.5 MOVE 3 (HT+DX)/4 Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 22	Armor: 3/1
Light (1) = 4×ST 44	Shield: -
Med (2) = 6×ST 66	TOTAL 3/1
Hvy (3) = 12×ST 132	
X-hvy (4) = 20×ST 220	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
3	7	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	Chainmail: 4/2
	TOTAL 5/3
	Toughness: 1

SKILLS	Pt. Cost	Level
BROADSWORD	8	DX+2 (14)
CROSSBOW	4	DX+2 (14)
SHIELD	2	DX+1 (13)
FAST DRAW ARROW	1	DX (12)

Name	ETHRIN	Sequence
Appearance	HARD AS NAILS, SKIN LIKE SHOE LEATHER 6' 165 lbs	Point Total
Player		70



ADVANTAGES	Pt. Cost
COMBAT REFLEXES	15
TOUGHNESS	10

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
BROADSWORD	CUT 1+2	14	500	3
	CRUSH 1			
CROSSBOW	IMP 1+3	14	150	6
QUIVER (10 BOLTS)	-	-	30	1
CHAIN MAIL ARMOR	-	-	550	45

Totals: \$ 1230	Lbs. 55			
WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
CROSSBOW	5	16	220	275

Ethrin of Castle Defiant

70 points

Ethrin is a good, solid fighter. He's loyal, virtuous, and disciplined. As a youth, he trained long and hard, longing for the day he would find fame and fortune as an adventurer. Though these have eluded him, he's found a measure of satisfaction in serving Lord Kerin, and has made himself his Lord's right-hand man. Note that the front of this sheet depicts Ethrin as a defender of the castle wall. When outside the castle, he carries a medium shield — adjust Encumbrance, Move, Block, and Passive Defense scores accordingly.

85 points:

Increase Toughness to DR2. Total Damage Resistance becomes 6/4.

55 points:

Reduce DX to 11. Basic Speed becomes 5.25. Eliminate Fast-Draw Arrow. Skills: Broadsword-13 (Parry-6); Crossbow-11; Shield-11.

45 points:

Reduce ST to 10 and DX to 11. Basic Speed becomes 5.25. Basic Damage becomes 1-2 (Thrust) and 1 (Swing). Weapon damage changes. Eliminate Fast-Draw Arrow. Skills: Broadsword-13 (Parry-6); Crossbow-11; Shield-11.

Lyondel, the Elf

100 points

Lyondel enjoys a good scrap almost as much as a good party, and tends to be reckless. He's presented on the front of this sheet in his prime — as the fun-loving, tough, assured leader of a small band of forest elves. In his early years (60 points), he was less tough and even more fun-loving, spending most of his time tracking deer through the woods. In middle-age (80 points), he'll settle down some — worldly experiences will do that even to the most carefree elf. As an elderly elf (40 points), he'll fatten up substantially (like Santa Claus), and sit around the campfire regaling his grandchildren with tales of his youthful exploits. Lyondel is presented here as a fighter; in a roleplaying campaign, he would have more points for leadership and forestry skills.

80 points:

Reduce DX to 13. Basic Speed becomes 5.75. Move and Dodge become 5. Skills: Knife-13 (Parry-6); Fencing-14 (Parry-9); Bow-13; Thrown Knife-13.

60 points:

Reduce ST to 9, DX to 13, and IQ to 11. Basic Speed becomes 5.75. Move and Dodge become 5. Basic Damage becomes 1-2 (Thrust) and 1-1 (Swing). Specific weapon damages change. Skills: Knife-14 (Parry-7); Fencing-14 (Parry-9); Bow-12; Thrown Knife-14.

40 points:

Reduce ST to 9 and DX to 12. Increase IQ to 13. Basic Speed becomes 5.5. Move and Dodge become 5. Basic Damage becomes 1-2 (Thrust) and 1-1 (Swing). Specific weapon damages change. Skills: Knife-12 (Parry-6); Fencing-13 (Parry-8); Bow-12; Thrown Knife-12.

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost	ST 11	FATIGUE
10		
0	DX 10	BASIC DAMAGE
		Thrust: 1-1
0	IQ ⁻² 8	Swing: 1+1
0	HT ⁺¹ 11	HITS TAKEN

Mvmt	BASIC SPEED 5.25 (HT+DX)/4	MOVE 4 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST <u>22</u>	Armor: <u>2</u>
Light (1) = 4×ST <u>44</u>	Shield: <u>—</u>
Med (2) = 6×ST <u>66</u>	TOTAL <u>2</u>
Hvy (3) = 12×ST <u>132</u>	
X-hvy (4) = 20×ST <u>220</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
4	6	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	HEAVY LEATHER: 2
:	TOTAL 2
:	

SKILLS	Pt. Cost	Level
AXE/MACE	8	DX+2 (12)
BRAWLING	2	DX+1 (11)

Name	ORC	Sequence
Appearance	UGLY, BRUTISH	
	5' 9" 160 lbs.	
Player		Point Total 20



ADVANTAGES Pt. Cost

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
AXE	CUT	1+3 12	50	4
HEAVY LEATHER ARMOR	—	—	350	20

Totals: \$ 400 Lbs. 24

WEAPON RANGES	PB INC 1/2 DMG MAX
Weapon	

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost	ST 12	FATIGUE
20		
10	DX 11	BASIC DAMAGE
		Thrust: 1-1
-10	IQ ⁻² 7	Swing: 1+2
0	HT ⁺¹ 11	HITS TAKEN

Mvmt	BASIC SPEED 5.5 (HT+DX)/4	MOVE 5 Basic - Enc.
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ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST <u>24</u>	Armor: <u>2</u>
Light (1) = 4×ST <u>48</u>	Shield: <u>—</u>
Med (2) = 6×ST <u>72</u>	TOTAL <u>2</u>
Hvy (3) = 12×ST <u>144</u>	
X-hvy (4) = 20×ST <u>240</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor	HEAVY LEATHER: 2
:	TOTAL 2
:	

SKILLS	Pt. Cost	Level
AXE/MACE	8	DX+2 (12)
BRAWLING	2	DX+1 (11)

Name	ORC	Sequence
Appearance	UGLY, BRUTISH	
	5' 11" 175 lbs.	
Player		Point Total 30



ADVANTAGES Pt. Cost

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
AXE	CUT	1+4 13	50	4
HEAVY LEATHER ARMOR	—	—	350	20

Totals: \$ 400 Lbs. 24

WEAPON RANGES	PB INC 1/2 DMG MAX
Weapon	

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost 80	ST ⁺² 18	FATIGUE
45	DX 14	BASIC DAMAGE Thrust: 1+2 Swing: 3
0	IQ 10	
0	HT 10	HITS TAKEN

Mvmt	-1 BASIC SPEED 6.25	-1 MOVE 5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 36	Armor: 3
Light (1) = 4×ST 72	Shield: —
Med (2) = 6×ST 108	
Hvy (3) = 12×ST 216	TOTAL 3
X-hvy (4) = 20×ST 540	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	8	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor SCALE MAIL : 4	TOTAL 6
TOUGHNESS : 2	
:	

SKILLS	Pt. Cost	Level
2-HANDED AXE/MACE	9	DX+2 (16)
RUNNING	4	HT (10)
SHIELD	2	DX+1 (15)
KNIFE	1	DX (14)

Name	BULGAN	Sequence
Appearance	DWARF - EVIL, SOLID, GRNARLY - 4'10" 290 lbs.	Point Total 180
Player		



ADVANTAGES	Pt. Cost
TOUGHNESS (DR 2)	10
DWARF	30

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill	\$	Wt.
WARHAMMER	IMP 3+S	16	100	7
(SWINGS EVERY TURN!)				

LARGE KNIFE	CUT 1+2	14	40	1
	IMP 1+2			
SCALE MAIL ARMOR	—	—	750	50

Totals: \$ 890 Lbs. 59

WEAPON RANGES	PB	INC	½ DMG	MAX
Weapon				

MAN TO MAN™

The GURPS™ Combat System

CHARACTER SHEET

Pt. Cost 20	ST ⁺² 14	FATIGUE
20	DX 12	BASIC DAMAGE Thrust: 1 Swing: 2
0	IQ 10	
0	HT 10	HITS TAKEN

Mvmt	-1 BASIC SPEED 4.5	-1 MOVE 4
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2×ST 28	Armor: 1
Light (1) = 4×ST 56	Shield: —
Med (2) = 6×ST 84	
Hvy (3) = 12×ST 168	TOTAL 1
X-hvy (4) = 20×ST 420	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	7	X
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE	
Armor LIGHT LEATHER : 1	TOTAL 3
TOUGHNESS : 2	
:	

SKILLS	Pt. Cost	Level
2-HANDED AXE/MACE	16	DX+3 (15)
BRAWLING	4	DX+2 (14)

Name	DWARF TORTURER	Sequence
Appearance	SHORT AND CRUEL 4'7" 230 lbs.	Point Total 100
Player		



ADVANTAGES	Pt. Cost
TOUGHNESS (DR 2)	10
DWARF	30

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill	\$	Wt.
GREAT AXE	CUT 2+3	15	100	8
LIGHT LEATHER ARMOR	—	—	210	10

Totals: \$ 310 Lbs. 18

WEAPON RANGES	PB	INC	½ DMG	MAX
Weapon				

MAN TO MAN™

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CHARACTER SHEET

Pt. Cost	ST ⁺² 15	FATIGUE
30		
	DX 13	BASIC DAMAGE
30		Thrust: 1+1
	IQ 10	Swing: 2+1
0		
	HT 13	HITS TAKEN
30		
	Mvmt	
	-1 BASIC SPEED 5.5	-1 MOVE 2
	(HT+DX)/4	Basic - Enc.
	ENCUMBRANCE	PASSIVE DEFENSE
	None (0) = 2×ST 30	Armor: 4
	Light (1) = 4×ST 60	Shield: 3
	Med (2) = 6×ST 90	
	<u>Hyv (3) = 12×ST 180</u>	TOTAL 7
	X-hvy (4) = 20×ST 450	
	ACTIVE DEFENSES	
	DODGE 2	PARRY 6
	= Move	Weapon/2
		Shield/3
	DAMAGE RESISTANCE	
	Armor LIGHT PLATE : 6	TOTAL 7
	TOUGHNESS : 1	
	SKILLS	
	FLAIL	Pt. Cost 8 Level DX+1 (14)
	SHIELD	2 DX+1 (14)

Name	DWARF SQUAD LEADER	Sequence
Appearance		
Player		Point Total 130



ADVANTAGES	Pt. Cost
TOUGHNESS (DR 1)	0
DWARF	30

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
MORNINGSTAR	CRUSH 2+4	13	80	6
(-1 FOR ARMOR)				
MEDIUM SHIELD	-	-	13	60 15
(-1 FOR ARMOR)				
LIGHT PLATE ARMOR	-	-	400	90
Totals: \$ 4140 Lbs. 111				

WEAPON RANGES			
Weapon	PB	INC	1/4 DMG MAX

(All skills at -1 due to Plate Armor)

Bulgan, the Dwarf

180 points

The sadistic dwarf, Bulgan, is completely insane. He loves a good fight (or a bad one) and tends to be reckless — as strong as he is, he doesn't worry about defeat at the hands of puny humans (or much of anything else). He's well-armored, deceptively quick, and immensely strong. In fact, Bulgan's ST of 18 is 5 better than he needs to use his warhammer. This means he doesn't have to ready it after a swing — he can use it *every turn*!

If Bulgan defeats the PCs, he'll order his orcish troops and dwarvish lieutenants to swarm into the human-occupied portions of Caithness, spilling as much blood as they can. If it looks like the player characters are going to capture or kill him, he'll run. If he escapes, he'll begin anew, building his power in some other desolate region, counting the hours until he can defeat his human foes. If the PCs capture him, they'll find he's nastier than the worst Reptile Man they've ever encountered — he'll spit at them, curse them, threaten to bring the powers of darkness down upon them. Anyone who gets too close and too careless around him will find he's a formidable foe even in chains!

The variants below represent Bulgan at various points in his life — from his youth (100 points), to middle age (150 points), and on into his dotage (75 points).

150 points:

Reduce DX to 12. Basic Speed becomes 6. Reduce Toughness to DR1. Damage Resistance becomes 5. Skills: 2-handed axe/mace-14 (Parry-7); Running-10; Shield-13; Knife-14 (Parry-7); Brawling-13.

100 points:

Reduce ST to 16 and DX to 11. Basic Speed becomes 5.5. Move and Dodge become 4. Basic Damage becomes 1 + 1 (Thrust) and 2 + 2 (Swing). Specific weapon damages change. *NOTE: Bulgan can no longer swing his warhammer every turn. He must ready it after each swing.* Reduce Toughness to DR1. Total Damage Resistance becomes 5. Skills: 2-handed axe/mace-13 (Parry-6); Running-10; Shield-12; Knife-11 (Parry-5).

75 points:

Reduce ST to 14 and DX to 11. Basic Speed becomes 5.5. Move and Dodge become 3. Basic Damage becomes 1 (Thrust) and 2 (Swing). Specific weapon damages change. *NOTE: Bulgan can no longer swing his warhammer every turn. He must ready it after each swing.* Reduce Toughness to DR1. Total Damage Resistance becomes 5. Skills: 2-handed axe/mace-13 (Parry-6); Running-10; Shield-12; Knife-11 (Parry-5).

NPC REACTION TABLE

When the players meet a non-player character whose reaction to them is not pre-determined, the GM makes a "reaction roll" on three dice. The higher the roll, the better the reaction. Keep the roll secret from the players — they shouldn't know whether that friendly-looking farmer is giving them straight advice or sending them into a trap.

Many factors can influence a reaction roll. A reaction *plus* is a factor which will make the NPCs more friendly, and a reaction *minus* is something that will bias the NPCs against the characters. The two most common reaction modifiers are the personal appearance of the player characters and their behavior. A good appearance should be worth + 1 on the roll, and a bad appearance, a -1. A good approach should be worth + 1, and a wholly inappropriate approach which antagonizes the NPCs should cost the party a -1 or -2 penalty. Other modifications will depend on the type of encounter (see below).

If hostile *races* are involved, there will be an automatic reaction minus. Orcs are at an automatic -1 when they react to any race except Reptile Men, and vice versa. Reptile men react to other races at a -3, and vice versa.

In some cases, the GM may decide that a certain NPC can have (for instance) no reaction better than "neutral." In that case, any reaction better than neutral is simply treated as neutral; do not roll again.

In any case, the GM rolls three dice and consults the Reaction Table. He then plays the NPCs according to the result — helpful, indifferent, or hostile, as the case may be. But remember: Reaction rolls are best used to flesh out a situation, not to control it.

If an encounter is vital, the GM should already have decided how he will play the NPCs. Only for less important situations, or in cases where the players have to use their wits to negotiate, should reaction rolls be used. Of course, the GM can always *pretend* to roll, so the players won't know for sure what is going on!

Each entry on the table below is broken down into four situations: general reactions (including commercial transactions), situations in which *combat* might result, requests for *aid*, and requests for *information*. Most of the situations you're likely to encounter will fall under one of these headings. If you like, you can apply different modifiers in each situation as follows:

Special Reaction Modifiers

General reaction:

When rolling a "generic" reaction, the GM should use all the obvious modifiers, and throw in anything else he can think of!

Potential Combat Situations:

- +1 to +5 if the party seems notably stronger than the NPC group.
- 1 to -5 if the party seems notably weaker than the NPC group.
- 2 if the party has no language in common with the NPCs.
- 2 if the characters are intruders on the NPCs' home turf.

Requests for Aid:

- + 1 if the request is a very simple one.
- 1 to -3 (or more) if the request is very complex or unreasonable.
- 1 if the request would inconvenience the NPC or cost him money.
- 2 or more if the request would cause the NPC to risk his job or social status.
- 1 or more if the request would actually endanger the NPC. The actual modifier depends on the degree of the risk and the bravery of the NPC.

Information Requests:

- 1 to -2 for a complex question.
- 3 if the NPC believes the answer is none of the characters' business.
- 3 or more if an answer would endanger the NPC.
- +1 to +3 if a bribe is offered. To be effective, a bribe must be appropriate and discreet — not everyone will take a cash payoff.

REACTION TABLE — roll 3 dice

0 or less: Disastrous.

General reaction: The NPC hates the characters and will act in their worst interest.

In a potential combat situation, the NPCs will attack viciously, asking no quarter and giving none.

Requests for aid are denied totally. Another reaction roll (at -4) must be made for a potential combat situation. If combat is called for but not possible, the NPC will work against the PCs any way possible.

Requests for information are met with anger. Make a "potential combat" reaction roll, at -2.

1-3: Very bad.

General reaction: The NPC dislikes the characters and will act against them if it's convenient to do so.

In a potential combat situation, the NPCs attack, and will flee only if they see they have no chance.

Requests for aid are denied. Make a "potential combat" roll; no reaction better than neutral is possible.

Requests for information are met with malicious lies.

4-6: Bad.

General reaction: The NPC cares nothing for the characters and will act against them if he can profit by doing so.

In a potential combat situation, the NPCs will attack unless outnumbered. If outnumbered they will flee, possibly to attempt an ambush later.

Requests for aid are denied. The NPCs go on about their business, ignoring the player characters.

Requests for information are denied. NPCs will lie maliciously or demand payment for information. If paid, the NPC will give true, but incomplete, information.

7-9: Poor.

General reaction: The NPC is unimpressed. He may become hostile if there is much profit in it, or little danger.

In a potential combat situation, the NPCs will shout threats or insults. They will demand the PCs leave the area. If the PCs stick around, the NPCs will attack unless outnumbered, in which case they will flee.

Requests for aid are denied, but bribes, pleas, or threats might work. PCs may roll again, at -2.

Requests for information are unproductive. The NPCs will claim not to know, or will give incomplete data. A bribe may improve their memory; roll again if a bribe is offered.

10-12: Neutral

General reaction: The NPC ignores the characters as much as possible. He is totally uninterested.

In a potential combat situation, the NPCs are inclined to go their own way and let the PCs go theirs.

Requests for aid are granted — if they are simple. Complex requests are denied, but the PCs can try again at -2.

Requests for information will be successful. The NPC will give the information requested if it is simple. If the question is complex, the answer will be sketchy.

13-15: Good.

General reaction: The NPC likes the characters and will be helpful within reasonable, everyday limits.

In a potential combat situation, the NPCs find the characters likeable, or else too formidable to attack. The characters may request aid or information (+1 on a second reaction roll).

Requests for aid will be granted if the request is reasonable. The NPCs' attitude is helpful. Even if a request is silly and must be denied, they will offer helpful advice.

Requests for information will be successful. The question will be answered accurately.

16-18: Very good.

General reaction: The NPC thinks highly of the characters and will be quite helpful and friendly.

In a potential combat situation, the NPCs are friendly. The PCs may ask for aid or information (+3 on a reaction roll). Even if the NPCs are sworn foes, they will find an excuse to let the PCs go . . . for now.

Requests for aid will be granted if at all possible, even if the request is unreasonable. Any useful information NPCs may have will be volunteered freely.

Requests for information will be successful. The question will be answered in detail, and the NPC will volunteer any related information he has.

19 or better: Excellent.

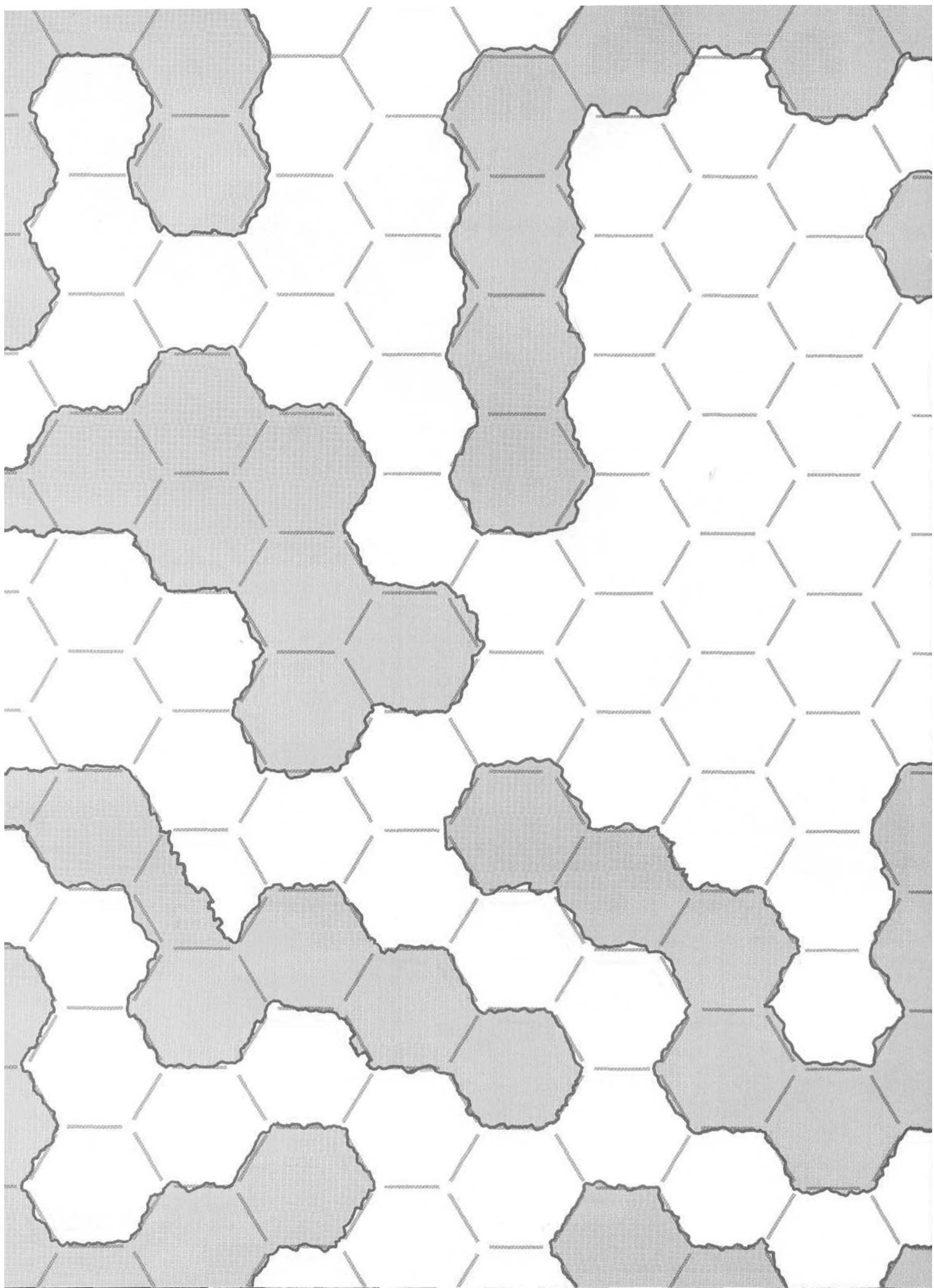
General reaction: The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own understanding and ability. Merchants will offer very good deals.

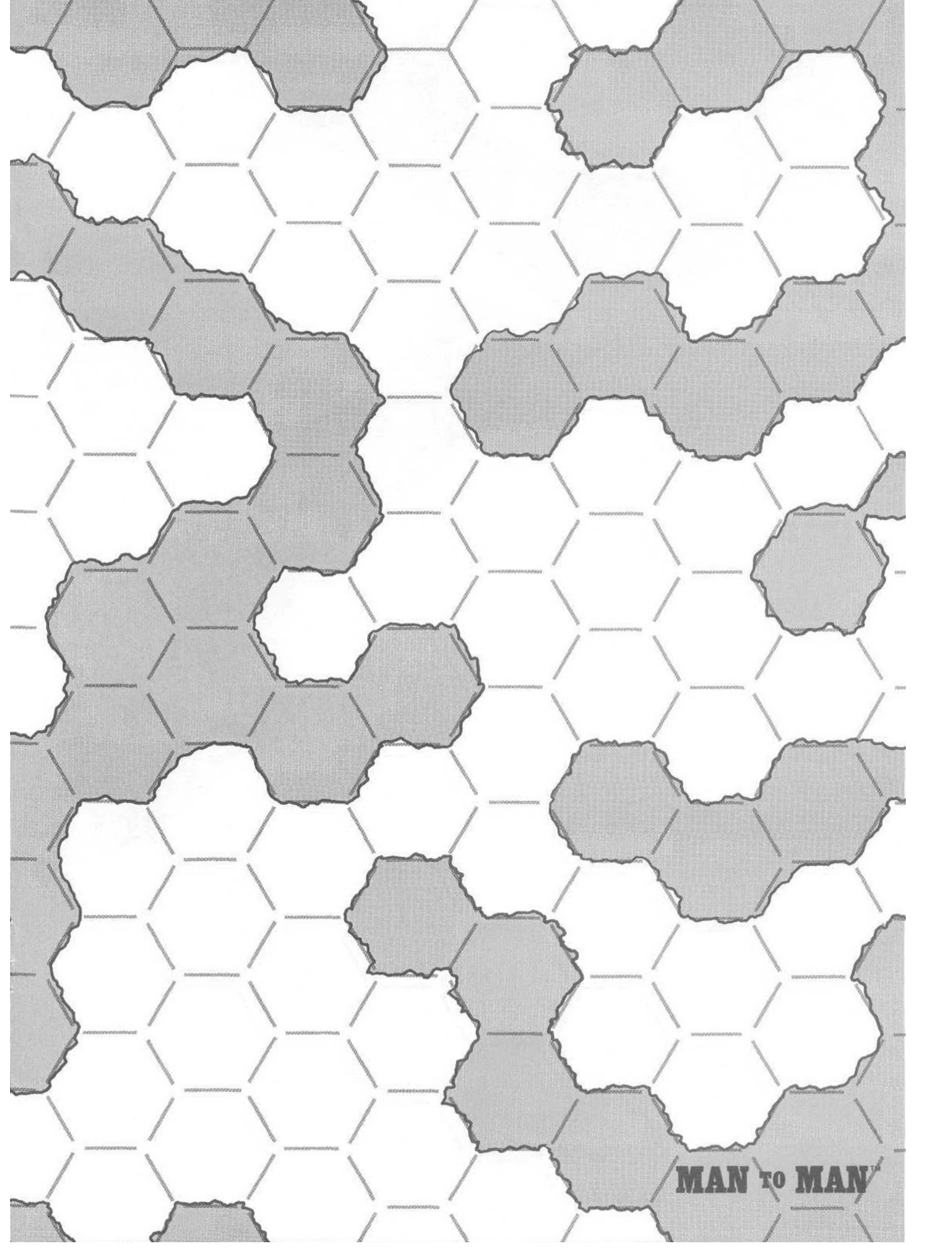
In a potential combat situation, the NPCs are extremely friendly. They may even join the party temporarily. The PCs may ask for aid or information (+5 on this reaction roll).

Requests for aid will be granted. NPCs will help in every way within their power, offering *extra* aid.

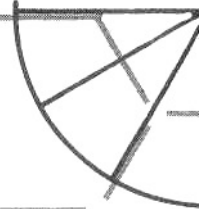
Requests for information will be extremely successful. The question will be answered completely and with enthusiasm.

If the NPC doesn't know everything you need, he will exert himself to find out. He may even offer to help; roll a request for aid (at +2), with no reaction worse than "poor" possible.





MAN TO MAN™

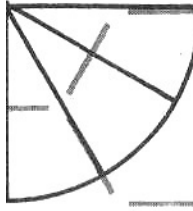


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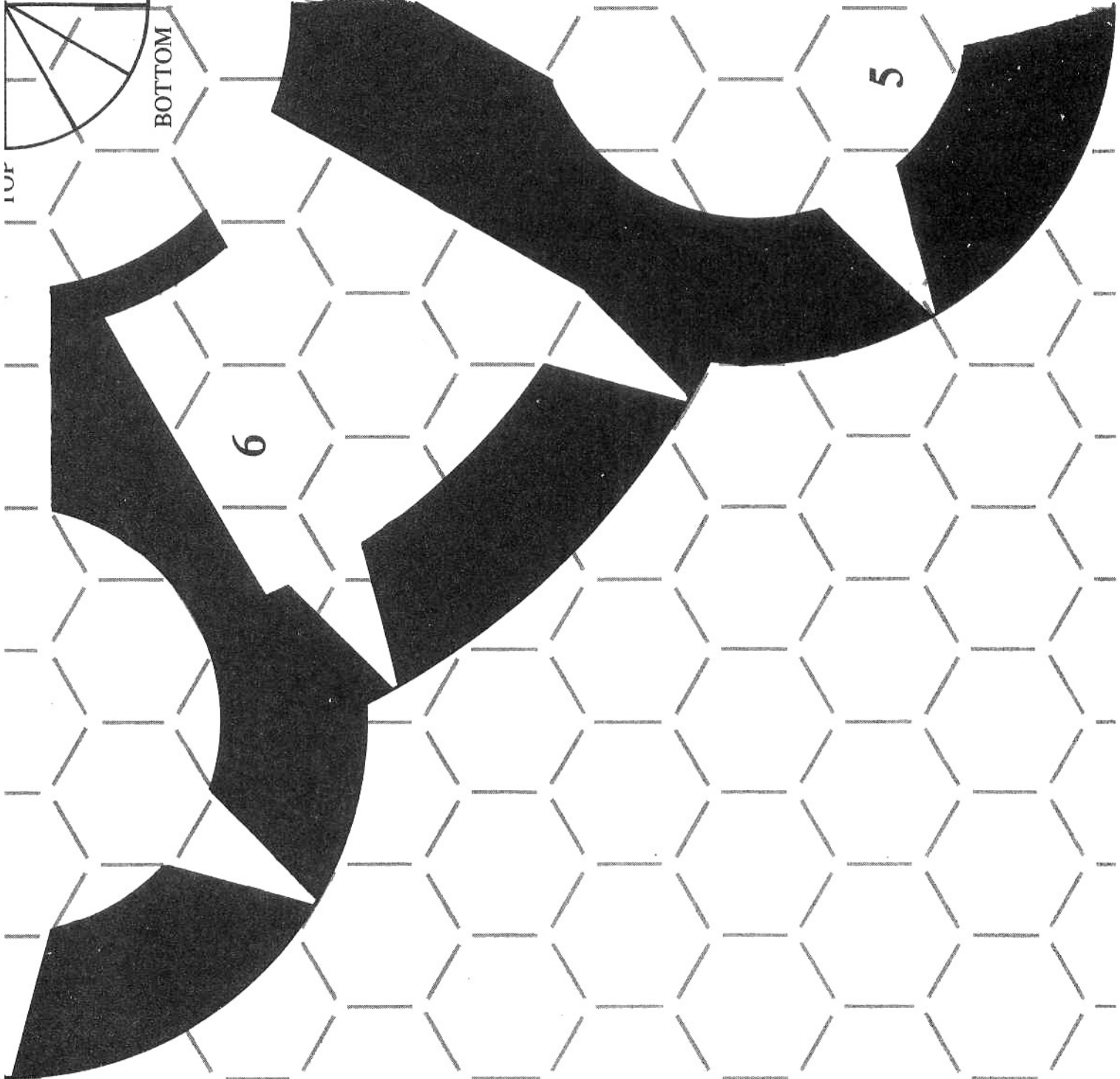
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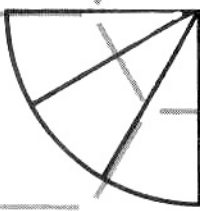
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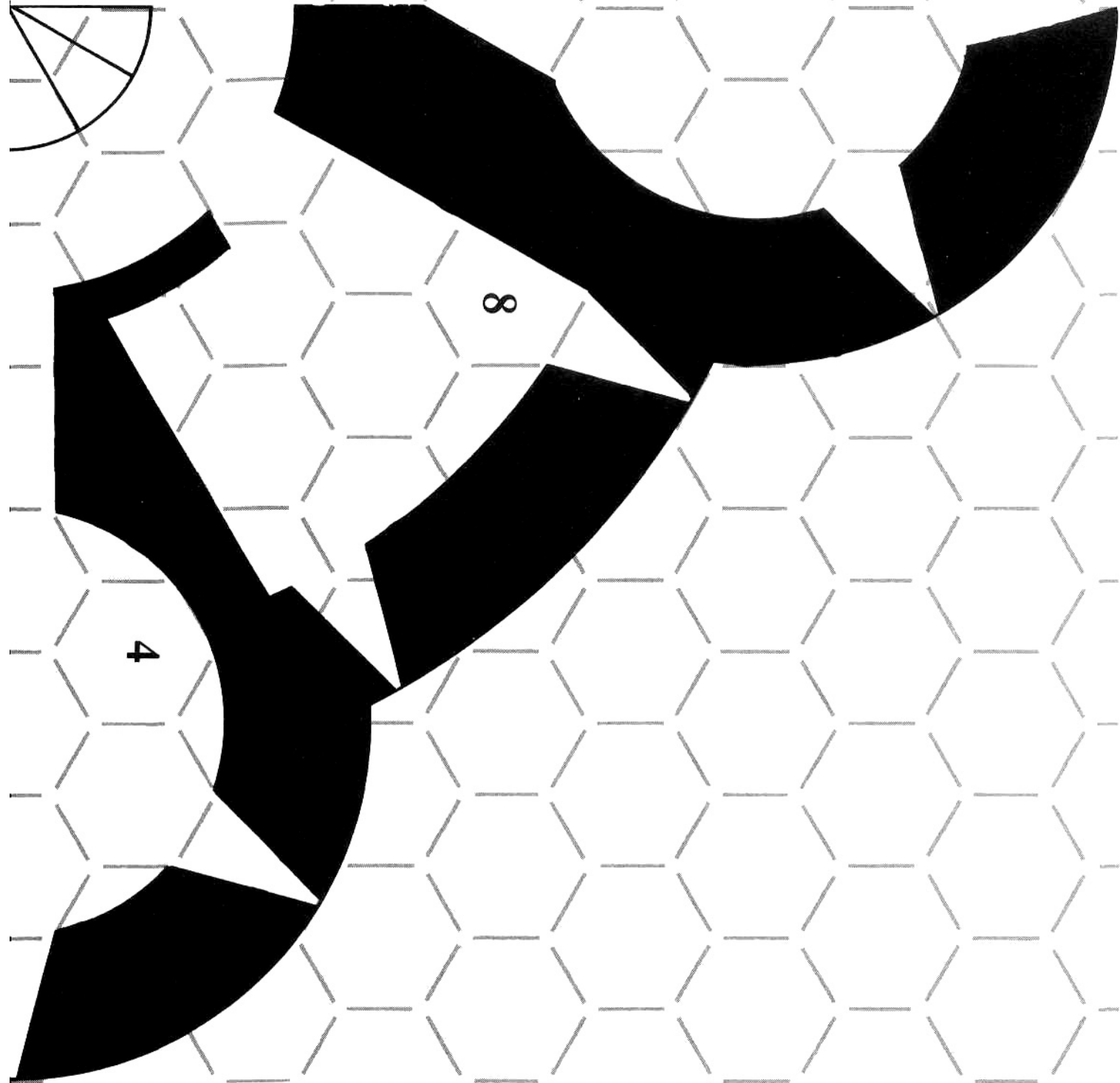
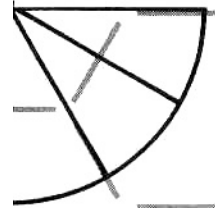
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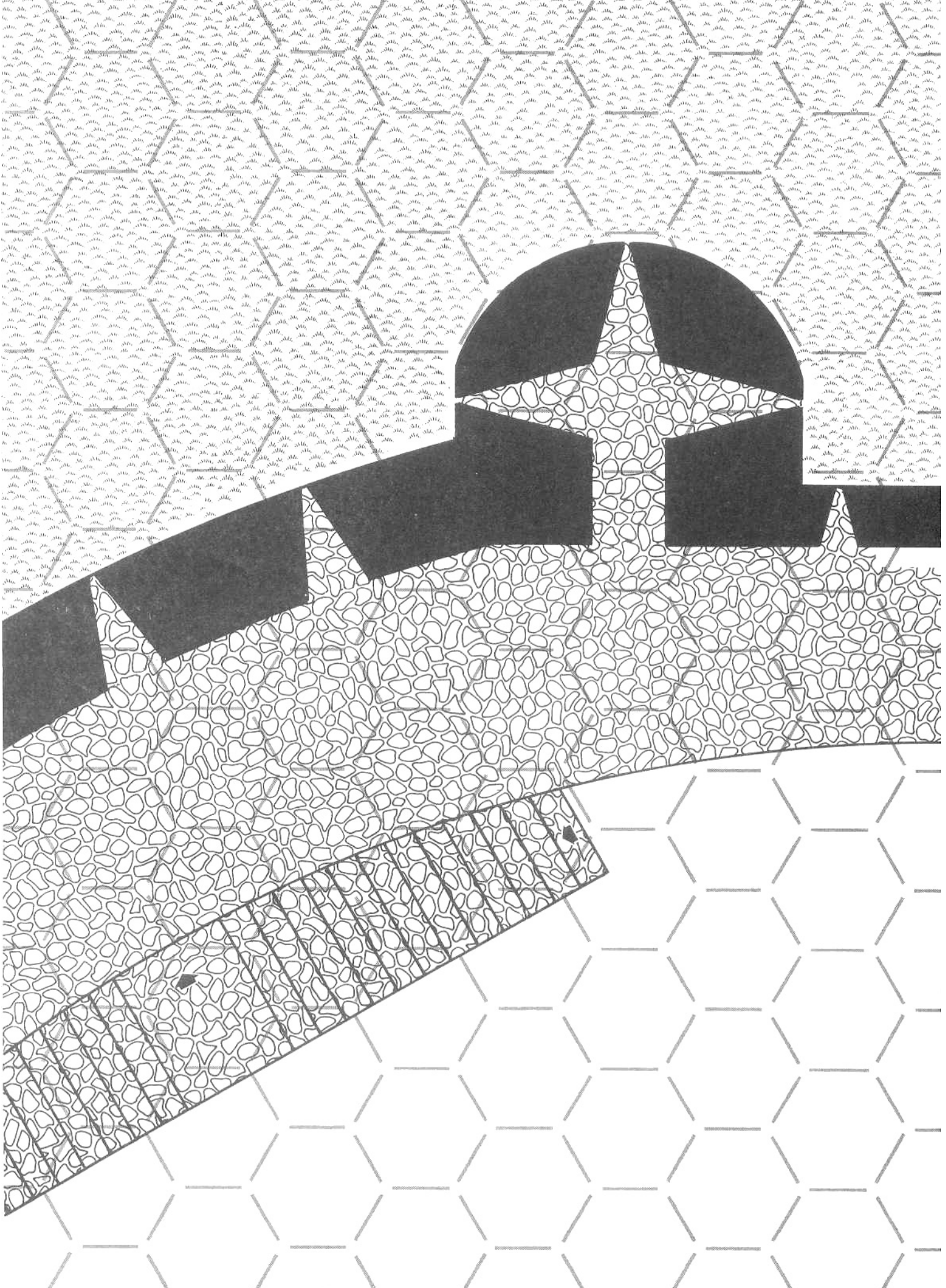
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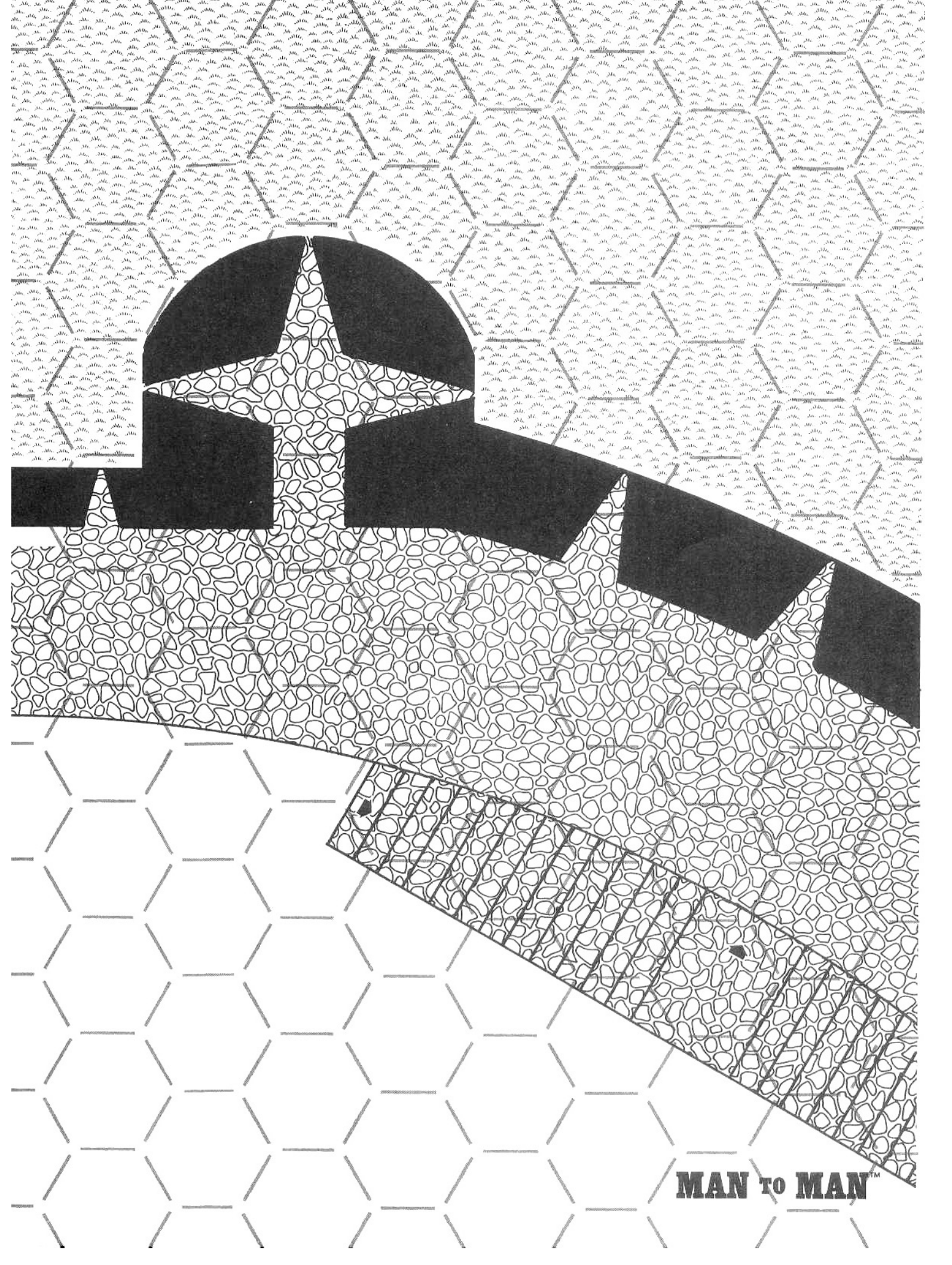


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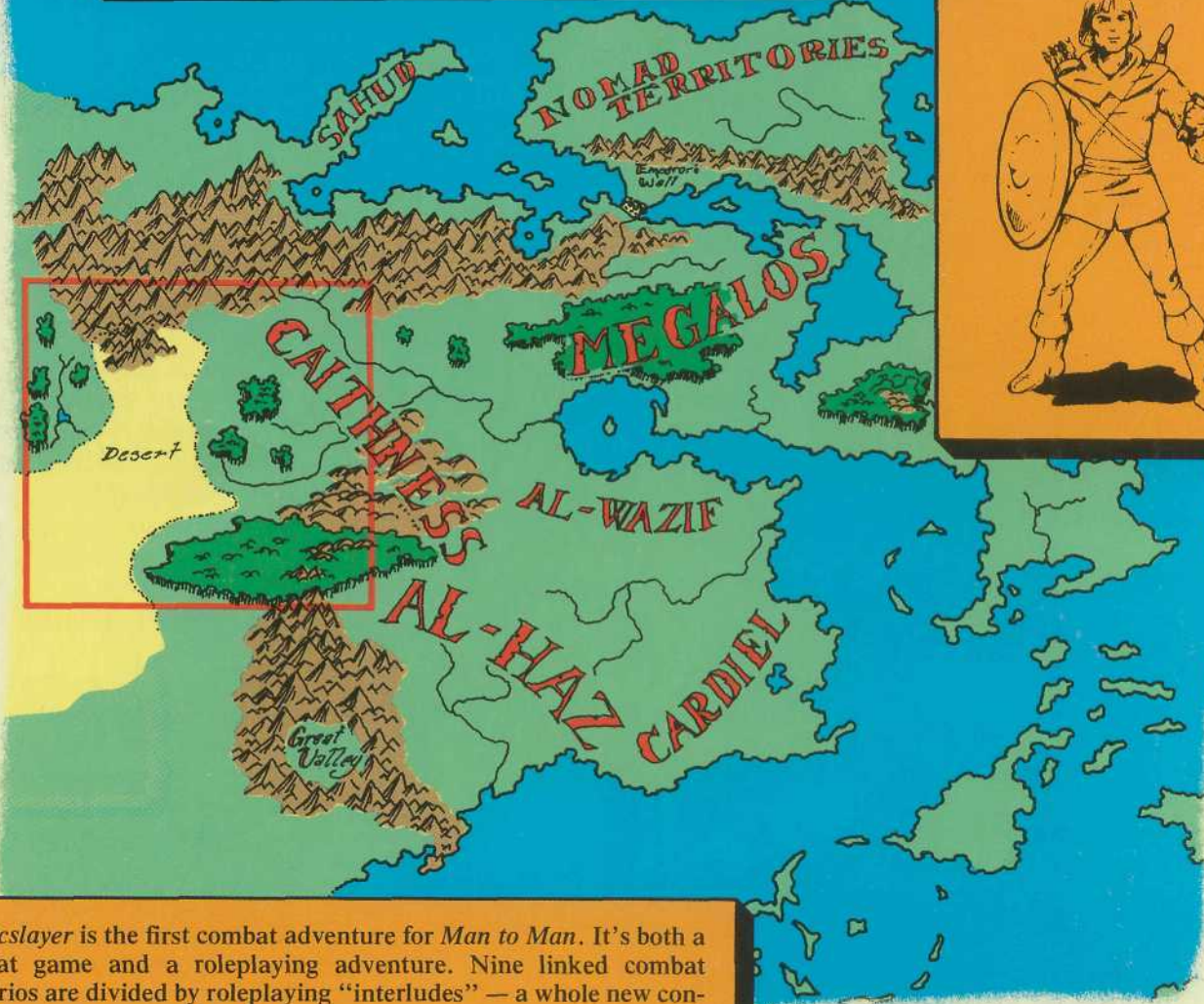


MAN to MAN™

*Six young warriors —
sent to do the work of thousands!*

Generations ago, the orc-hordes swarmed
east into the peaceful kingdom of Caithness.
Now they're coming back.

Last time, it took an army to stop them.
This time, your lord is sending *you* . . .



Orcslayer is the first combat adventure for *Man to Man*. It's both a combat game and a roleplaying adventure. Nine linked combat scenarios are divided by roleplaying "interludes" — a whole new concept in adventure supplements.

Orcslayer also includes the NPC Reaction Table from *GURPS*; random encounters; four new maps (double-sized Castle Keep, Castle Wall that can be duplicated to completely surround the Keep, and Cavern); and 15 pre-generated NPCs of several different races. The book is suitable for three-hole punching.

Orcslayer is set in the fantasy kingdom of Caithness — which can become part of any GM's game-world. Further adventures will use the same background, allowing the adventure to continue.

But first, you must survive *Orcslayer*!

*Designed by Warren Spector
and Steve Jackson*

STEVE JACKSON GAMES