

Into The Orc Camp!

An Interactive Ref Team adventure by Zoë "No Nickname" Robinson, Steve "Stevie Goblin" Spencer, James "Jimbo" McGettrick, and Chris "Nine Wraiths" Cunliffe for Saturday the 30th of November 2002.
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Synopsis

The character party have been assembled by a number of guilds and churches in the city, most notably the *Church of Gedreht* and the *Guild of Scouts*. They have been brought together to venture out into the Orcish army that has assembled around Durholme, to discover as much information about their numbers, how they are all cooperating, why they are all cooperating and what they are planning to do next. This information must get back to the city, so the character party may choose to leave at any point, to return to Durholme with the information they have collected.

The Church of the Great Seeker has provided a representative to lead the party into the occupied area. This person has been provided with a map of the area, based on what few records the *Guild of Scouts* has been able to recover from their previous guild building as a result of the *Great Fire of 1283* (damn you, Furnock of Furd!). Also, each member of the party has been provided a 5th level spell scroll of their choice, from the relevant *Elemental Guild*.

XP

Each character will receive a maximum of 14 experience points from the adventure, with the amount they actually receive being a percentage of this based on how far into the Orc camps they went before deciding to return to Durholme.

Extra experience points for exceptional circumstances and good roleplaying are available. Up to 4 experience points may be awarded to the character, on top of those awarded due to how far into the Orc camps they went.

Messages

Several messages (referred to as IRAM #1-3) are being carried by the orcs. Copies of these are unavailable as only one copy of each was made and they were used (i.e. lost) on the adventure. They should all be in Orcish, so feel free to scribble something in a weird alphabet and use that.

Each message had a reason, however. IRAM #1 was a copy of the minutes for the meeting at the ruins of Snuggleville (destroyed earlier in the campaign by Mad Eron Stone of Rat Alley, Durholme, during his madness-induced belief that he was Lightsbane the Destroyer). It mentioned the collection of livestock for sacrifice during the ritual that would make the Demon Gate that Skrythrotch was trying to produce a permanent item.

IRAM #2 was a message to be delivered to the goblins of camp one, telling them how they needed Ward Bracelets in order to pass through the ward safely and IRAM #3 was an invitation for the Shaman of camp one, which was designed to tell the character party about the meeting at which they would get access to IRAM #1.

The Adventure

1. Border Guards and the Worried Priests [3YGB Crisis of Infinite Urths tie-in]

The Border Guards have written instructions to not let anyone from the city leave the city through territory controlled by the Orc army or to let anyone into the city through the same area. This is causing a problem because several priests from the local villages have travelled here from their villages, to ask for help and guidance in the city.

Border Guard (3 guards, all human)

6 locational hitpoints, 18 body total hitpoints. Damage by weapon +1. Resisting at 5th level. Carrying the letter from Kermira.

Your instructions are very specific – no one in, no one out. Kermira of the city guard herself has sent you these written instructions, which you can show the character party if you like. She wants no information to pass out of the city into the hands of the Orcs, no matter how it happens. She also wants no possible spies to enter the city.

Priests (2 priests, both human)

3 locational hitpoints. 10 body total. Dealing halves. Resisting at 4th level.

You are both very worried. You need to get into the city to discuss what you have witnessed with the established churches. Your gods (Septan, Lord of protection and Molwahn, goddess of the fields) have stopped responding to your prayers and you can feel you no longer have any spiritual powers. When you try to go into a trance in order to commune with the spirits of your god's plane, all you see is impenetrable darkness. You're scared to admit it but, deep down, you know your gods are gone forever.

2. Goblin Hunters

These goblins are out hunting for more chickens to be tied to the brave, honourable goblins that are about to die by being launched into the city.

Goblins (3 goblins)

2 locational hitpoints, 6 global hitpoints. Dealing singles. Resisting at 1st level.

You are just out hunting, for the nearby camp. Snogrot's lackeys have sent you out to get more chickens, 'cause they say you're no use for anything else.

3. Drunk Goblins

These lucky goblins have managed to find (steal) some ale and are having a celebratory piss-up. They're very drunk and very talkative.

Goblins (2 goblins)

2 locational hitpoints, 6 global hitpoints. Dealing singles. Resisting at 1st level. Fighting badly because of intoxication.

It turns out that you're from the nearby camp made up of Orcs and Goblins. You're from a local tribe, but you're being bossed around by the camp down the hill, which is far harder and more organised than you. You don't like them, especially now they've got their big ward thingy working and you haven't.

If questioned, all you know about the ward is some shamans have put up a barrier around the other camp that kills anyone that goes through it unless they have special bracelet things. You don't have these, so you don't go there, even if they do have more ale and meat than you do.

From this point, the group may choose to go to the other camp, down 100-step hill. If they do, jump to *Encounter 6*.

4. Inside the Orc/Goblin Camp

Several encounters with Orcs and Goblins doing their thing. They're mainly sitting around, complaining about how badly treated they are by the other camp, who are all swanning around with fiery demon creature thingies like they own the damn place. You all think you should have demons too, but you don't, 'cause you're all far less powerful and, generally, a bit crap.

Mk.1 Goblins

2 locational hitpoints, 6 global hitpoints. Dealing singles. Resisting at 1st level.

Mk.2 Goblins

3 locational hitpoints, 9 global hitpoints. Dealing damage by weapon. Resisting at 3rd level.

Mk.1 Orcs

3 locational hitpoints, 9 global hitpoints. Dealing singles. Resisting at 2nd level.

Mk.2 Orcs

5 locational hitpoints, 15 global hitpoints. Damage by weapon (optional +1 for leader of each group, depending on state of party). Resisting at 3rd (optional resistance at 4th for group leader).

Several of these encounters, at least one of which should show that this is the outside of the camp and the camp proper is still to come. That's where the big, hard people are and they really should have demons, you know, 'cause they're just as good as those guys down in the other camp. Why don't they have demons with them? Aren't you guys good enough for their like?

5. Orc/Goblin Elite Guard

These guys are the camp's heroes. They've been around for ages, they've fought off many brave adventurers and more travelling merchants than you could count, even if you could count. They're definitely not to be messed-with, even by those demon-friendly nitwits in the other camp down the hill.

Goblin Warheroes

5 locational hitpoints, 15 global hitpoints. Dealing damage by weapon. Resisting at 6th.

Goblin Fire Masters

3 locational hitpoints, 9 global hitpoints. Dealing Halves. Resisting at 6th. 12 mana. All Fire spells up to 3rd level.

Orc Veterans

6 locational hitpoints, 16 global hitpoints. Damage by weapon plus one, up to doubles (optional triples for group leader, depending on state of character party by this time). Resisting at 6th (optional 7th for group leader).

Orc Shaman

5 locational hitpoints, 15 global hitpoints. Dealing halves. 6 mana, 6 spirit, can cast any Elemental magic up to 4th level and also the following: Cure light/serious, Cause light/serious, Spirit Bolt.

You guys are the pinnacle of all that is goblinoid or orcish. You've never met anyone who could present a challenge for you, until you joined with the other camps to take on the Cursed City of Durholme, which epitomises all that you despise. Now the other camp has demons on its side, you'll no doubt have them soon, too. Then the city won't be able to stop you!

6. The Runners

These goblin runners are taking messages between camps.

Goblins (2 goblins)

2 locational hitpoints, 6 global hitpoints. Damage by weapon. Resisting at 2nd level. Carrying IRAM #2 and IRAM #3. Wearing the Ward Bracelets.

You're runners, delivering messages between the orc camps. You've got to get through to the camp at the top of the hill as quick as possible, or the High Shaman's Lieutenants will have your guts for garters.

7. Snogrot

Snogrot is the pinnacle of goblinoid science. He's been set to work devising a way to get an advance party into the city without having to deal with the border guards and the defences at the city's walls. He's taken to trying to launch goblins over the city walls and directly into the city but, so far, he's had no luck.

Snogrot (1 goblin)

2 locational hitpoints, 6 global hitpoints. Dealing halves. Resisting at 8th level. 4 mana and fire spells up to 2nd level (fond of Firedart). Carrying IRAM #1 and wearing a Ward Bracelet.

8. Orcish Borderguard at the Ward

These orcs have been set the task of guarding the ward at this point, which is one of the more commonly used paths between the two camps in this area. Although they're supposed to be on constant lookout for the enemy, what they've found their job mainly consists of is making sure the goblins remember to wear their *Ward Bracelets* before trying to cross the ward.

Orcish Borderguards (3 orcs)

5 locational hitpoints, 15 global hitpoints. Damage by weapon. Resisting at 3rd level. Wearing Ward Bracelets.

You're impatient. All this waiting around, talking to goblins has made you irritable and you're spoiling for a fight.

9. Orc/Demon Patrol

An orc patrol is in the area, looking out for the enemy. They've brought a demon along, just in case. They've not seen any of the enemy about, which just goes to show what a great job they're doing.

Orc Patrol (3 orcs)

4 locational hitpoints, 12 global hitpoints. Damage by weapon. Resisting at 3rd level. Wearing a Ward Bracelet.

You're great, you are. You're big and strong and all the goblins are scared of you. You're not the best there ever was but if you're given time and enough heads to smash, you will be. The shaman is your immediate boss, but he's not in charge of everyone, just this patrol. The High Shaman is in charge of everyone, not that guy over there, although sometimes he acts like he is.

Orc Shaman (1 shaman)

3 locational hitpoints, 9 global hitpoints. Dealing halves. Resisting at 3rd level. 6 mana, 6 spirit. Can cast all magics up to 3rd level as well as the following: Cure Light/Serious, Cause Light/Serious, Spirit Bolt. Wearing a Ward Bracelet.

You're here to make sure those stupid grunts don't smack your demon up for a bit of weapons practice when they get bored. You're in charge of this group of slap-happy dolts and you know it. You know they don't exactly like you, but this here demon will protect you, should they try anything.

Demon (1 demon)

6 locational hitpoints, 18 global hitpoints. Magic Flaming Singles by hand. Resisting at 6th level. 6 mana. Can cast all fire and darkness magics up to 4th level. Wearing a Ward Bracelet.

You're a demon, a foul creature of fire and darkness and you're great. You're tough, you hurt things easily and you're happy to prove this to any fool that dares anger you. However, you're currently compelled to protect this dolt of a shaman and you won't leave his side – his protection is more important than your own wellbeing.

10. The Meeting at Snuggleville.

This used to be the peaceful village of Snuggleville, until Lightsbane the Destroyer came along and burned it down. Now it's a rather overgrown mess and the Orcs aren't complaining.

Urkagg is waiting for Hengart of the Orc/Goblin camp to arrive. Hengart is a forgetful chap, so Skrythrotch, in his infinite wisdom, sent a message to remind the daft bugger to turn up. They've got to discuss him getting the sheep needed for the *Ritual of the Demon Gate*, which is going to be performed soon.

Hengart will arrive maybe 30-60 seconds after the character party first spot Urkagg, who is a damn large guy and should look dangerous, so they don't immediately charge him. If it looks like they're going to do that, have Hengart turn up a little sooner and the meeting begin.

Urkagg the Lieutenant of High Shaman Skrythrotch (1 orc)

10 locational hitpoints, 30 global hitpoints. Damage by weapon plus one. Resisting at 5th level. Carrying the letter to Skrythrotch and wearing a Ward Bracelet.

Urkagg is Skrythrotch's right hand man. If he'd shown any magical or spiritual abilities, he would have been a high shaman by now but as it is, he's just the greatest orc general his tribe has ever seen. He's here to oversee the meeting and will scribble down a letter at the end, before walking off to take it to Skrythrotch.

Hengart the Goblin Leader (1 goblin)

6 locational hitpoints, 18 global hitpoints. Damage by weapon plus one. Resisting at 4th level. Wearing a Ward Bracelet.

Hengart isn't the brightest goblin ever seen, but his organisational abilities turned his small tribe into a large tribe and he's the best goblin ever,

according to his tribe. He's getting on a little bit and his mind's not what it once was but, so far, nobody has dared to challenge his rule in his tribe. He's here to talk with Urkagg and get his latest orders from the High Shaman.

When the meeting is done with and Urkagg has finished writing his letter to Skrythrotch, he will allow Hengart to go back to his camp and will personally take the letter to Skrythrotch. This will mean he will walk to Skrythrotch through the next few encounters, which are all copies of *Encounter 11*. If the character party manages to do him in between the encounters, that's great, but if he hears the encounter go off, he will move to assist the Elite Guard. If he dies before he gets the letter to Skrythrotch, that's great also.

11. Orc/Demon Elite Guard

These guys aren't anyone's fools. They're the best of the best in the Orc world and they only work with the best. Their demons are the best, their weapons are the best and they take the best stuff when they go looting. Only Urkagg is harder than them. Oh, and Skrythrotch High Shaman guy, of course.

Orc Elite Guardsman

7 locational hitpoints, 21 global hitpoints. Damage by weapon. Resisting at 4th level. Wearing a Ward Bracelet.

Orc Shaman Elite Guardsman

5 locational hitpoints, 15 global hitpoints. Dealing halves. Resisting at 4th level. 6 mana, 6 spirit. Can cast all Elemental magic up to 4th level, as well as: Cure/Cause Light/Serious, Spirit Bolt. Wearing a Ward Bracelet.

Demonic Elite Guard

8 locational hitpoints, 24 global hitpoints. Magic Flaming Doubles by hand. Resisting at 4th level. Wearing a Ward Bracelet. Protects the Shaman with its life.

12. Skrythrotch the High Shaman, Lord of all the Demons.

Skrythrotch is here, awaiting his letter. He seems to be alone. However, if the character party attack him, he will retreat and cast a demon-summoning miracle. He can pull off four of these, but will only cast one at a time; unless the situation looks desperate.

Skrythrotch (1 orc)

10 locational hitpoints, 30 global hitpoints. Dealing spirit singles. Resisting at 8th level. 12 mana, 12 spirit. Can cast all Elemental magics up to 6th level as well as: Cure/Cause Light/Serious/Greivous, Spirit Bolt, Voice of Power, Summon Demon. Wearing a Ward Bracelet and carrying a scroll detailing the Ritual of the Demon Gate.

Skrythrotch is the greatest shaman the Orc world has known in centuries. He is the embodiment of all they revere, a god amongst greenskins. His power

over demons is the stuff of legends. With his brains and the brawn of his demon hordes assisting his orc and goblin warbands, the Foul City of Durholme will fall for sure. All that's needed now is for the Demon Gate to open and his army can march directly into the city.

Demon (1 demon)

6 locational hitpoints, 18 global hitpoints. Magic Flaming Singles by hand. Resisting at 3rd level. Will protect Skrythrotch with its life.

You're a newly-summoned demon but already you know you're the greatest creature ever to walk this land. However, something is compelling you to protect Skrythrotch. His power over you is unconditional and his life worth so much more than your own. You will guard him at all costs.