

## Background for the DM

The campaign setting is for the original D&D setting mapped out by the gazetteers. The Orcs of Thar in the Broken lands to be more precise. The party is part of a tribe of humanoids, out for a coming of age ceremony. To complete it, they must raid human lands, and return with weapons for the tribe. Succeed and become full members of the tribe. Fail and be kicked out of the tribe and become pariahs in the horde.

This area of Darokin is newly settled. There are some large forts to the East and West that handle security for the region. There are also forces posted at the city of Corunglain to the South. There are patrols for this area that leave the Tower and check out the closest towns to the East and West. There have not been major incursions into this area by humanoids from the Broken Lands for some time now.

Future forays into this area will see reinforcements and counter-measures for strategies that the Humanoid.

## The Setup

The PC's can find the tower by chance, or be directed here by people living in the towns east and west of here. The Cleric (Father Harden) in the small farming community attempts to stop slaughter of the townspeople by combat or negotiation if combat looks to be a sure loss.

## Visiting the Outpost

The following text assumes the PCs have come up the road from the small farming community.

A narrow path winds from the main road up to the large Wooden gate. There is an Earth barrier surrounding the small tower that lies at the center. The gate is anchored in the barrier on both sides. Spaced periodically around the top of the Barrier, are large torches. <These are lit if this is a night approach> The barricade is Twenty feet high along the outside. This is due to a ten foot deep ditch, which looks like it was emptied to the inside of the ring to form the barrier. Trees and brush have been cleared for 100 feet in all directions from the outpost.

**Note:** The pathway is gravel, and crunches underfoot –7 to move silently checks. DC 28 to smash open the gate, or 60 hp of damage. To climb the earthen walls, make a DC 20. To scale the tower walls, make a DC25. A DC 25 is needed to bust open the doors to the tower.

At least 2 Darokin guardsmen are patrolling the top of the earthen ramparts. These guards are armed as archers in the Darokin Army.

Once the gates or walls are breached, the surviving ones will run to the tower. Cover fire from the top of the tower and the top of the prison is used during this retreat.

**Darokin Soldiers (EL 1):** The soldiers vary in how they are equipped, depending upon what type of soldier they are. The cavalry soldiers are armed with a Long spear much like the foot soldiers', except it is slightly shorter (10' instead of 12') so that it can be used more easily from horseback. The archers use either longbows, or short bows,

depending on the situation. The foot soldiers use the 12' Long spear. All soldiers also carry a sword that has become known as the "Darokin Rapier" Treat the rapier as a normal sword, except it does 1d6 –1 damage. In the hands of a trained Darokin soldier, the rapier is a +2 to hit and also +2 to the soldier's AC in melee, because of his ability to weave a defensive area with the sword. All Darokin soldiers wear padded leather armor, usually with a metal breastplate of some kind. The foot soldiers also carry light buckler-type shield strapped to one arm, the archers and cavalry do not. Most officers of Captain rank or higher have magical equipment, either armor, weapons, or both. Below that rank, magical equipment is uncommon. Some legions have magic-users in their ranks, but they are a minority. Special classes are hired as needed. There is a Captain for every 100 troops.

**Darokin Archer:** Male Human; CR 1; Medium humanoid; HD 1d8; hp 6; Init +1; Spd 30 ft.; AC 17(19), touch 11, flat-footed 16; Base Atk +1 Grp +1 Atk +3 melee (1d6-1/18-20/x2) or +2 ranged (1d6/x3, longbow); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha10

*Skills and Feats:* Ride +2, Jump +2, Handle Animal +2, Climb +2.

**Possessions:** pouch 4sp 2cp, longbow, 20 arrows, padded armor, breastplate, Darokin Rapier, Leather Boots

**Darokin foot soldier:** Male Human; CR 1; Medium humanoid; HD 1d8; hp 6; Init +1; Spd 30 ft.; AC 18(20), touch 11, flat-footed 17; Base Atk +1 Grp +1 Atk +2 melee (1d8/x3) or Atk +3 melee (1d6-1/18-20/x2) or +2 ranged (1d6/x3, longbow); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 13, Con 12, Int 10Wis 9Cha10

*Skills and Feats:* Ride +2, Jump +2, Handle Animal +2, Climb +2

**Possessions:** pouch 4sp 2cp, long spear, padded armor, breastplate, Darokin Rapier, Leather Boots, buckler

**Martin:** Male Human; CR 6; Medium humanoid; HD 5d8+14; hp 32; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +6 Grp +10 Atk +11 melee (1d6-1/18-20/x2, Masterwork Rapier) or +11 ranged (1d8+4/x3, Masterwork Composite longbow); Full Atk +11/+6 melee (1d6-1/18-20/x2, Masterwork Rapier) or +11/+6 ranged (1d8+4/x3, Masterwork Composite longbow); SA --;SQ animal companion. Favored Enemy Kobolds +4, favored enemy Orcs +2, link with companion, share spells; AL N; SV Fort +6, Ref +7, Will +2; Str 18, Dex 16, Con 15, Int 8, Wis 12, Cha6.

*Skills and Feats:* Hide +10, Listen +5, Move Silently +10, Spot +11, Survival +8, Endurance, Power Attack, Quick Draw, Rapid Shot, Track, Weapon Focus (composite longbow).

*Combat Style (Ex):* This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

*Animal Companion (Ex):* This ranger is currently without an animal companion.

*Favored Enemy (Ex):* This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

*Wild Empathy (Ex):* This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

*Ranger Spells Prepared* (1; save DC 12); 1<sup>st</sup> - entangle

**Possessions:** pouch 25 gp 14sp 2cp, masterwork composite longbow (+4 Strength bonus), 30 Normal arrows, padded armor, +1 breastplate, Darokin Rapier, Leather Boots, buckler, 3 potions of cure light wounds, eyes of the eagle.

#### **Level 1:**

##### **If the Darokin soldiers know the party is coming**

The remains of a dice game are strewn on the floor. Copper pieces lie everywhere. A round table has been thrown over, and 4 Darokin soldiers wait behind, each with a Long Spear waiting. The room is round, with a ladder leading up 45 degrees or at 2 o'clock. There is a barred door across from the entrance, and Orcs can be heard loudly shouting to be freed.

##### **If the Darokin soldiers are surprised**

4 Darokin soldiers sit around a table gaming with Bone Dice. They are surprised to see you, and reach for their rapiers, as their Long Spears are leaning against the wall. The room is round, with a ladder leading up 45 degrees or at 2 o'clock. There is a barred door across from the entrance, and Orcs begin shouting epithets to the soldiers and demand to be freed.

##### **If the Wicca(Sorcerer) tells the Orcs to distract the soldiers, and the party is arriving without being seen.**

The barred door across from you is open, and 2 soldiers can be seen heading to support the ones already in the prison. The room is round, with a ladder leading up 45 degrees or at 2 o'clock. There is a barred door across from the entrance, and Orcs can be heard loudly shouting to be freed.

There are 26 copper pieces and a set of Bone Dice for gambling, on the floor, 4 chairs are overturned to make reaching the 4 soldiers more difficult.

The barred door leads to a 30' by 50' prison, with barred doors guarding the smaller cells. Manacles are attached to iron loops in the floors.

### In the Prison

There are a dozen Orcs in the cells here. Some are injured, all call to be released. The cells are relatively clean, but the Orcs manage to make it seem cluttered and filthy. One cell in particular holds 4 Orcs. 1 obviously touched by magic, the other three clearly look to him for direction

11 Orcs are standard from the Monster manual pg203, Hp: 5, 6, 8, 5, 9, 7, 5, 6, 8, 5, and 9

1 is a Wicca of the Fat Lips tribe, who was captured while trying to lure these Orcs to his tribe to increase their numbers. They are without a tribe, and currently unable to fight. Most have been beaten pretty badly. All are able to travel, but combat is impossible, except for possibly 2 of them.

**FillexHulkil:** Male Goblin; CR 6; Small humanoid Adept; HD 1d8+1, 6d6; hp 29; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +4 Grp +0; SA --;SQ Darkvision 60', Spellcaster; AL NE; SV Fort +5, Ref +3, Will +4; Str 11, Dex 13, Con 12, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Heal +5, Knowledge Hordes +4, Survival +4, Servility +5; Alertness, Storyteller

*Adept Spells Prepared (6;save DC13+level):* lvl0-touch of fatigue, cure minor wounds, ghost sound, lvl1- obscuring mist, burning hands, sleep, lvl2- invisibility

*Animal Familiar (Ex):* FillexHulkil has not summoned one since his previous Familiar died.

**Possessions:** (If recovered) Gri-Gri (Enchanted), Beltpouch (Components)

Gri-Gri (Ex): The Gri-Gri acts as a sap for weapon purposes, with a +1 enchantment (See weapon description) This Gri-Gri allows the wielder to cast Charm Person 2xper day

FillexHulkil is a Goblin who has been traveling around to bring new recruits to his tribe. Unfortunately for him Darokin soldiers have captured him and his newfound inductees. They were brought here for determination of punishment or release. Darokin law is funny sometimes. He presents himself as a wandering Wicca/Magic Man.

Unbeknownst to the party FillexHulkil is a member of the rival Orc tribe the Fat Lips Tribe. He has charmed 3 of the Orcs with the power in his Gri-Gri, and plans on charming more of them to follow him. He needs this magic item to cast his spells, but will not infer that to the party or anyone for that matter. He was planning on summoning

a new familiar while in prison, but has decided to wait, as he has had a vision that some Orcs will rescue him from imprisonment.

He will use all his power of persuasion to be brought along to the Vile Runes Tribe home, to see defenses and such. At the first possible chance, he will make an excuse to get outside of the encampment at the Vile Runes Tribe home, and return home to the Fat Lips.

In combat on the side of the Vile Runes, he will hold back and use as little of his spells per day, as he can get away with. He will attempt to charm an Orc or Party member only if the situation leaves the 2 of them alone. If it should come to that, in combat against the party, he will normally let loose with his sleep, invisibility and obscuring mist spells.