



6-8 PCs

Levels 4-6

HAPPINESS IN SLAVERY

MARK EDWARDS



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HAPPINESS IN SLAVERY

A 5th Edition compatible adventure for six to eight 4th to 6th level PCs

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“Happiness in Slavery” is a 5th Edition compatible adventure designed for six to eight 4th to 6th level PCs.

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Adventure Background

His mind wandered back to three weeks ago. It was then the Ettins had first come. Without warning, they'd brought destruction and death. The village warriors put up only moderate defense because they knew (or assumed) the Ettins, like most of their kind, would be appeased with a bit of treasure or food. Unfortunately, these weren't typical Ettins and their choice of tribute was decidedly uncommon. They'd demanded nearly all the orcs on the verge of adulthood and warned they'd be back for more. Some Orcs made the unprecedented decision to flee, some fought to save them. In the end, neither choice mattered. Now there were none left and soon the Ettins would return again to demand their tribute. He absently wondered if his own heir, Parg was still alive somewhere. Chief Pomak looked wearily down from his throne. Here and there, holes in the roof let light in, creating a speckled pattern of brilliant white and murky shadow. The vital spark of life had gone from his eyes and unfortunately, been replaced by the haunted look of those waiting longingly for the welcome release of death. Normally when a chieftain lost the strength to lead, one of the strongest males challenged him to combat for control of the tribe. But events of the last several weeks ensured everyone else was suffering at least as much as he.

A quiet cough brought him out of his reverie. Ni, the village priest, stepped judiciously around the brightest spots in the throne room, as though wishing to avoid the Orc Chieftan's direct gaze and spoke in a nasally voice from the darkness. "Oh great Pomak..." he began with all the usual obsequiousness born of decades of practice, "there is still the matter of the Ettins' looming arrival..." Ni was a coward through and through and, unsurprisingly, the only person in the village not devastated by their losses. It was rumored he'd fathered several offspring, however, he acknowledged none. While he had predicted several important events in the village's history (the popularity of which accounted for the reason Pomak hadn't already strangled the life from him), he was mostly known for his vigorous sermons advocating bloody sacrifice of their own tribe to the Gods, and for gleefully performing many such offerings. That was, until Pomak had forbidden the practice. An edict which (Ni never stopped quietly reminding the rest of the tribe) most assuredly led to the Gods' displeasure and the suffering they now endured.

"The warriors stand ready, Oh Great One." They were the right words but the disdain was fairly dripping from the priest's lips. Fortunately for Ni's future breathing prospects, Pomak didn't really have the stomach for this anymore. He would have been just as happy to let the Ettins come and kill them all, end their suffering quickly. But the weasel crawling in front of him had gathered enough support to force Pomak to follow through with this plan. He didn't relish it. After all, they were proud warriors, not thieves. But maybe, just maybe, if this tribute would forestall the Ettins' wrath, they'd have time to train new warriors, and then, revenge.

He dropped the thought quickly. There would be no revenge, no justice, and sooner or later all of them would face the Gods to account for their cowardice. He just couldn't stand the idea of letting Ni take the throne after he was gone. Sighing heavily, Pomak finally spoke, "Give the order."

Adventure Hook

An attack by raiders leads to the kidnapping of several of the villagers in Rybalka. The adventurers must give chase lest the villagers be gone for good. At the slavers' camp, adventurers discover the situation is more complex than expected.

A Note to GMs

This adventure ends on a bit of a cliffhanger which allows you to insert your own ending as you see fit. You may wish to make Ni the mastermind of the ettin's attack in a bid to grab power or perhaps insert a villain the PCs have already met in one of your previous games.



Adventure Synopsis

The adventurers begin in Rybalka. Late in the evening, the village comes under attack by a (seemingly) large tribe of Orcs. Everyone will need to work together because these Orcs are desperate. Amazingly, they are more prepared than typical raiders (they use hit and run tactics to keep from engaging in protracted battles). Once the raiders have been driven off, a headcount reveals half a dozen missing villagers. There can be only one explanation... slavers. Several villagers (none capable fighters) volunteer to go after the slavers, but it's obvious they are in over their heads. The adventurers must chase the slavers across Serpent Lake to their home island. Along the way, the adventurers find raiding ships spread across the lake. It appears the Orcs attacked many villages. Unfortunately following them home proves easier said than done as they are spotted. While the rest of the ships get away, the adventurers get their bearings from the defeated Orc raiders. On the island, the adventurers must deal with slaver raiding parties who seem more interested in driving them off than capturing or killing them. At the camp, the adventurers discover the truth. These aren't slavers. They intend to use their captives as sacrifices to stave off the horrible creatures which are preying upon them and have already taken many of their own. The adventure culminates with the arrival of Ettins who've come to collect the sacrifices. When the adventurers deal with this threat, they will have not only saved the captives, but also earned the gratitude of the Orc village.

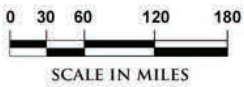


KEY

- 1. RYBAKA CITY HALL & BARRACKS
- 2. RYBAKA CATHEDRAL
- 3. THIRSTY SERPENT TAVERN
- 4. RYBAKA FORGE
- 5. BUGG INN
- 6. RYBAKA LODGE
- 7. HOP SING MERCANTILE
- 8. FISHERMANS CONSORTIUM
- 9. MASTERS LIBRARY
- 10. SUWOLIK'S SPIRITS
- 11. LUMBERMILL
- 12. VICKRUCK'S ROOT CELLAR
- 13. G&M BAKED GOODS
- 14. MINERS GUILD
- 15. VILLAGE GUARD LOOKOUT
- 16. SHIPWRIGHTS GUIDED



VILLAGE OF RYBALKA



RYBALKA



Overview of RYBALKAN PENINSULA
in relationship to SERPENT LAKE

GLACIER

NORTH



Typical
Rybalkan Miner
Transport



Burial
Mound



Hunter's Cabin



DARK WOOD



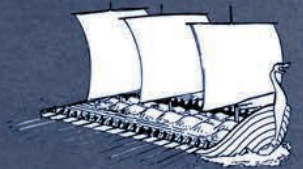
Mine Loading
Cavern Entry

Sun Lord
Ka'Teek's Crypt



Miner Transport
Fortified Entry

VILLAGE OF
RYBALKA



Typical Vikmordere Style
Iron Ore Vessel



RYBALKAN PENINSULA

VILLAGE OF RYBALKA AND ENVIRONS

Part 1 - Rybalka by Firelight

It is late in the evening and the adventurers are relaxing in an inn in the town of Rybalka. Details about how they arrived here are left to individual GMs. The adventurers are thoroughly exhausted. This could be because they have just recently finished an earlier adventure (see A01-A06) or whatever the GM has devised. Devious GMs may consider keeping the adventurers up late with drinking contests or other role-playing opportunities prior to the attack (meaning the adventurers will be exhausted or hung over during the raid).

Skill Check

GMs can have players make a **DC 16 Constitution saving throw**. PCs that have been up talking and drinking have disadvantage on the roll. A failure indicates they are asleep when the attack begins. GMs may choose to assign 1 level of exhaustion to drunk or hung-over PCs for the duration of the fight.

Read the following:

“The fire has been burning low for some time now, and you can see by the impatient looks the innkeeper is giving you, it is time to retire. Outside the moon rises high in the sky, but it gives off precious little light given its little more than a sliver. You can see the fog roiling in off the lake; it will certainly be cold by morning. So it’s a good thing you have a warm place to sleep this evening.”

Skill Check

Have players make a **DC 10 Wisdom (Perception) check** to listen for sounds in the night. Continue below for those who succeed.

Read the following:

“You nearly make it all the way inside your room before you hear the unmistakable sound of swords clashing. By the direction, it sounds like its coming from the docks.”

Players who succeed with their check have a full round to act before the raiders make enough noise to alert everyone. Soon, PCs overhear shouts of **“Vikmordere raiders!”** The villagers are incorrect, but the threat of the Vikmordere should keep the PCs on their toes.

Note: If GMs are not playing this as part of the Adventureweek.com campaign setting, simply exchange Vikmordere with the name of the most fearsome raiders in the area.



Combat

(14) Orc, CR 8; 1400 xp; Adjusted Difficulty 4200 XP; Medium. See the official entry for full Orc stats.

These Orc Warriors are proud, each eager to show off their battle prowess. Unfortunately, these raids are nothing to feel proud of. Their orders are to not engage the enemy and instead to kidnap villagers. This is a job for thieves and cunts, not warriors. In game terms the warriors appear to be using hit-and-run tactics. In actuality, their orders conflict with their desires. So they spend a lot of time engaging then running away. GMs may play this up as superior tactics. However, PCs who specifically look at the Orc’s tactics could discover the truth.

During combat, adventurers should discover these raiders are looking for more than food and gold. Villagers will scream for help when attacked, and survivors mention the raiders seemed intent on taking prisoners. When the number of Orc warriors killed equals the number of PCs, the raiders retreat and the fight is over. The villagers do a head count if the PCs don’t suggest it. Mostly the PCs hear relieved sighs as families are reunited, lovers find each other and parents relocate their children. However, all is not good news. A handful of villagers have been killed and several more grievously wounded. In addition, there are half a dozen villagers who are neither among the living, wounded, or dead.

GMs should use their own judgment about how to get the PCs involved with the chase. Some suggestions include making one of the wounded a friend of the PCs or having one of the kidnapped villagers be a friend of a friend. Several of the villagers immediately make plans to follow the raiders. Due to the small force stationed here the Rybalka Village Guard cannot give up their post and pursue, if they did so the village would be vulnerable to attack by the Vikmordere or devils from Dark Wood.

Skill Check

Have PCs make a **DC 10 Intelligence (Investigation) check**. A success reveals that several of the villagers are capable sailors (which could come in handy later on). PCs who want to keep the villagers in town must make a **DC 15 Charisma (Persuasion) check**. Remember that the villagers taken by the orcs are likely to be related to the villagers. PCs that callously attempt to force the villagers to stay behind must make the check at disadvantage.



specific knowledge of the Orc tribes hereabouts, they may realize the tattoos are a kind of recorded history of the individual, showing their greatest triumphs. A thorough look at his tattoos reveals an unfinished (and fresh) one. It depicts him defending many other Orcs from an unseen enemy. All of the others are on their knees, overcome with grief. Finally, the tattoos also identify Erong as a member of the Ruined Nose Tribe. If no one speaks Orcish, Erong dies as before, brandishing a weapon if the PCs try to ease his suffering. Once dead, PCs can still search him as above. Now the PCs will simply have to track the Orcs to the shoreline.

The adventurers may want the villagers to wait behind. However, this could slow them down later on (see below). If so, one of the sailors asks the PCs about their knowledge of sailing. After all, there are no Orc tribes nearby, so they must have sailed here. If the adventurers can't sail, they'll never catch the raiders. Once the adventurers follow the Orcs, they find the trail surprisingly easy to find, especially considering the 'superior' tactics shown during the raid. The trail leads out of the village southwest, heading directly toward the shoreline.

Skill Check

To keep things interesting, GMs may have PCs make a **DC 15 Wisdom (Survival) check** to follow the Orc's trail.



Skill Check

If Erong dies without telling the adventurers where to go have PCs make a **DC 18 Wisdom (Survival) check** to follow the Orc's trail.



When the PCs reach the shoreline, they realize they have another problem. The Orc's ship has already left and is making good speed. Meanwhile, the rear guard looks ready for trouble. (They've been left behind both to pick up any warriors who've yet to make it back and to slow down villagers attempting a rescue). Worse, adventurers cannot see any other boats.

As they go deeper into the forest, the Orcs split up, leaving many smaller paths. The trees and shadows make it increasingly difficult to follow the raiders' trail. Fortunately, before the trail disappears, the PCs encounter a wounded Orc. Erong was severely wounded during the fight (perhaps by a PC if any rolled particularly well). He is covered in his own blood and will soon die. Unfortunately, he will die from actions the tribe considers dishonorable. So his fellows (see below) left him. Worse, when he meets his Gods, they will not be pleased to see him. If the adventurers can communicate with him (he does not speak the common tongue only Orcish), he will ask for a warrior's death. In exchange, he will give them some information. It is not necessary to roll dice for combat as one good blow will speed him on his way. However, he will insist on standing with a weapon in hand. Once dealt the lethal blow, he gasps out the following.

"Make for the nearest shoreline and follow it south. Very soon you will find the place where we landed. But beware; my tribe has left guards to delay your pursuit. They are tough and will show no mercy. However, they will have a boat nearby to allow them to return should they survive. It will be faster and sturdier than any boat those villagers may have. Hurry, you do not have much time to save the villagers before..."

And with that, Erong dies, a smile on his tusky face. Astute PCs may examine the body for clues. If so, they discover several interesting things. First, Erong was in another fight recently. He has several wounds which have not completely healed. Second, these wounds were made by some giant-sized creature. (If PCs specifically ask, they were made by a large bladed weapon but it's difficult to tell what specifically). Finally, Erong has extensive tattooing all over his arms and torso. Should any of the PCs have

Combat

(4) Orc, (3) Orog, CR 8; 1750 xp; Adjusted Difficulty 4375 XP; Medium. See the official entry for full Orc and Orog stats.



As this is an honorable fight, and these the toughest warriors, this fight will be more what the PCs expect. When the fight is over, the PCs will get little from these warriors (all prefer to die an honorable death rather than tell the PCs anything). However, if PCs examine them, they find the same clues as those on Erong (see above). From here, PCs will need to decide how to proceed. They can return to the village to get a boat or search for one here.



Skill Check

If they search, have PCs make a **DC 15 Wisdom (Perception)** check. A success reveals a small, strangely designed ship about 20 yards down the shoreline.



The Orcs' ship is little more than a rowboat with a small sail. Anyone trying to sail it will need the sailor background. If none of the PCs are sailors, they can use the villagers who do know how to sail (see above). The Orc craft, while a different design than the villagers', are faster and more capable of handling rough weather. However, it is not currently ready to depart. The PCs will need to either make it ready themselves or wait for the village sailors (if they've come along) to do it.

Regardless of who gets the ship ready, once the adventurers head out onto the lake, move on to Part 2. GMs should keep track of what the PCs have brought with them (Clever PCs may take the fallen Orc outfits to camouflage themselves, see below). Should they begin to wander, they should realize there is precious little in the way of supplies on the boat and no food stores.

Part 2 - Chasing the Raiders

Read the following:

"The water is still and calm, making for an almost glass-like surface. Overhead the moon is past its apex and the sky is filled to the brim with stars. You can see your breath as you bundle up for warmth, your experience with traveling by night indicating you should dress warmly. That's doubly so when traveling over the water. Because of the open space over the lake, sound travels farther than one might expect, and you swear you can hear the tiny cries of villagers. Out there... Somewhere..."

First, the adventurers must find the raiders' ship. Fortunately the moon is nearly gone, allowing PCs to spot any lights out on the lake. Unfortunately, the stars reflect off the water, giving the PCs lots of false leads.

Skill Check

Have the PCs make a **DC 20 Wisdom (Perception)** check to discern the ship in the darkness. PCs with experience of sailing have advantage on the roll.



Once the adventurers have sight of the ship, it proves easy to follow (as it's laden with Orcs and Rybalkan villagers). However the Orc Captain is on the watch for trouble. How the PCs approach the ship will determine the Captain's reaction. If the adventurers are wearing the Orc Warriors' outfits, the captain simply waves in their direction. Their orders are to maintain silence, so unless PCs start talking, he won't say anything. Alternately, if PCs are wearing their own gear, have the captain make a **DC 18 Wisdom (Perception)** check to notice that they are not orcs. If he fails, he doesn't notice anything amiss. If he does, he quietly prepares the warriors (see below).

If PCs try to hail the ship (and they know Orcish) the captain rudely reminds them they are not to speak unless it's an emergency. If they continue, details are left to individual GMs as to whether or not the captain becomes suspicious (and if so, he again prepares his warriors, see below). Regardless of whether PCs have aroused the captain's suspicions or not, he allows them to approach. Once alongside, he drops the netting to let the PCs board. If he isn't suspicious, the PCs can make it to the deck before any fighting begins. If he is suspicious, the Orcs aboard ship attempt to ambush the adventurers.

Skill Check

If the captain is suspicious, make a **Dexterity (Stealth)** check for the other Orcs on the ship. Compare the result to the PCs passive perception score to see if they notice the Orcs preparing an ambush.



At this point, players' actions determine the outcome. If PCs come right up on deck, or the captain is suspicious, a fight will most likely ensue (see Combat below). Alternately, if PCs are camouflaged (using the Orc outfits above) and can speak Orcish, they may get more information by conversation.

Combat

(10) Orc, (1) Orog (captain) CR 8; 1450 XP; Adjusted Difficulty 4350 XP; Medium. See the official entry for full Orc and Orog stats.



This is the ideal time for GMs to start showing a different side of the Orcs. Rather than brilliantly organized raiders, these Orcs seem desperate and crazed or lethargic and apathetic. Some start to fight then simply give up, allowing adventurers to kill them with a single blow. As for the captain, he's lost and angry and reacts to everyone in the same way. He becomes enraged at the slightest provocation, and seems always ready for battle. Once battle is joined, he will fight to the bitter end, even if he could flee.

Skill Check

If the PCs try to talk their way through this situation have them make a **DC 16 Charisma (Deception) check**. PCs wearing Orc clothes and speaking Orcish have advantage on the check.

If PCs are successful, they can learn quite a bit. However, they will need to be subtle about it. The Orcs assume PCs are stragglers from the raid. In other words, PCs are lowest status warriors aboard ship. So the Orcs will not tolerate a lot of questioning. This is doubly true of the Captain (if PCs ask a lot of questions, he gets suspicious). PCs can learn the following. The Orcs are raiding in several villages tonight and are worried about whether the Rybalkan villagers they've gathered so far will be enough. They hope the other raiders had better luck, but also wonder how many more raids they'll have to do before 'they' are appeased. And they hope, despite how laden-down they are, they will make it back to "Blood Creek" before 'they' come back. PCs with familiarity of the lake area, may want to know if they've heard of any place called Blood Creek. While it is (or rather was) a large Orc village, it is also a significant distance from Rybalka.

Skill Check

If the PCs try to locate Blood Creek, have them **DC 15 Wisdom (Survival) check**. On a success they manage to recall its location.

Finally, PCs can search the ship (either after defeating the Orcs or once they've successfully lied their way aboard). The ship has a shallow draft with only one deck below the maindeck. There adventurers find the captives. They are chained but unguarded (after all villagers are no danger). There are over a dozen villagers, all of whom are afraid but, as yet, unharmed. Even a cursory glance reveals the villagers stolen from Rybalka earlier are not among them (this is not the ship they were initially chasing). Several villagers speak common so adventurers can learn a bit more. All are captives taken from several nearby villages and have been aboard ship for 1-3 days thus far. The Orcs have given them water but very little food (so all are quite hungry). The villagers can tell PCs the name of their village, their families, and the events that put them aboard ship, but they know little else. None can speak Orcish so they cannot understand their captors.

The rest of the ship is unremarkable (food stores, ship supplies, weapons, fresh water, and a few personal effects). The only thing of interest is locked in the captain's chest in his room. The adventurers are free to come up with a solution for getting in. However, the Captain will not take kindly to anyone rummaging through his personal belongings. If PCs are caught (or if the Captain grows suspicious) a fight will ensue (see above). Inside the captain's chest

is a map of Rybalka and the surrounding area. The map includes the location of Blood Creek. It is on a seemingly uninhabited island no more than two days from the PCs current location.

Skill Check

PCs trying to learn more should make a **DC 15 Intelligence (History) check**. Success indicates the map is quite accurate over water distances. However, the land descriptions do not seem to be to scale.

If PCs lied their way onboard and wish to continue their ruse, they must make another **DC 16 Charisma (Deception) Check** before the ship arrives at the island. However, this time the PCs will have disadvantage on the check due to the bright daylight. If PCs fail, a fight will ensue (see above).

If PCs take control of the ship, they find themselves in some trouble. While the village sailors can operate the boat they arrived in, this ship is more complex. Any PC trying to sail it must have the sailor background. If the village sailors are in charge, GMs should have them figure out how to work the ship. GMs are encouraged to play up the villagers' mistakes, mentioning delays they cause and the possible consequences to the villagers they are trying to rescue. GMs who wish to heighten the tension may add events which delay their arrival. For example, food stores going bad (necessitating a stop to forage), severe weather blows the ship off course/ causes damage/ injures the PCs, sailors, or the villagers, an encounter with another raider ship (same stats as above) or lake-dwelling Sea Lions.

Combat

(3) Sea Lion, CR 6; 1350 XP; Adjusted Difficulty 2700 XP; Easy.

Sea Lion

Large Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d10+16)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	2 (-4)	12 (+1)	10 (0)

Skills Stealth +4, Perception +3

Senses darkvision 60 ft., passive perception 13

Languages -

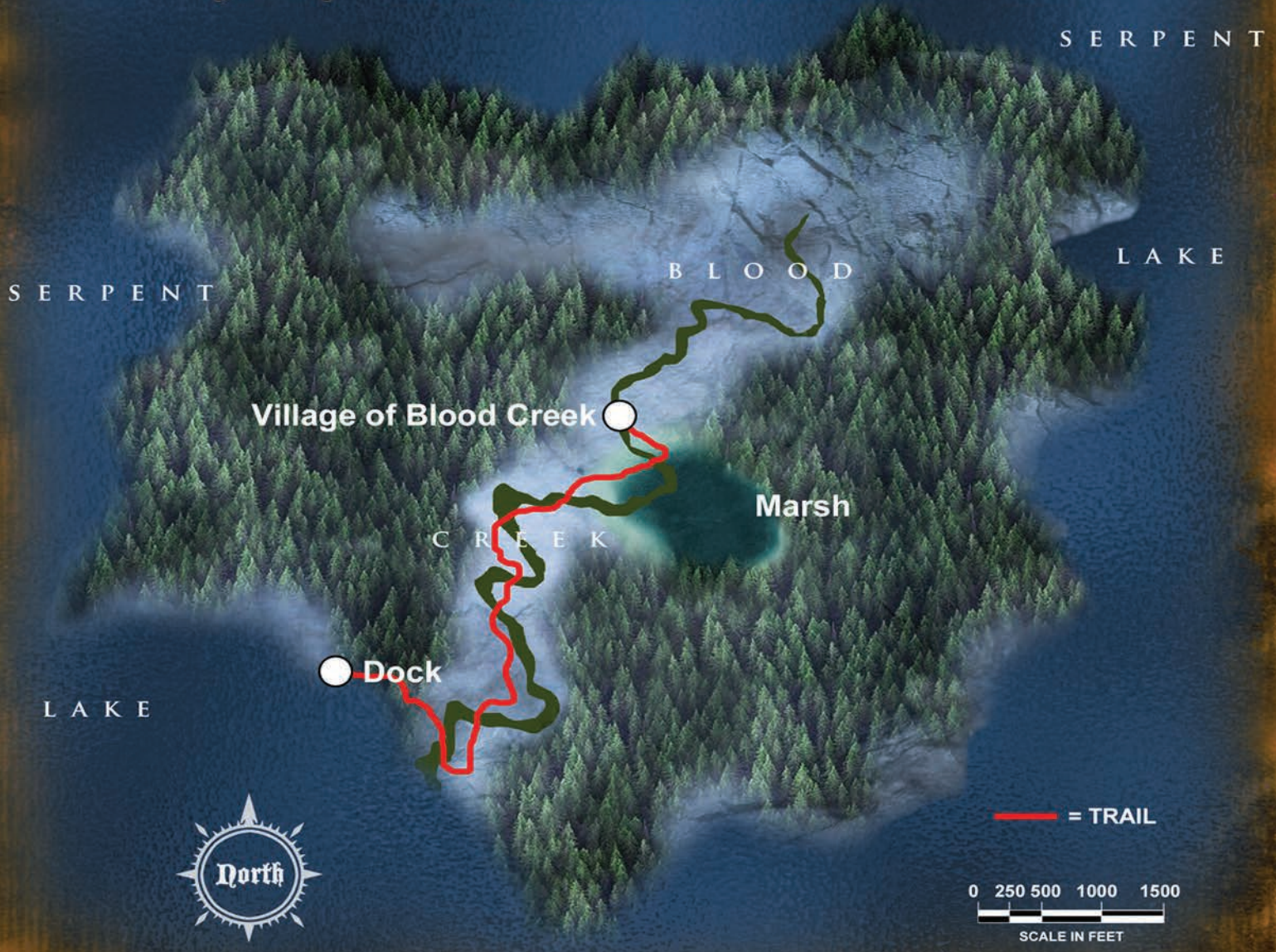
Challenge 2 (450 XP)

Hold Breath. the sea lion can hold its breath for up to 15 minutes

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

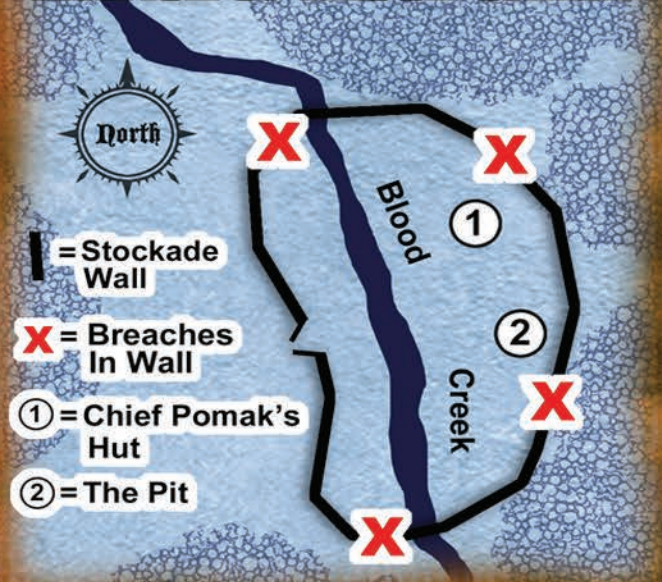
ORC ISLAND AND VILLAGE OF BLOOD CREEK



SERPENT LAKE



VILLAGE OF BLOOD CREEK



These aggressive aquatic creatures are simply looking for their next meal and the PCs ship entered their territory. They will fight until one of them is killed then flee to look for easier prey. GMs can complicate this combat by having the Sea Lions attack either the Rybalkan captives or the village sailors.

Orc Island

Eventually the PCs make it to the raiders' island. Specifics of their arrival are left to individual GMs. For example, adventurers could pretend to be raiders returning to the village (or could be continuing the ruse if they have been successful thus far). They could also attempt to just get close enough to the raiders dock to allow them to attack. They could simply start the attack the moment they are in sight. Or, the PCs could dock the ship somewhere else on the island then sneak up to the docks from the land side. Read the following as the PCs approach the island.

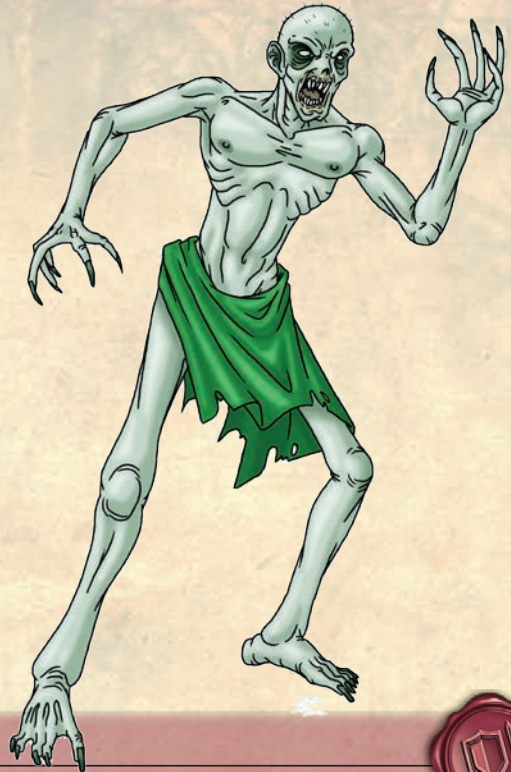
“Two solid days of sailing has brought you within sight of the raiders' island home. From this distance, you can just make out a docking area with what appears to be half a dozen humanoid wandering around. It's impossible to tell what they are doing, but you do notice none leave the dock area. It's unlikely they've seen you yet. But you have no doubt they'll know you're coming if you get much closer. Time to decide how to progress...”

If the PCs have the raiders' map, they notice it shows the dock to be some distance from the actual village. If even one of the Orc defenders should escape, all the prisoners could suffer.

In addition, PCs who intend to bluff their way through should realize they'll need to convince the prisoners to accompany them. That could potentially place them in harm's way when the PCs make their rescue attempt. Docking elsewhere is probably the safest option. It allows adventurers to protect the villagers already captured, gives them a ready ship should they need to escape quickly, and is ready to leave immediately should speed be essential. The village sailors can keep the ship hidden away from the island, allowing PCs to use their original smaller boat to get on the island.

The only problem at this point is the map shows directions from the dock but not to scale. To ensure adventurers find the village, they'll need to get to the dock first. At the dock, adventurers find the defenders incapable of resistance. The dockmaster is in some kind of stupor, sitting on a barrel at the end of the dock. He barely acknowledges new arrivals. He appears to be whittling. However, if PCs look closely, they realize he is cutting his hand with a knife, the blood dripping into the water. Three other defenders have ingested enough hallucinogens so that they are passed out in a nearby hut. They cannot be roused until the effects have worn off (several hours from now).

All are best left alone as bringing them out of their own private worlds causes them to go berserk. Each attacks with abandon, not stopping until they or the adventurers are dead. Worse, the dockmaster's behavior has attracted the attention of Lacedons. Depending on the circumstances, the Lacedons may leave PCs alone but only if the adventurers are not between them and their meal.



Combat

(6) Lacedon, CR 5; 1200 xp; Adjusted Difficulty 1800 XP; Easy.

The Lacedons, Water dwelling ghouls, are looking for an easy meal. They are lured to this place by the suicidal behavior of the dockmaster. If adventurers put up strong resistance, the aquatic undead will take what victims they can and flee.

Lacedon

Medium undead, chaotic evil

Armor Class 12

Hit Points 27 (5d8+5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	7 (-2)	10 (0)	6 (-2)

Senses darkvision 60 ft., passive perception 10

Condition Immunities charmed, exhaustion, poisoned

Languages Common

Challenge 1 (100 XP)

Amphibious. The lacedon can breath air and water

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Afterward, adventurers can check out the dock. Once, it seemed to have formidable defenses (two ballistae still sit, disused on the shore) but time and neglect have taken their toll. PCs will realize it would take a lot of work to get everything in working order once again. PCs still have a long way to go according to the map, as the village is some distance inland. During the course of their trip, GMs may have adventurers encounter Orc lookouts. Some give token resistance, some fight to the death then die peacefully, some are catatonic, and some flee at the sight of adventurers. GMs should use their best judgment about how many encounters to have.

Combat

Orc, CR 1/2; 100 xp. See the official entry for full Orc stats.

These are not the warriors adventurers encountered earlier. While they are capable fighters, they are not the elite troops from before. In addition, their tactics are chaotic or non-existent.

Most of the tribe has lost their will to fight. However, before that happened, they put several clever defenses in place. Most are still active. PCs will discover them while following the path inland. The trail winds back and forth across a small river (no more than 10'-15' across in any given area). Interestingly, high concentrations of iron in the water give it a rusty red color which could be mistaken for blood (hence the name of their village, Blood Creek). Several of the crossings have been booby-trapped (see below) while others have protection of other sorts (see below).

Skill Check

Have the first PC to cross each booby-trapped bridge make a **DC 15 Wisdom (Perception)**. Failure indicates they activated the trap and suffer the penalties described below.

Booby-Traps

GMs may add whatever traps they desire (to fit them to the needs of the party). However, PCs may make use of them later (see below). Here are several examples.

- A bridge, consisting of three logs laid side by side, has been sawed through and will dump any adventurers who cross into a deep part of the river. Heavily-laden adventurers may drown. Failure indicates they are drowning and must be rescued by their fellows. The actual crossing is prior to the bridge at a shallow fording.
- A lone, moss-covered, tree crosses the river. It has been stripped of limbs allowing adventurers to cross. A trip-wire is hidden in the moss about half way across. Adventurers who fail to notice it, trip and take 1d6 bludgeoning damage from the fall. PCs who roll extremely poorly (GMs discretion) take an extra 1d6 bludgeoning damage.
- The deep crossing. Here, the PCs must simply wade into the river. It isn't too deep (no more than 5'). However, the Orcs dug several pits in the streambed which are difficult to see given the murky water. All are covered by flimsy wood which breaks when weight is put on it. Underneath is a species of underwater plant known locally as "bloody foot" plants. Stepping on one causes allergic dermatitis (similar to poison ivy). Adventurers without heavy armor or covering will come into contact with it. If so, the plants cause an itchy rash which remains for about three hours. If left uncured, the pain causes disadvantage to attack rolls for its duration.
- The un-trapped trap. This bridge is creaky and sways when traversed. However, it is sturdy. So searching will reveal nothing. On the other side is a large mud puddle. Not deep or dangerous, just impossible to cross without stepping in it. Unfortunately, the Orcs have seeded the mud with a plant extract (undetectable by humans/humanoids) which will drive the Dire Rats crazy with hunger (see Other Protection below).



Other Protection

In addition to the traps, the Orcs have set up several types of protection which adventurers must contend with. Some are lethal. But most were designed to delay intruders while the Orcs set up defenses. Unfortunately, now they are nearly useless. The following are several examples, but GMs may add or change any as necessary.

- False trails. The path splits up at various points. Most of the time the false trail simply dead-ends at some point. However, astute PCs may be able to learn which is the false by examining trail signs.
- Giant Rat Nest. At this point (no more than a few dozen yards from the un-trapped trap, see above) is a pack of giant rats. Until the Ettins started showing up, the Orcs faithfully fed the pack in this area. They always made sure to add the smell of a certain plant extract. Having been forced to go back to foraging, they are starving. So if the adventurers show up muddy (see above) the pack ravenously attacks.
- The clearing. As adventurers move through this open area, they are spotted by the Hill Giant (see below). He is coming to visit the Orcs since he hasn't been by in a few weeks. But, never one to look gift tribute in the mouth, he plans to get a bit extra from adventurers.
- The long way around. Here the path splits again, but both trails eventually get to the village. Unfortunately one takes a significantly longer route. Worse it takes the PCs by the marsh where the Giant Crocodile and the Giant Constrictor Snakes live (see Combat below)
- The 'Guard Dog.' Just before the adventurers get to the village, they encounter the Orcs' first line of defense. Worried about the possibility of adventurers coming to kill them, they managed to capture a Rust Monster (see Combat below). They have tied it here (using rope of course) with a long enough tether to allow it a dozen or more yards leeway. Since the adventurers have been swimming in the rust laden stream, they smell irresistible.

Combat

(15) Giant Rat, CR 4; 375 XP; Adjusted Difficulty 1125 XP; Easy. See the official entry for full Giant Rat stats.



This pack is acclimated to the Orcs presence. But they are currently starving. So they will attack anything that looks like a likely meal (and even most that don't). Fortunately, their own dead count, so if the heroes kill more than three, they turn and eat the remains rather than continuing the attack (though they will still defend themselves).

Combat

(1) hill giant, CR 5; 1800 xp; Adjusted Difficulty 1800 XP; Easy. See the official entry for full hill giant

This lone giant has been taking small bits of food and tribute from the Orc tribe for years now. In return, he occasionally helps them with particularly nasty fights (however he wisely decided to stay out of the Ettin business).

Combat

(1) Giant Crocodile, CR 5; 1800 XP; Adjusted Difficulty 1800 XP; Easy. See the official entry for full Giant Crocodile stats.

This Giant Crocodile is the king of the marsh, and the king brooks no interference with his territory. The Orcs learned this to their detriment several months ago. Since then, they avoid the marsh for fear the crocodile will attack.

Combat

(4) Giant Constrictor Snake, CR 7; 1800 XP; Adjusted Difficulty 3600 XP; Medium. See the official entry for full Giant Constrictor Snake stats.

The normal variety of snakes continue to live in the marsh, but are rapidly becoming the only food source for the Giant Crocodile (see above). They will not bother anyone who stays on the path, but they are quite hungry since the new king has eaten all the smaller prey. So if any PCs venture out into the swamp they become targets.

Combat

(1) Rust Monster, CR 1/2; 100 XP; Adjusted Difficulty 100 XP; Easy. See the official entry for full Rust Monster stats.

Normally mostly well-fed, the Rust Monster seemed content to wait for big meals. But with recent events, it has become ravenous. When the Ettins arrived, they treated it terribly (but not killing it) causing it to have a particularly nasty disposition. Adventurers with ranged weapons could make short work of the Rust Monster, so GMs may want to let them get in a few shots before it breaks its tether to attack.

Off the Beaten Path

Ingenious players may try going off the path to the village but they will find it difficult. First, the map has no scale and it's quite inaccurate. Second, there are no solid trails (save the Orcs') and the undergrowth is quite thick in many places (slowing down progress significantly). Finally, traipsing through the woods may lead to random encounters with monsters on the island. Examples include the Dire Rats out foraging and Hill Giant wandering the forest. Both could be encountered anywhere on the island. In addition, adventurers trying to come up behind the village pass through the marsh (see above). Should adventurers get lost, the Hill Giant could give them directions if they speak his language and have something to interest him (GMs discretion). Alternately, a lone Orc returning home could get the adventurers back on track. Once the PCs are ready to enter Blood Creek, move to Part 3. GMs should remember penalties for encountering the "blood foot" plant and damage to metal armor and equipment.

Part 3 - Freedom (for some)

Read the following:

At last you seem to have found the village of Blood Creek. It squats in a leveled out area of the forest no more than 100 yards across. A stout wooden stockade with sharpened logs surrounds the village. However, there are several gaping holes in the wall. The gaps appear to have fallen down or smashed in. Some of the damage is quite recent. The front gates are still standing, but one is off its hinges. A small stream runs through the village and under the stockade. There appears to be some movement inside, but less than expected for a village filled with Orcs.

How the PCs enter the village will determine the Orcs reaction. In general they may try the *Direct Approach*, *Sneak In*, or *Bluff*.



Direct Approach

If PCs fought the Rust Monster, the Orcs are aware of them and have prepared eight warriors inside the gates. In addition, Orc villagers man the stockade walls dressed as warriors with bows. They will not aid the Rust Monster so as to hide their actual numbers. In addition, because of their reduced forces, they try to bluff adventurers into leaving before going on the offensive.

As adventurers approach, several arrows are fired at the PCs' feet. Then, from behind the stockade, Ni, the Priest will say in halting common, "Stop!" He warns PCs whatever they've come for, all they will find in Blood Creek is death. The object is to get adventurers to leave, preferably without the Rybalkan villagers. At first they deny having any prisoners, then they offer to return one, then a few, etc. But if PCs are forceful, the Orcs are willing to release all of the Rybalkan captives. Unfortunately, all Humans look alike to them so one PC must enter the village and identify the Rybalkan villagers.

Skill Check

Players wishing to negotiate should make a DC 16 **Charisma (Persuasion)** check. Failure indicates the Orcs offer less than all the Rybalkan villagers.

If PCs accept the terms, under no circumstances will the Orcs allow the whole party to enter. PCs must choose one party member. For the Orcs safety, they blindfold the volunteer before taking them to "The Pit" (see below). Alternately, if the PCs are stubborn or express skepticism about the Orcs threats, they may learn the Orcs aren't telling the whole truth.

Skill Check

Have PCs make a DC 15 **Wisdom (Insight)** check. Success indicates the PCs realize the Orcs are doing everything they can to avoid a fight.

The adventurers can push the Orcs to turn over all the villagers, but the most the Orcs are willing to do is to return the Rybalkan villagers (they need the rest). Negotiations can go on as long as they have to, but the Orcs don't attack until the PCs move toward the gates.

Combat

(25) Orc, (4) Orog, (1) Orc Eye of Gruumsh (Ni the Orc Priest) CR 18; 5250 XP; Adjusted Difficulty 21000 XP; Deadly. See the official entry for full Orc, Orog and Orc Eye of Gruumsh stats.

Now the Orcs are fighting for their lives. Desperation makes them formidable opponents. As PCs approach the wall, the Orcs, equipped with javelins throw them. When they run out (each has 2 javelins) they throw rocks (they have a dozen for each Orc on the wall). Meanwhile two Orog on the wall target spellcasters with arrows (they have a dozen each). As the PCs file through the gates

(which are stuck in place) they must either climb over or crawl under, leaving them exposed to attack. At that point the remaining Orcs attack with javelins before closing with swords.

Meanwhile, Ni hides in the back, aiding the Warriors or hindering the PCs as he is able. Once half the Warriors are dead (or Ni is killed), move to *Pomak Shows Up*. If adventurers are discovered inside the village before they find ‘The Pit,’ the Orcs attack in a narrow section between two stout mud buildings. The Orcs and Orog with javelins are on top of the buildings and the bulk of the Orcs and Ni wait at the end behind a makeshift pile of detritus. PCs must go through this area and climb the pile to get to ‘The Pit’ so they have no other option. The fight takes place (and ends) as above.

Combat

Once adventurers find ‘The Pit,’ things become more chaotic. The Orcs stay back and continue pelting PCs with any available stones (they don’t stop to grab their weapons) and the Warriors form up and attack en masse. Ni tries to whip the Orcs into a frenzy before backing up the Orcs from a safe distance. Again, the fight ends as above.



Sneak In

If the PCs want to sneak in, there are several openings. If they are quiet, they will likely be successful. Including the front gates, there are five gaps in the stockade. The Orcs have stationed two warriors at each gap with instructions to raise the alarm and fall back. In addition, there are two further guards walking the stockade wall on either side of the front gate watching for arrivals. There are no Orcs guarding the stream, but getting in that way requires circumventing the iron grates blocking the entrance.

Skill Check

Have PCs attempting to sneak in make a **DC 18 Dexterity (Stealth) check**. Failure indicates they were discovered and the Orcs react as above.

Or

Skill Check

Have PCs wishing to get through the grates make a **DC 20 Strength (Athletics) check**. Success indicates they were able to bend the bars enough to get through.

Because the village isn’t large, it takes half an hour to search all of it. Depending on how PCs search, GMs can either wait until they point to the right area (the far right corner of the village, next to the Chieftan’s hut) or call for a **DC 10 Wisdom (Perception) check** to find ‘The Pit.’ In either case PCs should make periodic rolls to continue sneaking around. If PCs are discovered, the Orcs react as above.

Bluff

In addition to needing excellent disguises, PCs attempting to bluff their way in must also contend with the rust monster. All the Orcs of the Broken Nose Tribe know how to deal with it, but don’t think to tell PCs unless specifically asked. The procedure is simple. Divest yourself of all metal, throw a couple of coins to the Rust Monster, then tie knots in the leash, shortening it up. Since the Ettins’ attack, it’s even easier as the Rust Monster is now distrustful of all newcomers (which includes PCs). To get by they’ll have to smell like Orcs or risk attack.

Skill Check

Have PCs wishing to get past the Rust Monster without rousing its suspicion must make a **DC 20 Dexterity (Stealth) check**. Failure indicates it attacks. PCs dressed in Orc clothing make the check with advantage.



If adventurers are successful, they can continue to the village and search as described under *Sneak In* above. If unsuccessful, the Orcs try to bluff PCs into leaving as above.

The Pit

If adventurers agreed to the Orcs’ terms (see above), only one PC will see this, as the Orcs will remove the blindfold when they arrive. If they snuck or bluffed their way in, all the PCs may be here. In either case, read the following.

“Before you stands a bare patch of ground devoid of even the smallest plants. Piles of dirt and other detritus lay in a semi-circle around the edges of the bare patch. Off to your right is a primitive winch system which hangs over a rough pit of recent design no more than a dozen feet in front of you. Sitting nearby are three Orcs who appear to be avoiding looking into the pit. Near them is a metal shield hanging vertically from a nearby post. As for the pit, it is over 10’ deep and issuing out of it you hear the crying, sobbing, anguished cries of scores of villagers.”

The Orcs are eating a scarce meal and pointedly ignoring the sounds coming out of the pit (all three are females who’ve recently lost children). They are here to work the winch but will not engage adventurers unless the rest of the village is here too. If threatened, or if they discover disguised PCs, they raise the alarm (banging the shield) and flee. The only way they will help get the villagers out is if Pomak himself orders it. Even if the adventurers have managed to remain undetected to this point, they should realize they will never get out with 20+ villagers in tow. GMs should use their best judgment if this occurs.



Pomak Shows Up

This event occurs subsequent to a fight between adventurers and the Orc villagers. When either Ni or half the Warriors are dead, read the following.

“Suddenly, all the Orcs stop fighting and look off away from you. Following their gaze, you see an ornately dressed Orc, his armor gleaming from the polish, its battering a testament to this warrior’s prowess. Flanking him are two heavily muscled Orcs carrying greatswords. The ornately dressed Orc carries a battle axe, which oddly, he drags haphazardly behind him, its blade digging a furrow in the muck. His shoulders hunch, but given his armament it’s difficult to tell if age, malady, or the weight of worldly matters drags them down. He stops, and taking a deep breath, shouts out something in Orcish. Then he looks at you. In common he says, “We of the Broken Nose Tribe surrender. We knew what we did was wrong and we did it anyway. Now you come as emissaries of the Gods to give us the fitting punishment for cowardice. Take your villagers and go, it is right you do so. We shall all be dead before week’s end, just allow the survivors to say their goodbyes. If you need more vengeance, take my life, but spare them.” With that, he kneels and, lowering his head, holds his axe up to you.”

If adventurers do not kill Pomak, he accompanies them to The Pit and orders the workers to get the villagers out.

PCs are now free to leave. There is nothing holding them here, and some PCs will have no compunctions about leaving. However, if they are curious Pomak tells them the whole story.

Several weeks ago a group of Ettins arrived at the gates of the village. This was unusual given Ettins have never been seen on the island. Fortunately, while Ettins are aggressive, they are also

easily dealt with. A few cows or a bit of gold and they go away happy. And, a few good bribes go a long way toward getting their aid (which had formerly been the Hill Giant’s job). So Pomak had planned to treat them well.

But when he went out to meet with them, he found their leader to be unlike any Ettin he’d ever met. It wore metal armor, one head completely covered in an ornate helmet. In addition it carried two axes. This was a far sight from the typical hides and tree branch most Ettins had. Naming itself Jargahl, it claimed Blood Creek as its territory and demanded tribute. Pomak made several offers, each of which was slyly rejected. Pomak could tell it was toying with him. Eventually it tired of the game and ordered its fellows (four others) to “get what they came for” What followed was chaos as the Ettins smashed down the stockade walls and began grabbing all the villagers. Warriors tried to stop them to little avail. When it was over, nearly two-thirds of the villagers were gone.

A week later they came for the rest including Pomak’s only son who was to take his father’s throne this next thaw, as the age was upon him to lead. And worse, they had a warning. They’d be back, and Gods help them if there were no more villagers to take. With the loss of his son, Pomak had no reason to live, so he’d planned to go out swinging. But the village priest, Ni (who’d spent a lot of time advocating the sacrifice of villagers well before the Ettins arrived) got enough popular support to force another plan. They’d send warriors out to steal nearby villagers. Maybe that would satisfy their new masters. Pomak agreed because his tribe was already following Ni’s suggestions; he didn’t want to see them ruled by that monster also. The adventurers are under no obligation to help the Orcs, especially when they kidnapped dozens of villagers for selfish purposes. However, it does appear they did so out of desperation not cruelty. In addition, there are still several unanswered questions about this situation. Where did the Ettins come from? Why is their leader, Jargahl so different? And most importantly, what are they doing with the villagers? PCs may try to convince Chief Pomak to lead his people off the island. Unfortunately there isn’t enough time. They have a total of three ships, only one nearby (the one the PCs arrived here in). The nearest uninhabited island is half a day’s sail away. The Ettins will return in, at most, two days. Finally, the Orcs are a proud people (or they were at one time) and if the Chief has any chance of returning their spirit, they’ll need to beat the Ettins. Before the PCs are willing to commit to the fight, they may have conditions for the Orcs (or Chief Pomak) once this is over. GMs should role-play this. However, they will agree to (and honor) most reasonable requests. If the adventures decide to help, move to Part 4.

Part 4 - Payment in Full

Read the following:

If Chief Pomak’s words were true and the Ettins will return by week’s end, then you have two days to prepare. Two days, a devastated village, a breached wall, and the pitiful band of stragglers who managed to avoid falling to your incursion just hours ago. Well, nothing like having your work cut out for you, is there?

Now, the adventurers are in charge. They should decide what preparations they'll make. GMs can simply tell them (using the *Preparations* chart below) the amount of time/manpower they will need to accomplish their goals. For ease of GM reference, here is a list of the personnel/equipment at the Players' disposal. GMs are under no obligation to tell PCs any information at the outset. They should find it via their own investigations.

Personnel

PCs have access to all the villagers who've survived (the total in the village before any deaths at the hands of the PCs is 25 Orcs, 10 Orc Villagers, 4 Orog, Chief Pomak and Ni). One third of the captured villagers (7) are strong enough to work in the preparations but useless in the fight. If the PCs send runners, they can also gather another 10 Orcs from various hiding places on the island. Also, while it will be costly (200 gp plus any nice, giant-sized gear they might pick up) PCs can bribe the Hill Giant to join them (though he won't help prepare). Finally several survivors know the secret of feeding/caring for the Giant Rats. These Orcs can entice the rats closer to the village. If asked Chief Pomak cautions against using Ni as he is a liar and a coward. The chief says Ni will sell everyone out at the first opportunity. If they use him anyway, the chief will say no more (especially if the plan has a high likelihood of killing Ni).

Equipment

The village has enough armaments for the Orcs as described in their stats. There are no premade poles to replace the ones destroyed on the stockade, but the forest around the village has more than enough trees to do the job. Also nearby are the plants used to make the extract for the dire rats' food. And, the stream running through the village has plenty of "bloody foot" plants which can be harvested. The ballistae on the docks can be repaired, though PCs must cannibalize one to get the other working. And that still leaves them without projectiles (but those can be made from the trees around the village).



Preparations



The following is a list of preparations PCs might attempt, the number of bodies required to accomplish the task, and the time it will take them. GMs are free to adjust the times based on the actual number of people assigned (or even to rule that it cannot be done in the time allotted).

- Repair one section of the wall – 10 people – 1 day
- Repair the front gates – 8 people – 1 day
- Round up stray Orcs – 3 people – ½ day (resulting in an extra 10 Orcs)
- Shore up the stockade walls – 10 people – 1 day/10' section of wall
- Bring in the Dire Rats – 2 people – ¼ day
- Harvest the "bloody foot" or "Dire Rat Food" plant extracts – 3 people – ½ day
- Repair and move the ballista – 15 people – 1 ½ days
- Fashion extra arrows – 1 person – 3 arrows/day
- Fashion extra ballista projectiles – 5 people – 2 projectiles/day
- Find and negotiate with the Hill Giant – Chief Pomak – 1 day
- Get the Rybalkan villagers off the island – 1 or more PCs – ½ day

Notes

- Repaired walls are **DC 15 Strength (Athletics)** check to knock down
- Once repaired, the front gate is **DC 15 Strength (Athletics)** to knock down.
- Placing reinforcing beams against the stockade walls adds +5 to the DC to that area (this can be used on the gates also).
- The amount of either plant extract harvested in a day will cover one Ettin or a 10' square area. There are enough plants to do this twice.
- See official entry for Ballista stats.
- Getting the Rybalkan villagers off the island is a good idea. However, the island is dangerous. GMs may consider an encounter (using any of the above monsters) to keep PCs on their toes.

Once preparations are complete, it's time for the final showdown. The Ettins arrive following the path. There are still five as described by Chief Pomak. How the Ettins act depends on what preparations PCs made. If the walls have been repaired, there is a Hill Giant hanging out in the village, or the Rust Monster has been moved (they delight in torturing the poor creature), the Ettins immediately notice and are on guard (since the Orcs had made no effort to repair anything since the Ettins first attacked them). Jargahl orders them to array out around the front half of the village (in generally the same areas as they did when they initially pushed down the stockade walls). He then stands back a dozen or more yards from the gate and hails the Orcs.

Skill Check

If preparations aren't so obvious have Jargahl make a **DC 15 Wisdom (Perception) check** (if the adventures tried to hide their work). Success indicates the Ettins react as described above. If the PCs made great efforts to hide the repairs Jargahl makes the check at disadvantage.

If the Ettins aren't suspicious, they stay grouped together and walk straight up to the front gate (stopping to torment the Rust Monster of course). Jargahl comes to the fore and hails the Orcs. If PCs are able to speak Orcish (or have a translator) they can understand Jargahl. He loudly announces they've returned and expect tribute. He wants to know if the Orcs have learned to *ahem* procreate quicker. Because, he says, if the Ettins don't get at least a dozen villagers, he can't guarantee their safety. If there is no response, he says playing dead will not help them. He and the other Ettins will kill them all. He will get steadily angrier until he orders the Ettins into the village (though if they are suspicious, he will let the others go in first and look around before approaching the gate). The Ettins then start randomly moving throughout the village until they find something. At that point, they attack.



Combat

(4) Ettin, Jargahl the Ettin Emissary
CR 14; 6200 XP; Adjusted Difficulty 12400 XP; Deadly. See the official entry for full Ettin stats.

Jargahl the Ettin Emissary

Large giant, chaotic evil

Armor Class 16 (chainmail)

Hit Points 95 (10d10+40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	9 (0)	10 (0)	8 (-1)

Skills Perception +3

Senses darkvision 60ft., passive perception 13

Languages Giant, Orcish

Challenge 5 (18,000 XP)

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

Wakeful. When one of Jargahl's heads is asleep, its other head is awake.

ACTIONS

Multiattack. Jargahl makes two attacks: One with each of his Battleaxes.

Battleaxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Despite Jargahl's nice equipment, these are just typical Ettins. Their tactics are to hit things hard with axes and rely on their size to save them from most harm. They only flee if Jargahl is killed. Even then, over half must be dead for it to happen (Jargahl told them he would come back from beyond to get revenge on them).

Combat

Orc, CR 1/2; 100 XP. See the official entry for full Orc stats.

Orog, CR 1/2; 100 XP. See the official entry for full Orog stats.

Orc Eye of Gruumsh (Ni the Orc Priest), CR 2; 450 XP, See the official entry for full Orc Eye of Gruumsh stats.

Orc War Chief (Chief Pomak), CR 4; 1100 XP, See the official entry for full Orc War Chief stats.

All the Orcs fight as long as either the Chief or either of his personal guard are still alive (one of them will take over as Chief should Pomak fall). If all die, some of the Orcs will remain but the rest of the Orcs will either flee or surrender. If adventurers have not taken precautions for Ni, he does his best to sabotage the plan at the most inopportune moment (and preferably in a way which eliminates the opposition to his rule).

Combat

(15) Giant Rat, CR 4; 375 XP; Adjusted Difficulty 1125 XP; Easy. See the official entry for full Giant Rat stats.

The Giant Rats, as described above, will viciously attack anything coated with the plant extract.

Combat

(1) Rust Monster, CR 1/2; 100 XP; Adjusted Difficulty 100 XP; Easy. See the official entry for full Rust Monster stats.

The Rust Monster could be problematic. Despite its fear of the Ettins, if freed its instincts are still to eat metal, which means it will attack either Jargahl or the adventurers. Clever adventurers may still be able to get the Rust Monster working for them.

Combat

(1) hill giant, CR 5; 1800 xp; Adjusted Difficulty 1800 XP; Easy. See the official entry for full hill giant

The Hill Giant will be good to his word and fight for the Orcs. However, if he senses that the fight is going against them, he will either flee immediately or grab some valuables first.

Aftermath

Once the fight is over, adventurers may want to question the Ettins. They are extremely primitive, and adventurers can learn little more than the fact they take orders from Jargahl. How much the PCs get from Jargahl depends on whether they remove his helmet (see below). If it's off, he's as primitive as the rest. But if it's on, he is a bit craftier. He says only that they have a cave on the far side of the island, and that humans are tastier than Orcs. However, it's possible the adventurers might realize he's holding something back.

Helm of Increased Intelligence

Wondrous item, uncommon (requires attunement)

While wearing the helm your intelligence score is increased by 3 to a maximum of 15. The helm has no effect if your intelligence score is already 15.

Skill Check

Have PCs make a **DC 16 Wisdom (Insight)** check. Success indicates the PCs realize Jargahl knows more.

Unfortunately even if they confront him, he refuses to say any more (he knows what will happen should he fail and fears "Her" more than death). If PCs follow the Ettins' trail back to their cave, they are able to find their hideout. Within they discover a large rock blocking the entrance to a side cave. The Ettins can move the rock without difficulty. However, PCs must work in concert to move it. Behind the rock, they find signs Orc villagers were kept here. Unfortunately, there are none here now. A search of the cave reveals nothing to indicate the Ettins ate the villagers (and given the mess, it's obvious PCs would have found signs).

Skill Check

If the adventurers look for more clues, have the PCs make a **DC 15 Wisdom (Perception)** check. Success indicates they find footprints leading out of the cave.

Following the footprints, adventurers come to a rocky beach near the cave. It appears a small boat was beached here some time ago and the villagers got onto it. Unfortunately, here the trail goes cold. All PCs can say is no villagers were eaten and all were alive when they got on board. Where they went, and who took them is still a mystery...

Experience Awards

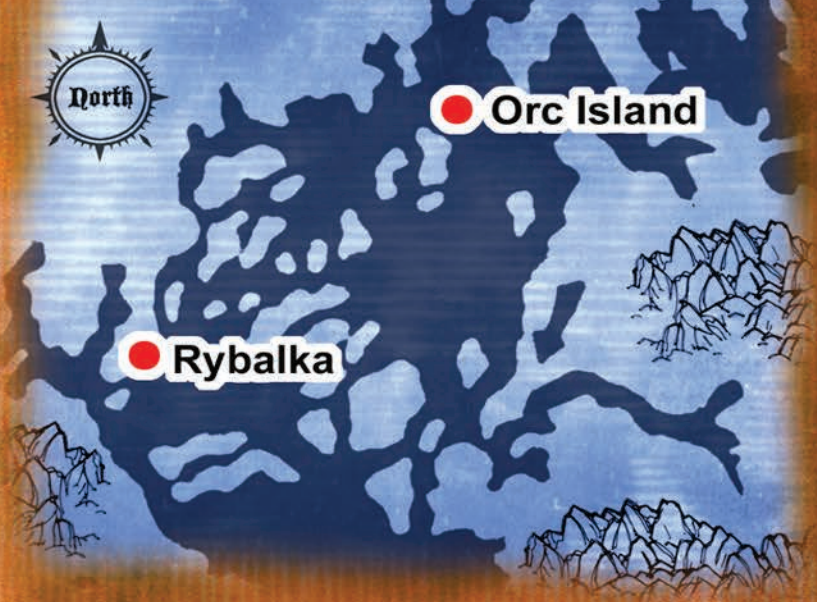
- 500 | Volunteering to return the captives
- 600 | Getting information from Erong
- 1000 | Getting to the captured villagers with a minimum of killing (GM discretion)
- 1000 | Helping the Orcs
- CR experience as applicable
- Any additional awards you feel are appropriate



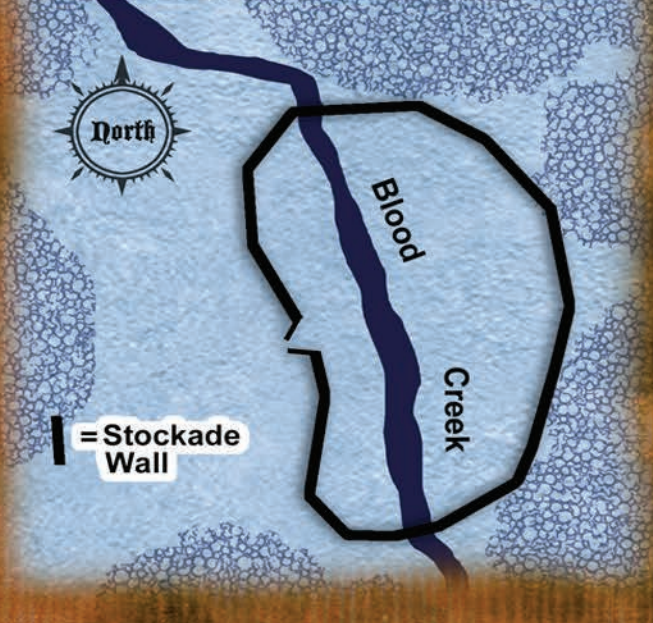
ORC ISLAND AND VILLAGE OF BLOOD CREEK



SERPENT LAKE



VILLAGE OF BLOOD CREEK



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A 5th Edition compatible adventure for six to eight 4th to 6th level PCs

The PCs are just bedding down for the night when the village is attacked by raiders. What at first appear to be simple bandits turns out to be more frightening when they discover the 'raiders' are not mere brigands, but foul Orcs. Worse, they have taken captives. With the help of several locals, the PCs must chase down these Orcs in an attempt to return the villagers.

The PCs chase the Orcs all the way back to their village. Unfortunately the rescue mission turns into a call for aid, as the PCs discover the Orcs are in as much need as their captives. While under no obligation to do so, the PCs find themselves assisting new (and unlikely) allies.

Also included in "Happiness in Slavery":

- A new form of lake boat
- 4 new Traps
- A new island and village to explore!
- A new first in cartography! Award winning cartographer Todd Gamble combines his top notch model scenery crafting skills with hand drawn cartography resulting in one of the most beautiful maps he has ever produced.
- Multiple ways to complete the primary quest and an optional ending