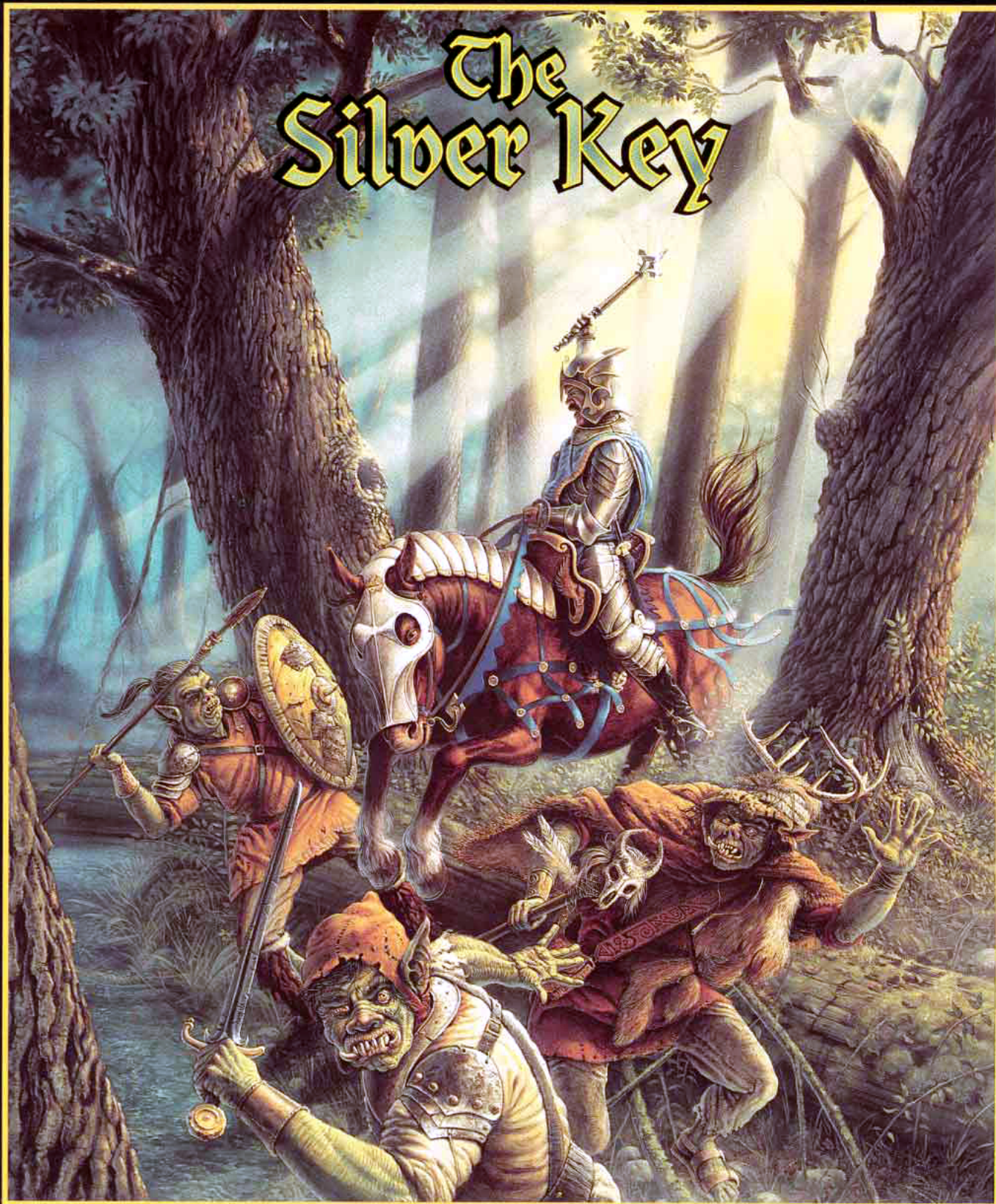


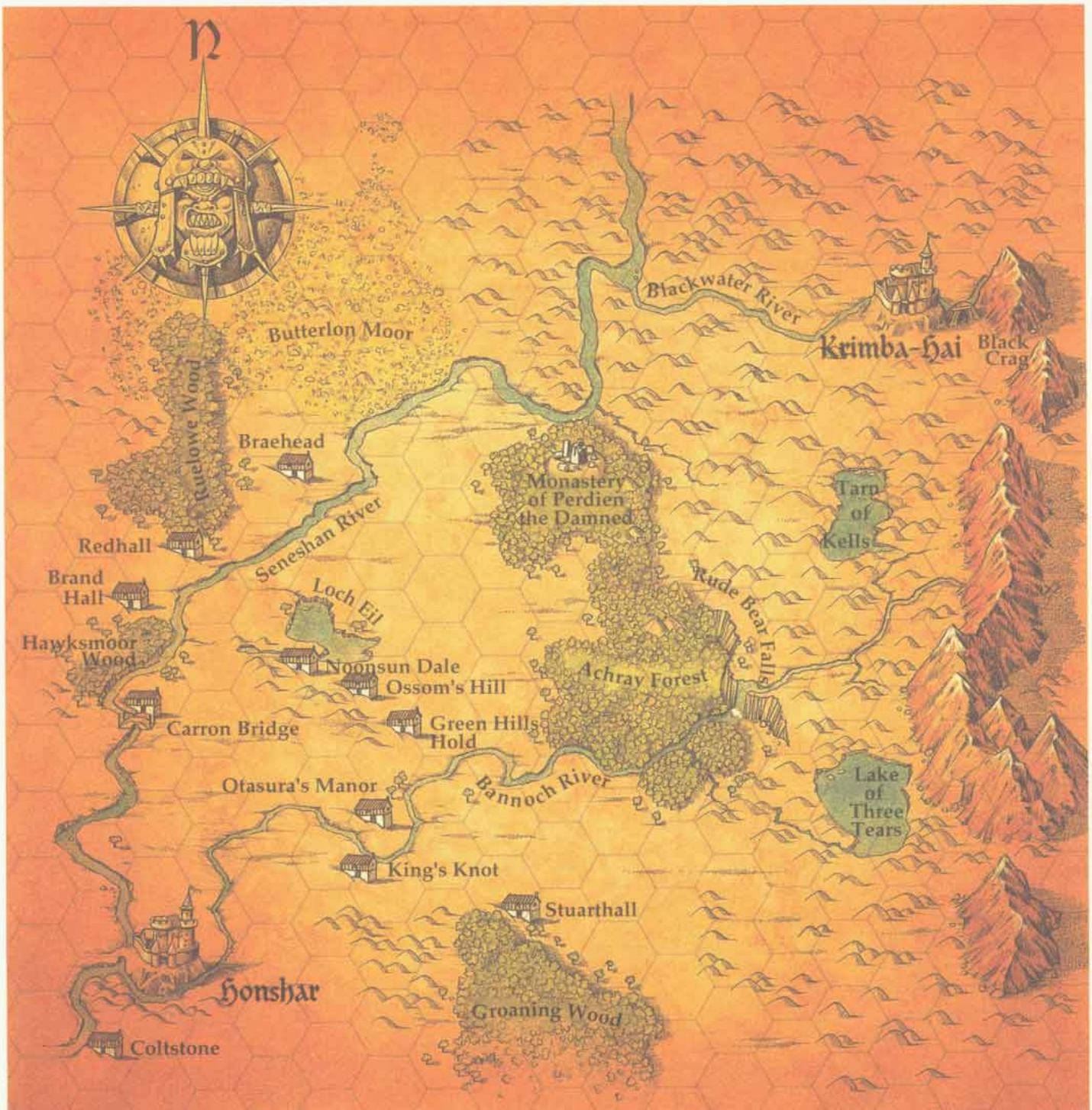


Advanced Dungeons & Dragons®

Official Game Adventure

The Silver Key





City, Keep	Mine	Cliff	River	Lake	Hills	Ruins	Village	Forest	Waterfall	Spring	Moorland	Mountains

0 4 8 Miles

Scale

Advanced Dungeons & Dragons®

Official Game Adventure

The Silver Key

by Ted James Thomas Zurich

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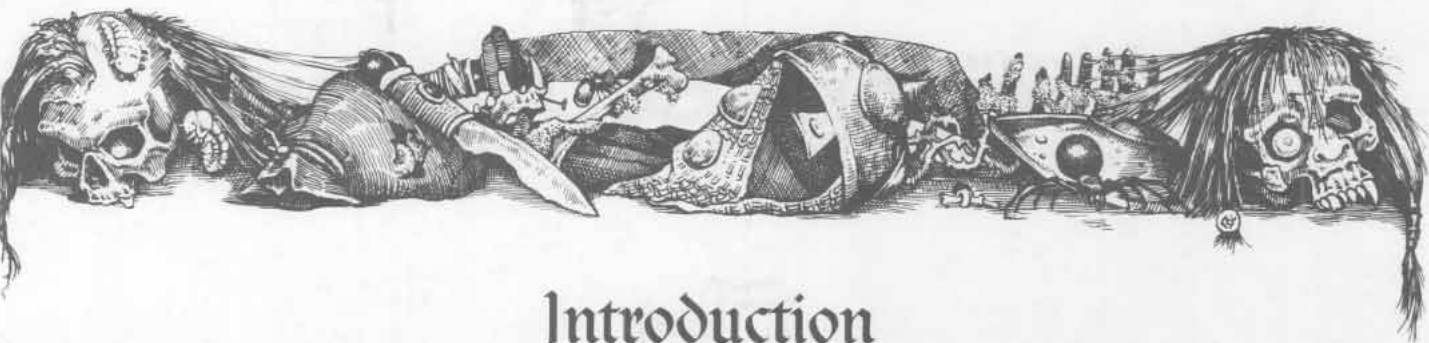
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Introduction

The Silver Key is an AD&D® adventure for two to six PCs of 2nd to 8th level. The PCs should have a total of at least 12 levels between them. One of the PCs should be a ranger or possess other significant woodcraft skills, one PC should speak orcish, and at least one PC should be skilled at sneaking, spying, and finding things out in an urban environment.

While *The Silver Key* is written for a campaign with very few magical items, it could be adapted to a more conventional style with a minimum of DM effort. Given the difficulty and special circumstances of this adventure, the DM should use the negative hp rules even if they are not normally used in the campaign, as well as utilizing the optional nonweapon proficiency rules.

Getting through *The Silver Key* requires a great deal of role-playing. The PCs will have to sneak, wheedle, talk fast, and generally do their best to avoid fighting. While there is plenty of material for players who enjoy a rousing com-

bat, the players must be able to pick the correct moment to fight, or they will not succeed.

This adventure takes place in the human city of Honshar, which can be set in any game world. The campaign should have a history of antagonism and occasional fighting between orcs and humans (and their demihuman allies). In *The Silver Key*, orcs are about to attack Honshar. A human traitor has defected to the orcs after stealing the *Ca'ega*, a magical item vital to Honshar's defense. The PCs are transformed into orcs and sent to retrieve the *Ca'ega* and rescue the traitor (whom the Honsharians believe was captured by orcs). During most of the adventure, the PCs will remain in orc form.

Chapter 1 presents background information on Honshar, discusses possible adventure hooks, and starts the adventure. The trip to the orc stronghold and the events inside it are covered by Chapters 2 and 3. Chapter 4 details the return journey to Honshar and the conclusions of the adventure.

The Mission

A border barony with a very strong military bent, Honshar exists in the twilight line between the orc-dominated mountains and the human highlands and seacoasts. The barony is currently experiencing a period of unusually intense orc activity. Honshar has already sent all of its noncombatants to places of relative safety. This has happened before; the Honsharians fully expect to fall back to Honshar for a while. Then, when the time is right, they will reclaim their land.

At the start of the adventure, the orcs are pressing the Honsharians hard. The overt movement of armies is a small part of the orc leadership's grand plan to conquer Honshar. The orcs have also implemented a plan for cutting the attack short, since they do not want a long siege.

The orc priests, acting on information sup-

plied by their gods, contacted Lord Herpein (a man who had long ago sold his services to evil) and told him that the time had come to honor his vows to the dark gods. Herpein was ordered to steal the *Ca'ega* and defect to the orcs. This traitor used his high military rank to arrange an ambush. He departed from a border camp with a small cavalry escort and the mage Otasura. The orcs attacked, killed most (if not all) of the cavalry, and "captured" Lord Herpein and the *Ca'ega*.

Beginning the Adventure

Otasura of Twofold House will recruit the PCs into this adventure. Otasura is a tiny, ancient, birdlike woman. She moves with great grace and has bright, active eyes. Her duties as a tenured professor at the War College of Hon-



shar include researching spells to give soldiers special talents when needed.

Twofold House is both a family designation and an actual location. Otasura is a rich and influential citizen of Honshar, and her ancestral home reflects this. The wealth of Twofold House comes from a network of farms, trading companies, distilleries, and mills. The income from Twofold House's business interests supports magecraft.

Otasura of Twofold House, hf M13: AC 6 (armor spell 21 points); MV 9 (old age); hp 27; THAC0 16; #AT 1; Dmg 1d6 (quarter staff) or 1d4 (dagger); SA spells; SZ M (5'3" tall); ML elite (14); AL LN. S 6, D 14, C 10, I 15, W 13, Ch 15.

Personality: serious, droll.

Spells (5/5/5/4/4/2): 1st—armor, comprehend languages, shield, unseen servant, wizard mark; 2nd—ESP, locate object, mirror image, stinking cloud, strength; 3rd—clairaudience, clairvoyance, dispel magic, infravision (variant—augments infravision if target already has it), protection from normal missiles; 4th—enchanted weapon, improved invisibility, magic mirror, stonemason; 5th—contact other plane, extension II, teleport (x2) (variant—allows caster to remain behind), 6th—ensnarement, legend lore.

The DM should provide a reason for Otasura to recruit the PCs to her cause and work it into the ongoing campaign in some fashion. Here are some adventure hooks:

- The PCs could be part of Honshar's military. A superior officer could assign the PCs to help Otasura, who is a VIP after all. Or the PCs could be part of the escort that Lord

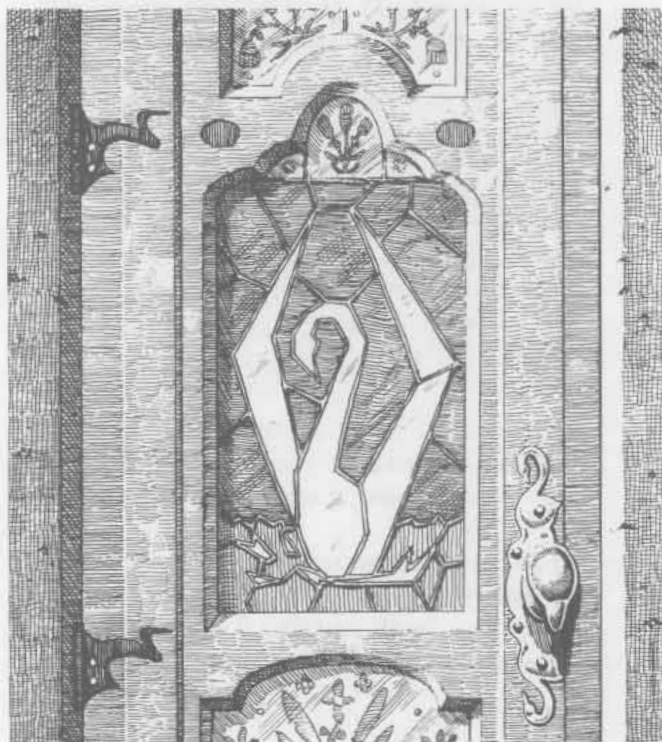
Herpein uses in his disappearing act. This presents an opportunity to play through an interesting battle encounter.

- Otasura could be developed as a mentor or friend for the PCs. Or the DM could arrange it so that the PCs owe Otasura favors. For example, she might have pro-

vided information, pulled strings, taught spells, etc., to them. Now she is collecting on these past favors.

- Arrange it so that the PCs own property in or near Honshar. Players care when their PCs' inn will be burned down!
- The PCs have heard rumors of Honshar's War College (a school that trains officers and battle-mages) and wish to investigate.
- The PCs want fine quality armor and weapons and have heard tales of Honsharian smiths. Honshar (out of sheer necessity) has some very fine armorers and weapon smiths.
- Although humans predominate in Honshar, there are a few dwarves, mostly stonemasons, sent to provide engineering support. There are also some elves who are there both to scout and to show a presence to their human allies. This provides a logical excuse for the presence of any non-human PCs in the PC group.

When you have selected a hook and the PCs are ready to talk to Otasura about her mission, read or paraphrase the following to the players:



The setting sun lingers on the horizon, its rays tinged blood-red by the smoke from burning fires. Otasura sits at the northern compass point of the circle of cushioned stools, calm and quiet. She begins.

"Two days ago, Honshar suffered a major setback. Orcs attacked a small escort force traveling between two of our army camps. They killed most of the soldiers and may have captured a few, including Lord General Herpein. I saw him go down fighting, but the orcs seemed determined to take him alive. I managed to teleport myself and several soldiers away to a safe location. One soldier died later of her wounds."

At this point, Otasura stops her explanation and turns to face the study windows, which provide a view of the setting sun. Clouds shift and slide along the horizon as the PCs wait. Then, when it looks like the group is getting impatient, read the following:

With the sun's last rays, the swan that is the sign of Twofold House suddenly appears on the glass of the study window, flashing brilliant green and silver. The swan is real for a moment, then it is gone. Otasura sighs, and continues. "As I said, I think the orcs captured Herpein alive. And well they should. What he knows could hurt us badly, were he forced to tell. That is the worst news, but there is more. Because of my hasty escape, the orcs also captured the *Ca'ega*, a magical key which I used to augment my magic. I must have it back in order to be fully effective. The gods only know if the orcs can use the *Ca'ega*; it is magecraft, after all, and normally unusable by them, but they and their foul gods have bent magecraft to their will before.

"What I want is this: I want you to journey to the orc stronghold of Krimba-Hai, sneak in, rescue Lord Herpein, and retrieve the *Ca'ega* if you can. But rescuing Herpein is the first priority."

After this introduction, the players may wish to ask some questions. The following is a list of likely questions, along with Otasura's answers.

Q: What is that swan?

A: The swan is the sign of Twofold House. The small enchantment that flashes the swan was placed there by my great-grandfather.



Q: How should we rescue Lord Herpein?

A: I have a trick which I think will work. I can give you the forms of orcs, which should allow you to slip in and out of Krimba-Hai if you are careful.

Q: What does Herpein look like?

A: Otasura shows the PCs a recent portrait of Lord General Herpein.

Q: Why was the rescue effort delayed?

A: I almost died before getting out of that ambush. It has taken this long for the priests to patch my body back together and for me to relearn my spells.

Q: What is this *Ca'ega*? What does it do?

A: It's a small magical key fashioned out of silver. It augments my *teleporting* abilities and helps with certain other dimension-altering spells. It has been in my family forever. I think that it originally belonged to Honshar and that my family was given charge of it, because I receive a small stipend from Honshar for my duties as "Guardian of the *Ca'ega*." There's even an infantry unit here that has the *Ca'ega* on their battle-flag for some reason.

Q: You're sure the orcs have Herpein and the *Ca'ega*?

A: I have cast spells; I knew Herpein fairly well, so I can sense his presence somewhere in



Krimba-Hai. Likewise, the *Ca'ega* is in Krimba-Hai, but warded. They know it's important, and they're trying to use it. If some orc priest figures out how to twist it, the orcs could be *teleporting* troops to the front instead of marching them overland. Not a pleasant thought.

Q: How do we get back in to Honshar after retrieving Herpein and the *Ca'ega*?

A: Otasura assures the PCs that they will not have any trouble getting back in if they are in Herpein's company. However, she arranges a backup plan with the PCs. Otasura suggests that the PCs return to the location she teleports them to. She will check the location magically. The PCs should wait at the contact point for three days, and if she has not teleported them out, proceed to the alternate contact point at the spring in the hills near Noonsun Dale (see terrain map). Award bonus XP if the players think of this idea before Otasura brings it up.

Q: How about a letter of identification?

A: I don't think that would be a good idea. If the orcs caught you with a letter like that, your deaths would be horrible and slow. It would be wise to hide any spellbooks you plan on taking, too.

Q: But I don't want to be transformed! Let's sneak in with a disguise instead.

A: I'd recommend the transformation. Orcish priests are very good at penetrating disguises, even magical ones.

If the PCs agree to accept the mission, Otasura moves quickly; any delay could be deadly. Otasura uses her wand (see "Otasura's Wand") to change the PCs into orc form. Half-orc PCs who look sufficiently orcish have the option of not being transformed. At this point, go over the Orc Point system with the players (see the Appendix) and give the players their revised character sheets. The DM has the option of waiting until the first time the PCs try to attack, cast a spell, or use a level-dependent ability to hand over the new character sheets if he wishes to enhance the shock value of the transformation.

After all the PCs have been transformed, Otasura shows the PCs a cabinet containing an assortment of orc armor in a variety of sizes (up to chain mail with shields), orc-style weapons, and orc clothing. The pile of equipment also contains 10 gp, 50 sp, and 40 cp, all in orcish coinage.

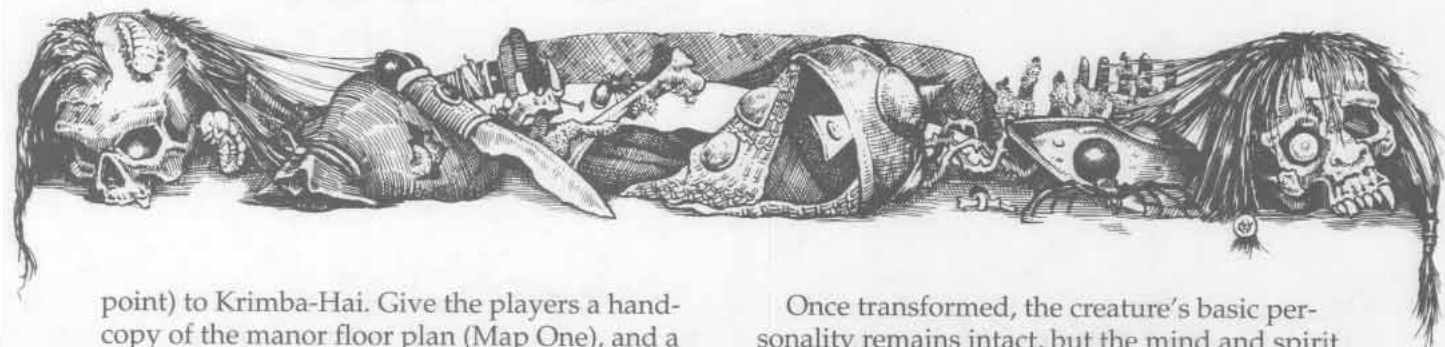
Otasura tells the PCs to equip themselves as needed, but advises that she has a teleportation weight limit of 1,400 pounds (700 pounds per spell); be sure to enforce the weight limit. Otasura intends to send the PCs in two groups. If there are a large number of PCs, the DM could have Otasura use three *teleport* spells; the idea is to squeeze the PCs a little, not strip them of all equipment.

The PCs' own armor and clothing are undoubtedly human or demihuman in style and would not be used by orcs. Spellcasting PCs are advised to take black robes to go over any armor they are wearing. The robes will mark them as priests. Warriors wear muted camouflage colors. The clothes are of no particular orc clan, which will make the PCs low status and may cause them trouble—but not as much trouble as claiming to be of a different clan would cause.

Otasura gives each PC an orc-style brooch with her *wizard mark* on it. Otasura explains that the brooches will allow her to home in on them and magically observe their progress.

Next, Otasura casts the following beneficial spells on the PCs: *armor*, *stoneskin*, *infravision*, *strength*, *protection from normal missiles*, *enchanted weapon*, and *improved invisibility*. She has one of each of these spells memorized. If asked about the spells, Otasura says, "I'll be teleporting you into territory that the orcs have held for more than two months now. They could have a major resupply station there now for all I know. I thought I'd send you away 'ready for bear,' as the hunters say, just in case. Spells, unlike equipment, have no weight." Let the players decide which PC gets which spell(s). If the PCs have cast spells on each other *prior* to the transformation, any such spells are unaffected by the change.

After the PCs have equipped themselves and Otasura has cast her beneficial spells, she describes the route from her estate (the starting



point) to Krimba-Hai. Give the players a hand-copy of the manor floor plan (Map One), and a rough hand-copy of the map showing the route to Krimba-Hai. After all this is done, Otasura teleports the PCs. Proceed to Chapter 2.

Ca'ega, "The Silver Key"

The *Ca'ega* was fashioned centuries ago by the cooperative efforts of several master mages. The translation of *Ca'ega* is "silver key," which is generally believed to be a reference to its composition. This is partially correct. The *Ca'ega* is an important component in a magical system of *gates* used to rapidly move soldiers and equipment between cities during times of war. "The Silver Key" was a reference to which *gate* it was tuned to. During one of the many orc wars, the knowledge of the *Ca'ega's* full functionality was lost. Now, as far as any human knows, the *Ca'ega* is simply an item that helps a mage when casting spells such as *dimension door* and *teleport*.

The *Ca'ega* is theoretically usable only by a human mage with knowledge of the correct magical rituals, but the orcs will corrupt the item in time and use it if they can.

Otasura's Wand

Otasura uses a *wand of polymorphing* to change the PCs into orc form. The wand was designed for last-ditch use in times of war, and its effects were never properly documented. It works, but perhaps too well.

This particular wand has a few effects that are slightly different than a normal wand. First, while no system shock rolls are required to use this wand, have the players make system shock checks anyway. If one of the PCs fails the check, then tell them that the roll was not required.

The alteration magic fades after fifteen minutes. Thereafter, a *dispel magic* will not return the creature to its original form, and a *true seeing* spell will not detect anything unusual. The creature remains in the new form if it dies, too. The transformation may only be reversed by using this wand or a *wish*. This wand does not change equipment.

Once transformed, the creature's basic personality remains intact, but the mind and spirit can be overcome by the new form. Use the Orc Point (OP) system (see Appendix) to determine if the mindset of the new form takes over.

In order to speed play, prepare a revised character sheet for each PC in advance according to the following guidelines. For now, the PCs retain their original alignments and personalities. In the event of confusion, think of it this way: the PCs are temporarily reverting to 1st level. Modify the character statistics to reflect this change. The PCs get the maximum first level hp for their class, plus any Constitution bonuses. All statistics such as THAC0, #AT, weapon proficiencies, spellcasting, thief abilities, etc., revert to 1st level. PCs with alignment-dependent abilities (rangers, paladins, priests, druids) retain their granted powers and special abilities until the PC permanently becomes an orc. All racial (elf, dwarf, etc.) abilities are immediately lost. However, the PCs gain the orc racial abilities, which include 60' infravision and the ability to use any weapon at only a -2 nonproficiency penalty. The PCs also gain the orcish aversion to sunlight. All PCs get +1 Strength and -2 Charisma adjustments.

While the PCs are in orc form, roll all encounter reactions in the "hostile" column when dealing with humans and demihumans. Note that some demihuman races have a racial hatred for orcs. An elf PC transformed into orc form might develop some interesting psychological problems. Any game effects of such a conflict are left to the DM's discretion.

The PCs will regain their level-related abilities over time. PCs regain one level per day spent in orc form until they are back up to their original level. For example, a human F5 becomes an orc F5 four days after being transformed. Abilities such as proficiencies gained at higher level, hp, and THAC0 are recovered in time.



The Journey to Krimba-Hai

The players may adopt any of several different strategies for making the cross-country journey to Krimba-Hai. The DM should be prepared to go with the flow on whatever the players decide. PCs could choose to make their own way to Krimba-Hai, hiding as much as possible. They could also join an orc caravan and travel to Krimba-Hai that way. This chapter assumes the latter.

Beginning the Journey

When you are ready to begin, read or paraphrase the following information to the players. The PCs will appear in the laboratory of Otasura's manor house (Map One, Area A).

Otasura directs you to stand close together inside the rune circle inscribed on her floor. She begins a high sing-song chant that ends in a loud discordant shout. The world blinks.

Your senses reel from the shock of the teleportation. After a moment, the whirling sensation drains away, and you focus on your surroundings. The room is large and bare, with a stone floor hidden under a thick layer of filth and debris. The walls are gouged and vandalized. The windows are open, revealing a rapidly darkening sky; it is just after sunset, and the light is fading. The terrible, stomach-turning stench of burned flesh fills the air.

Otasura's House

Once the PCs look around a little, they will see that they are inside an impressive manor house. This was once Otasura's country estate, which was why Otasura knew it well enough to *teleport* the PCs here. About twenty people can be housed here with some room to spare.

The orcs have vandalized and defiled the house and the rest of the estate, turning the area into a dirty pit. The house still stands, but

the estate has been utterly destroyed: orchards and fields burned, ponds fouled, field walls pulled down, and all outbuildings torn down. The orcs intend to use the farm as a staging area later on.

The house is almost totally bare. Otasura's people left very little behind when they vacated about two months ago. They also burned what they had to leave behind.

A. Parlor/Lab: The PCs appear here when Otasura teleports them. Searching through the debris on the floor reveals that the stone floor is set with the same pattern of tiles found on the floor of Otasura's chamber in Honshar. Using a light reveals that the walls and ceiling are covered with orcish runes in an ink made of foul substances. The writing is mostly self-promoting graffiti without real meaning. A ranger can identify the signs of at least three orc clans. There are no remaining furnishings. In fact, the ladder that once led to the trapdoor in the ceiling was smashed into pieces by someone or something.





A PC who looks through the doorway into the Main Hall (Area B) has a chance to see the darkenbeasts before they see the PCs. Roll surprise. If the PC is not surprised, this indicates that the PC has sensed a large creature of some sort in the main hall, or perhaps heard one of the darkenbeasts move around. The darkenbeasts are currently gorged and a bit sleepy. However, this will not stop them from attacking anything that invades their lair.

B. Main Hall: The main hall has a vast open-beamed ceiling and an open hearth in the middle of the floor. The orcs have knocked holes in the walls of the second-story rooms.

This room is now the lair of two darkenbeasts. The darkenbeasts will attack any creature that enters this room, although they do not really care about the rest of the house. These particular darkenbeasts have laired in the house for about a month now. If the PCs attract the attention of the darkenbeasts by walking into the room, the darkenbeasts will attack. Once they have attacked, the beasts will follow the PCs out of the room if they leave.

Darkenbeasts (2): AC 4; MV Fl 18; HD 5+5; hp 25 each; THAC0 19; #AT 1 or 3; Dmg 3d4 (fangs) or 1d4/1d4/3d4 (claw/claw/fang); SA rear claws

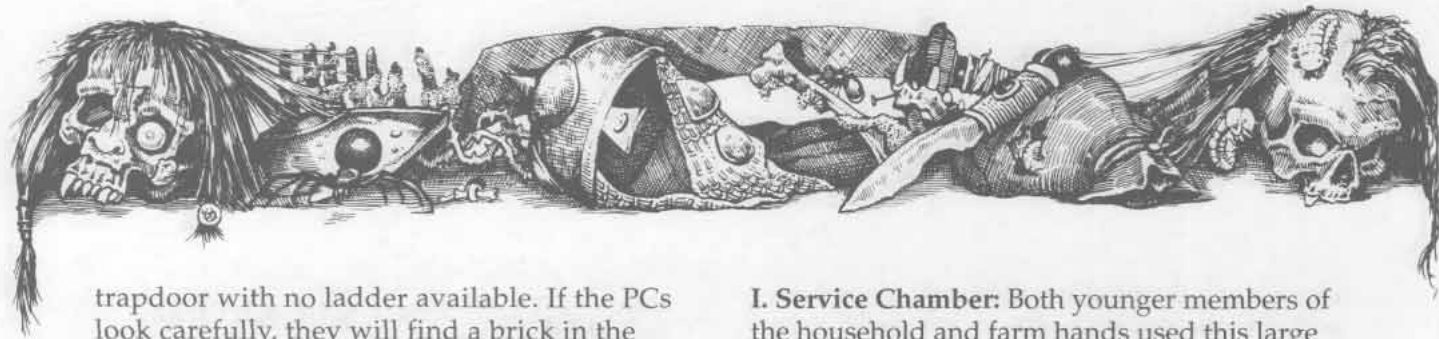
1d4/1d4; SD immune to mind control; SW -1 to hit if exposed to bright light, *sun ray* and daylight; MR 25%; SZ M (6' wingspan); ML steady (12); Int semi (3); AL NE; XP 975 each.

Notes: SW—daylight and the *sun ray* spell causes darkenbeasts to revert to normal animal form.

When creating darkenbeasts, orc priests conduct foul rites that allow them to give the darkenbeasts simple missions and tasks to accomplish. The two orc priests who were stationed here had a mission to foul the land, which they enjoyed greatly while it lasted.

The darkenbeasts have the half-eaten corpses of two burned orcs and an unfortunate human stuck up in the rafters, about 20 feet off the floor. The lair also contains various belongings of the darkenbeasts' victims, including four human skulls, one orc skull, two shields, three daggers, a short sword, a silver goblet (10 gp), four iron hoops, 3 gp, 28 sp, and 21 cp.

C. Kitchen: From the appearance of this room, wreckers and looters must have already put in an appearance. There are still marks where a great cast iron stove once rested, and the bread oven is almost totally destroyed. As in Area A, this room has a



trapdoor with no ladder available. If the PCs look carefully, they will find a brick in the back of the oven which conceals a pouch containing 7 gp and 3 sp.

The orcs left the mutilated body of a human soldier in the northeast corner of the kitchen. They also rigged up a little surprise, just in case any humans came back. The body is infested with rot grubs. A thief may attempt to find traps to detect the grubs before touching the body.

Rot Grubs (10): AC 9; MV 1; HD 1 hp; THAC0 Nil; #AT 0; Dmg Nil; SA burrowing in flesh; SZ T (1" long); ML unsteady (5); Int non (0); AL N; XP 15.

Notes: SA—burrow into any living flesh that touches them. If the rot grubs are not killed, they kill the victim in 1d3 turns.

D. Milkhouse: A shadowed well lurks in the corner of this room, and scorch marks from the *fire trap* that Otasura set before she abandoned the place mar the floor. The orcs triggered the spell when they attempted to lift the cover of the well.

E. Buttery: This small room was used for storage. Only a few broken pots remain.

F. Stairwell: Otasura's people tampered with several of the stairs, hoping to inconvenience an orc or two. The tampered stairs can be detected with a detect traps roll. Otherwise, the first person up the stairs must make a saving throw versus paralysis or break a stair and take 1d4 points of damage.

G. Parlor Chamber: This was once Otasura's private bedroom. It has been stripped of everything except the splintered remains of a large bed. The southern window has an active *fire trap* on it. Opening the window causes all within five feet to take 1d4+13 points of damage. A saving throw versus spells is allowed for half damage.

H. Kitchen Service Chamber: This empty room once served as a bedchamber and storage area.

I. Service Chamber: Both younger members of the household and farm hands used this large chamber as a bedchamber. It also provided additional storage space for the manor. Now it stands empty.

On the Road

Once the PCs have had a little time to explore the farmstead, they will probably start towards Krimba-Hai. As the PCs travel through the night, the DM should check once on Table 1: Random Encounters on the Road to Krimba-Hai. The PCs may pass several outlying farming villages that formerly belonged to the humans but which are now occupied by the orcs. These villages are indicated on the terrain map (Noonsun Dale, Green Hills Hold, etc.). A force of at least 150 orcs occupies each village.

Day 1

Just before the sun peeks over the horizon in the morning, the PCs come to an orchard which is part of a farmstead. The exact position of this farmstead is not indicated on the terrain map. Refer to Map Two "The Orchard." This encounter is an extended role-playing encounter. It provides an excellent opportunity for the PCs to earn lots of Orc Points if they're not careful!

A. Orchard: All of the trees have been either hacked down, burned, or "ringed" so that they will die. The orc caravan is camping here.

B. Field Walls: The field walls are constructed of stones piled about four feet high. The walls can provide cover for stealthy activities.

C. Wagons: Each wagon holds 400 gp worth of loot, damaged weapons, armor, and scrap steel.

D. Campfire: This is a low, smoky fire built to help torture Catena.

E. Captives: The orcs have a string of human captives staked out and secured by a long iron



chain along the northern field wall. These orcs will not take any chances with prisoners escaping. In fact, Red Tusk personally inspects the chain each night. The prisoners are all bound to the chain with heavy manacles, which are bent into place by sheer brute force and may only be removed the same way. The chain will break if somebody wielding a hammer and chisel or similar implements makes a successful bend bars/lift gates roll. Breaking the chain requires at least two rounds, plus another round for the captives to pull the chain out. A *knock* spell would break a single manacle.

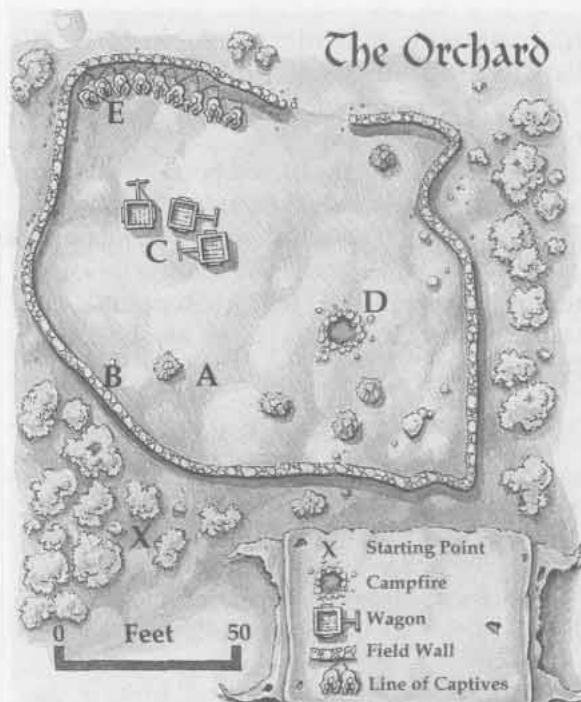
When you are ready to conduct this encounter, read or paraphrase the following:

As dawn approaches, you see a farmstead. The humans are obviously long absent. A pall of smoke hangs over the whole place. Straining, you hear the sound of raucous orcish laughter riding on the morning breeze. The laughter sounds gleeful; there is much shouting, punctuated by the occasional sharp, high-pitched scream. The sounds seem to be coming from the burned-out orchard just ahead.

Call for PC actions at this point. This is a very good opportunity for stealthy PCs. If one of the PCs sneaks forward to have a look over the orchard wall, have the PC roll to surprise or move silently to remain undetected. Then read or paraphrase the following to the player(s):

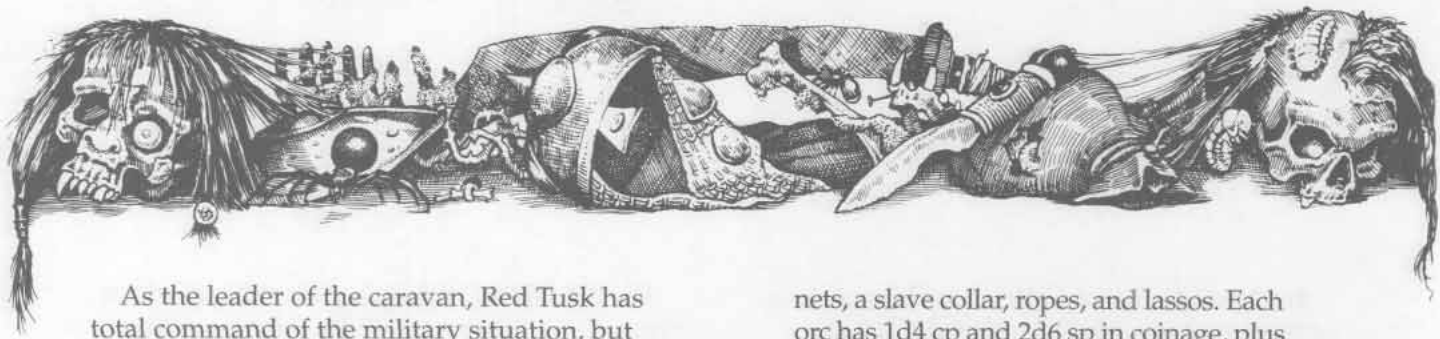
You take a cautious peek over the stone wall surrounding the orchard and see that orcs have taken over the orchard as a campsite. You see about twenty orcs, a small campfire, three large wagons, and five huge gray lizards.

The orcs have strung a woman up by a rope and have set her swinging pendulum-like over the low, smoky campfire. At the high end of her swing, the giant gray lizards snap at her hungrily. At the low end, she swoops inches above the fire.



Experienced players might think about waiting for a better opportunity to do something about this awful situation instead of trying to use a violent solution. The players should think up some plausible background story, then introduce themselves to the orcs. The DM can either role-play through the encounter, or simply roll a reaction check. If the PCs manage to join up with the caravan on good terms by thinking up a scheme and plausible explanation, the DM should award bonus XP.

One plausible way to save Catena (the woman) would be for the PCs to swagger up like they belong there while one of them makes some comment like "I like the way she screams. Cut her down and I'll give you two gold pieces for her." Such a statement would earn the PC an Orc Point unless the player declares this action beforehand, but it would also save Catena. Red Tusk, the caravan leader, will make the sale first, *then* ask the strange orcs what they are doing here. He will say, "These slaves are destined for the iron mines at Krimba-Hai, but I could sell this one for 30 gold pieces, if you really want her." Red Tusk will try to get at least 20 gp for Catena.



As the leader of the caravan, Red Tusk has total command of the military situation, but must defer to Haratai on matters of religious doctrine. Red Tusk will assume that the PCs are deserters from the orc army currently pressing Honshar. However, the caravan is a bit short-handed. Red Tusk demands that the PCs join on as guards. If the PCs refuse, Red Tusk orders them rounded up and killed, or put in the slave line.

If the PCs join the caravan, Red Tusk assigns them the task of cooking, feeding the prisoners, and other menial duties. Orcs do not like to do these low-status jobs. "Stoop to feed the animals? Not me!" If the PCs do not like this arrangement, they can fight for status by engaging in non-lethal combat with one of the guards. The winner earns higher status. If he wishes, a warrior PC could work up to the position of sergeant or lieutenant this way.

Haratai the orc priest takes charge of any PCs dressed in robes, thinking they are priests. If any PCs are wounded, Haratai offers to heal them (he has a spell and a potion), although he charges at least 10 gp (in cash, weapons, armor, or loot). To an orc, nothing is free.

Once the PCs have finished the extended role-playing encounter and resolved their status with Haratai and Red Tusk, the orcs start working. The caravan spends two more days (Day 2 and Day 3) at this farmstead, getting it ready to be used as an orc command post and staging area, before moving on (Day 4). Red Tusk abuses the captives cruelly during this time, although he does make sure they get plenty of food and water. In addition to the Day 2 encounter, the DM may play through several random encounters and lots of scheming and role-playing.

Orc Caravan Guards, F2 (15): AC 4 (chain mail, shield, helmet); MV 9 (lightly encumbered); hp 11 each; THAC0 19; #AT 1; Dmg 1d6+1 (hand axe), 1d6 (short bow), 1d4+1 (dagger); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML elite (13); Int avg (8); AL LE; XP 65 each.

Special Equipment: The orcs have two

nets, a slave collar, ropes, and lassos. Each orc has 1d4 cp and 2d6 sp in coinage, plus a further 2d6 gp worth of valuables.

Red Tusk, orc F5: AC 4 (chain mail, shield, helmet); MV 12; hp 30; THAC0 16 (15 with Str); #AT 1; Dmg 1d8+3 (long sword), 1d6 (short bow), 1d4+3 (dagger); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML elite (13); Int avg (8); AL LE; XP 175.

Personality: bellicose, sharp-tongued, shrewd.

Special Equipment: whip, 50 gp in valuables.

Red Tusk got his name from the way his teeth run red with the blood of his enemies. As orc commanders go, Red Tusk is of average competence and aggressiveness. He is also stronger than normal.

Haratai, orc P4: AC 5 (chain mail); MV 9 (lightly encumbered); hp 18; THAC0 18; #AT 1; Dmg 1d6+1 (hand axe); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML elite (13); Int avg (8); AL LE; XP 175.

Personality: vindictive, cruel, detail-obsessed.

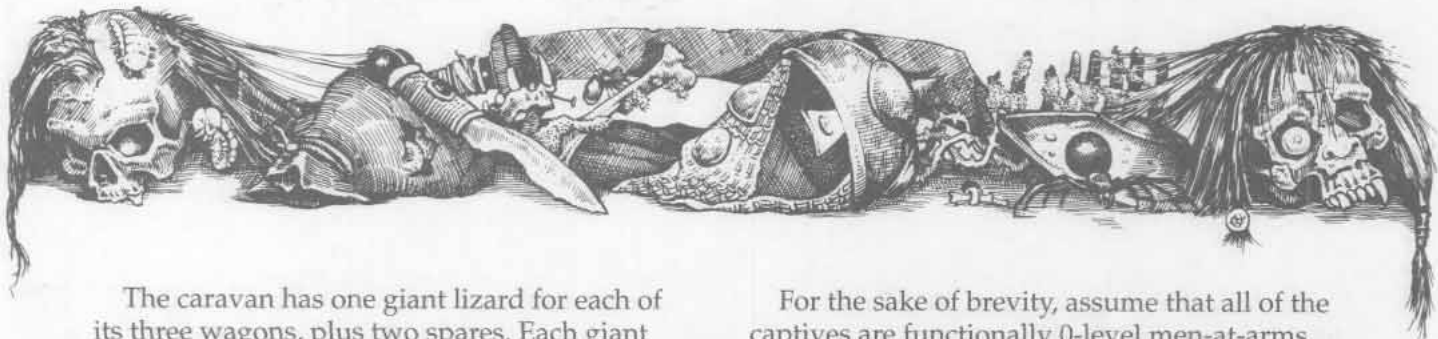
Spells (3/2): 1st—*cure light wounds, cause fear, darkness*; 2nd—*dust devil, heat metal*.

Special Equipment: potion of healing (2 doses), unholy symbol, black robes.

Haratai loves to bicker with Red Tusk and will do anything he can to embarrass him or undermine his authority.

Giant Lizards (5): AC 5; MV 15 (9 if hitched to wagon); HD 3+1; hp 16 each; THAC0 17; #AT 1; Dmg 1d8; SA bite; SZ H (15' long); ML average (10); Int non (0); AL N; XP 175 each.

Notes: SA—if the giant lizard hits with a 20, it has grabbed its victim in its mouth and inflicts double damage (2d8). It does not need to roll to hit thereafter.



The caravan has one giant lizard for each of its three wagons, plus two spares. Each giant lizard can pull about as much as four large horses and can climb over almost any terrain.

The orcs only have marginal control over the lizards, relying on a great deal of physical punishment to keep the foul-tempered and belligerent beasts in line. The orcs have elaborate protocols for the "less-dangerous" handling of the lizards. With a concentrated effort, a PC ranger may be able to befriend one of the beasts. A PC ranger may also lose a hand without much effort at all.

Catena, hof F3: AC 10; MV 9 (chains); hp 27 (11); THAC0 18; #AT 1; Dmg by weapon +1; SZ M (5'9" tall); ML special; AL NG. S 16, D 9, C 14, I 9, W 8, Ch 8.

Catena looks very orcish and could pass for one in the shadows. Catena can use an axe, spear, long bow, or dagger.

If the PCs free her, Catena will still hate them (because she thinks they are orcs) and will take every opportunity to foul them up. It's up to the PCs to convince her to be friendly. If convinced that the PCs are not orcs and that they need her help, she accompanies them to Krimba-Hai and helps them if she can. The DM should consider Catena to be an expendable character. Her story is as follows:

"I was born in Krimba-Hai to a human mother. My orcish father kept me for seven years, then he took me down the mountain and threw me in the river. I think it was because my younger brother liked me, and my father was afraid that his son wouldn't turn out to be properly orcish. The gods only know how I survived, but I was rescued and raised by a human family. My loyalty lies with Honshar."

Captives, hf & hm F0 (20): AC 10; MV 9 (chains); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg by weapon; SW -1 to combat rolls because of chains; Size M (5'-6' tall); ML unsteady (7); Int avg (10); AL NG; XP 15 each.

For the sake of brevity, assume that all of the captives are functionally 0-level men-at-arms. These humans are soldiers that were captured in a recent skirmish. If a fight were to occur, three chained captives can accomplish mutually assured destruction with one orc guard. At the DM's option, one of the captives could be one of the ill-fated cavalry that got bushwhacked in Herpein's bit of skullduggery.

For every captive that they manage to free, the PCs earn a bonus equal to the XP value listed for each captive. If the PCs arrange for even one captive to escape, all PCs involved in the escape redeem an Orc Point. The PCs probably will not make a move until several days have gone by and they realize that they are regaining their abilities.

Day 3

One of the caravan guards takes a liking to some obviously valuable piece of equipment owned by a fighter-class PC. Longdie (the orc) orders the PC to hand over the item. "Hey you! Dog-vomit! Give me that sword! It's too good for a peon like you!" If the PC refuses, Longdie attacks, although not necessarily to kill.

Day 4

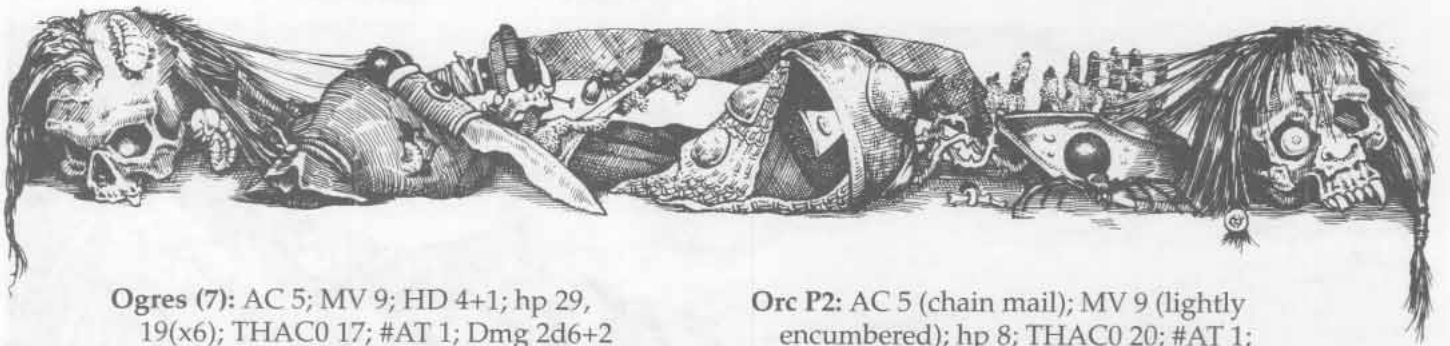
Red Tusk's caravan moves out as soon as the sun sets. The caravan usually travels at night, using torches when needed, which is rarely. The orcs rely on infravision.

Day 5

Midway through the night-march, a band of ogres and trolls stops the caravan and demands that Red Tusk hand over four captives for them to eat. The orcs will not step forward to defend the captives unless PCs point out that the slaves are intended for the iron mines in Krimba-Hai and not for food. If the PCs do not intervene, each PC gets an Orc Point.

If the PCs play this right, they can provoke a fight between the ogres, trolls, and the orcs. It should be fairly easy for the PCs to free several captives during the fight.





Ogres (7): AC 5; MV 9; HD 4+1; hp 29, 19(x6); THAC0 17; #AT 1; Dmg 2d6+2 (club) or 1d10 (fists); SA +2 damage; SZ L (9' tall); ML steady (12); Int low (8); AL CE; XP 270 each.

Notes: The ogres use giant nail-studded clubs as weapons.

Trolls (2): AC 4; MV 12; HD 6+6; hp 30 each; THAC0 13; #AT 3; Dmg 1d4+4/1d4+4/1d4+8 (claw/claw/bite); SD regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each.

Notes: Trolls have 90' infravision, and an 80% climb walls ability. SD—Trolls regenerate 3 hp/round from all attacks except fire/acid, beginning the third round after being wounded.

Day 6

This is the final night of the approach to Krimba-Hai. Make five checks on the random encounters table for this part of the march.

Table 1: Random Encounters on the Road to Krimba-Hai

Check this table 1d3 times every day during the journey to Krimba-Hai. A result of 1-3 on 1d10 indicates that an encounter occurs. Roll 1d100 to determine which encounter occurs. If the PCs are not with Red Tusk's caravan, some of these encounters could be very interesting.

01-30: An orc patrol consisting of 1d6+6 orcs, a 2nd-level priest, and a 3rd-level fighter-class commander approaches.

Orcs: AC 4 (chain mail, shield, helmet); MV 9 (lightly encumbered); HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d6 (hand axe), 1d6 (short bow), 1d4 (dagger); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML steady (12); Int avg (9); AL LE; XP 15 each.

Each orc has a hand axe, a short bow, a dagger, chain mail, a shield, a helmet, 1d4 cp, 2d6 sp in coinage, plus 2d6 gp worth of valuables.

Orc P2: AC 5 (chain mail); MV 9 (lightly encumbered); hp 8; THAC0 20; #AT 1; Dmg 1d6+1 (hand axe); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML elite (13); Int avg (8); AL LE; XP 65.

Spells (2): 1st—*cure light wounds*, *cause fear*.

Special Equipment: unholy symbol.

Orc F3: AC 4 (chain mail, shield, helmet); MV 9 (lightly encumbered); hp 11; THAC0 18; #AT 1; Dmg 1d6+1 (hand axe); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML elite (13); Int avg (8); AL LE; XP 65.

31-54: A warband of 3d10+100 orcs draws near. Includes 1d6 2nd-level priests, 1d6 3rd-level officers, and a 6th-level commander.

Orc F6: AC 4 (chain mail, shield, helmet); MV 9 (lightly encumbered); hp 41; THAC0 15; #AT 1; Dmg 1d6+1 (hand axe); SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML elite (13); Int avg (8); AL LE; XP 270.

55-70: This is a caravan much like Red Tusk's caravan, containing 1d6+1 wagons, 6 orc guards (F3) per wagon, a 6th-level commander, and a 4th-level priest (use Haratai's stats).

71-80: A group of 2d4 wild boar (swine) snuffle along the road. The caravan guards try to kill one of the swine. The orcs release swine into the countryside to provide a ready food supply. Each swine weighs about 300 pounds, and they are aggressive and clever. Orcs often joke about whether they will eat the swine or the swine will eat them. The orcs love the battle, however, and would not have it any other way.

Wild Swine (Boar, Wild) (2d4): AC 7; MV 15; HD 3+3 (boar), 3 (sow); hp 21, 15 (x7); THAC0 17; #AT 1; Dmg 3d4 (boar, tusks) or



2d4 (sow, bite); SA fights to negative hp; SZ M (3' at shoulder); ML average (9); Int semi (4); AL N; XP 175 each.

Notes: SA—fights for 1d4+1 melee rounds after reaching 0 to -6 hp, but dies immediately upon reaching -7 or fewer hp.

81–89: Wyvern Rider, probably just spotted high in the sky. The rider may buzz the PCs.

Wyvern: AC 3; MV 6; FL 24 (E); HD 7+7; hp 42; THAC0 13; #AT 2; Dmg 2d8/1d6 (bite/sting) or 1d6/1d6 (claw/claw); SA poison, -2 surprise modifier, aerial attacks; SZ G (35' long); ML very steady (14); AL N(E); XP 1,400.

Notes: SA—save versus poison (type F) or die. With a successful saving throw, the victim takes only 1d6 hp physical damage from the sting. See the *MONSTROUS MANUAL*[™] tome for a detailed explanation of wyvern attack modes.

Wyvern-Rider, orc F3: AC 6; MV 12; hp 20; THAC0 18; Dmg 1d8+1 (long sword) or 1d8+1 (long spear) or 1d6 (short bow); SW -1 to attack and morale rolls in sun-

light; SZ M (6' tall); ML elite (14); Int avg (10); AL LE; XP 120.

Special Equipment: The rider carries two flasks of Greek fire (2d6 points of damage in the first round, 1d6 in the second).

90–98: Work gang consisting of 3d4+4 chain-ganged slaves, with one orc guard for every three slaves. Within ten miles of Krimba-Hai, the number of these encounters increases since the frequency of orcish farms and ranches increases.

99: • An escaped human captive who is a warrior of level 1d3+1 in bad shape. The human may know something helpful to the PCs.

00: Slave Catchers: As the orc patrol, but equipped with nets and 2d4 worgs to help track the escaped slave.

Worg: AC 6; MV 18; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 2d4; SZ M (7'); ML steady (11); Int low (6); AL NE; XP 120.

Krimba-Hai

Krimba-Hai, or “Fortified City Number Eight” as it translates into the common tongue, guards the entrance to a small valley nestled in the high hills near the Black Crag. Although the city is laid out in a rough circle, it deviates enough to take maximum military advantage of terrain features. Watch-towers are spaced every 50 yards around the high stone walls surrounding the city. Krimba-Hai boasts a population of around 4,000 orcs and their kin.

The city of Krimba-Hai makes good use of city planners, who realize that the city is dedicated to war and to the production of the tools of war. Barracks, training grounds, smelters, forges, stables, commissaries, and slave pens can all be found nestled among the twisting and confusing streets of the city. Slaves dig iron

ore from the nearby mines. Then the orcs bring the ore to the city to refine it into steel and turn it into armor and weapons. The city also has a large, well-appointed temple dedicated to the orc gods. Another interesting feature about Krimba-Hai is that part of the city is built above the ground and part below the ground.

Krimba-Hai is subject to the usual orcish conflict between the priest and warrior hierarchies. The chieftains and warriors have absolute control of the military situation; they control the “body” of the city. The priesthood functions as the politburo and secret police, controlling the “mind and soul” of the city. Life in Krimba-Hai is much like life in George Orwell’s *1984*.



Outline of Events in Krimba-Hai

After the PCs arrive in Krimba-Hai, they will probably spend some time getting settled in, either staying with Red Tusk's caravan or splitting off. Just getting a place to stay could be a challenge for the PCs since Krimba-Hai does not have inns—just hostels and barracks.

Sooner or later, the PCs will start asking questions and searching around for Herpein and the *Ca'ega*. During their explorations, the PCs will probably trigger a raid by the priests/secret police and perhaps have several other violent encounters.

The PCs will see many signs that something is up in Krimba-Hai. For example, they might hear the priest's speech in the amphitheater. There are also anomalies like the orcs practicing some very strange maneuvers and heavily recruiting volunteers for this "special mission."

Eventually, the PCs will learn that Lord Herpein is in the central Keep for some reason. Herpein's presence is a secret, but it's not too closely guarded. The PCs will get in to see Herpein (posing as slave guards or priests or some such) and learn that he is a traitor. They could try to kill Herpein.

Resolving the issue of the *Ca'ega* is a bit trickier, but if the PCs can somehow get access to the Temple, they will learn that the orcs have a plan to use the *Ca'ega* and will do so very soon. The PCs will probably try to steal the *Ca'ega*. Successful PCs will flee with the orcs in hot pursuit.

There is a time limit on events. Barring complications, the PCs should get to Krimba-Hai on or before Day 7. The orc priests will finish corrupting the *Ca'ega* on Day 19, and then use the *Ca'ega* to open a *gate* (see Temple) and dump several hundred elite orc troops into the middle of Honshar on Day 21. This gives the PCs about 14 days to accomplish their missions.

Entering Krimba-Hai

Red Tusk's caravan waits in the line outside the formidable gates for the entire morning. The gate guards do a detailed inspection of the wagons and may harass the PCs about their human weapons, jewelry, etc. "Where'd you get that,

grunt? Steal it? Grunt like you sure didn't win it in battle." There are eight guards (normal orcs, with an F3 leader), and more guards can arrive in seconds in the case of any altercation. If the guards find anything that looks like a book (spellbook or otherwise), they immediately summon a priest (third-level priest with four normal orcs as guards). PC wizards will need a good plan to sneak their spellbooks into Krimba-Hai.

Seeking Information

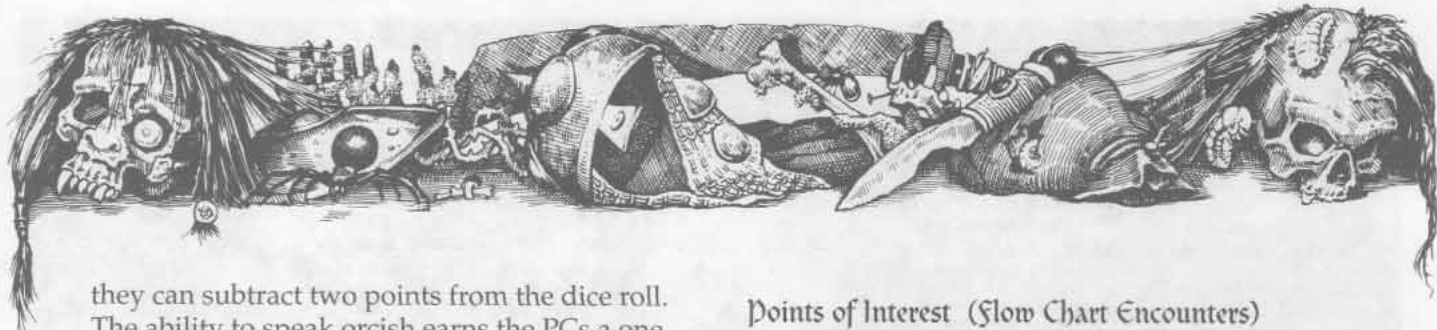
Once the PCs enter Krimba-Hai, they will find themselves in a strange, alien, and extremely hostile environment. They might have trouble blending in, and finding things out can pose a challenge to the party. PCs are definitely guaranteed not to have any contacts in this city.

Rather than present a detailed map and key of the city, this chapter uses a flow chart to simulate the rumors that the PCs might overhear while in the city. Several tables of different types of encounters are also provided to help reproduce the busy and dangerous atmosphere in Krimba-Hai. Once the PCs enter through the city gates, use the flow chart until the party is able to defeat a monster in the arena.

When the PCs first enter the city, they're bound to be somewhat confused and more than a little lost. Take advantage of this. Describe the chaos of the gate, where all manner of orcs are busy moving in, out, and around the area. As the PCs take it all in, have them roll 2d10 to determine what happens on the flow chart. Then, read the description of the result.

When the DM starts using the flow chart, time becomes important. Every two rolls made on the chart indicates that a day has passed. The first roll represents the daylight hours, while the second represents the evening hours. The difference between day and night is used to determine which encounter table should be rolled on. To find out which encounter occurs on the table, roll 1d10 each time the players roll on the flow chart. If the DM rolls 1-5, then roll on Table 2: Random Encounters to find out what happens.

Some modifiers can be applied to the flow chart. If the PCs have Catena with them, then



they can subtract two points from the dice roll. The ability to speak orcish earns the PCs a one point modifier to the dice roll. Finally, if one of the PCs has the local history proficiency, then subtract three points from the roll.

Once the PCs have been walking around the city for a while (in other words, after one roll on the chart), they will probably begin to think about sleep. The PCs can find a barracks to sleep in, but they lose one of the rolls for that day as a result. The PCs can manage without sleep for only two days before a +5 modifier is added to their flow chart rolls. For every two days without sleep, add another +5 to the roll.

General Observations

Once the PCs have been in the city for a day, the DM can feed some of these class-specific pieces of information to the players when they ask general questions.

- **Bard:** No art or song exists other than the very austere military decorations which consist mostly of military medals and the military songs. There is no poetry. Krimba-Hai is a city without decoration.
- **Thief:** There were four heads stuck on spikes outside the gates. Three had the orcish rune for "deserter" carved into their faces, and the fourth had the rune for "thief" branded on his forehead.
- **Priest:** Black-robed priests can be found everywhere in Krimba-Hai. The priests are going to address the masses tomorrow in the amphitheater.
- **Druid:** There are at least six children and two or three adolescents for every adult orc. This seems high.
- **Mage:** The city seems to be abominably crowded. There are ten or twenty orcs packed into a space that humans consider barely sufficient for five. Industry, storage space, and living space are all intermingled.
- **Fighter:** Krimba-Hai is a city geared for war, and the layout reflects this fact. Noxious fumes belch forth from the many smelters, foundries and forges on the surface.

Points of Interest (Flow Chart Encounters)

Once the PCs enter the city, they are surrounded by fellow orcs. In the shifting crowds, PCs can overhear a rumor or two. After the players have rolled on the flow chart, look up the result in the following section.

1. **Busted:** The PCs have managed to attract attention to themselves. A force of 4d4 orcs (at least two more orcs than PCs) and a 5th-level priest bust the PCs. The PCs can try to talk their way out of this situation or simply attack and hope that nobody notices.
2. **False Rumor:** After following up a rumor, the PCs have found out that it is false!
3. **Lost:** The PCs become lost in the winding streets of Krimba-Hai.

4. **Amphitheater:** The first time the PCs come here, they learn that the priests are planning on making a speech in a few minutes. Any time after the first time the PCs show up here, the speech doesn't take place, and there are only assorted groups of orcs passing through on various errands. Instead of the speech, the PCs hear rumors about some kind of "special mission" in the temple practice grounds underground.

The entrance to Krimba-Hai's main temple is in a semicircular amphitheater. The small amphitheater can hold about 2,000 screaming orc fanatics. When giving the speech, the priest addresses the crowd from a small ledge (a tunnel provides access) high up on the cliff face. The priest can be heard quite clearly throughout the amphitheater.

At the time of the speech, a priest appears on the high ledge, and the crowd goes quiet. The priest speaks:

"The war against the weak and pitiful humans is going well. Honshar will soon fall. We have allies even in Honshar, powerful humans who know the word of the true Masters."

The orcs respond to the mention of human allies with the drawing of weapons and sibilant hissing.



"Put down your weapons! It is possible, my sons. Even a human may learn to revere the True Gods and know their place." The orcs calm slightly. The priest continues.

"These humans, they will stand beside us as brothers, come the Night. They have brought us the tool we need to bring down Honshar's walls, and we will foul the brightness that the humans are so proud of—they who would deny us our gods-given right to rule! Be ready, my brothers. Be ready for the Night!"

An ocean of cheers drowns out the priest's last words.

5. Slave Pens: When the PCs enter this area the first time, they come just at a change of the guard. As a result, the orcs leaving believe them to be a part of the guard shift for the slaves. This will give the PCs a chance to interact with some of the slaves and learn some of the more accurate information out there.

Of the humans kept as slaves, about one in six has either heard rumor of or seen evidence of Herpein's treachery. Among these slaves, the mention of Herpein's name causes a startling reaction. If Herpein's name is mentioned, they snarl and curse. Every one of them wants to kill Herpein—given the chance.

At first, the captured humans won't trust the PCs, but if the PCs can impress them enough,

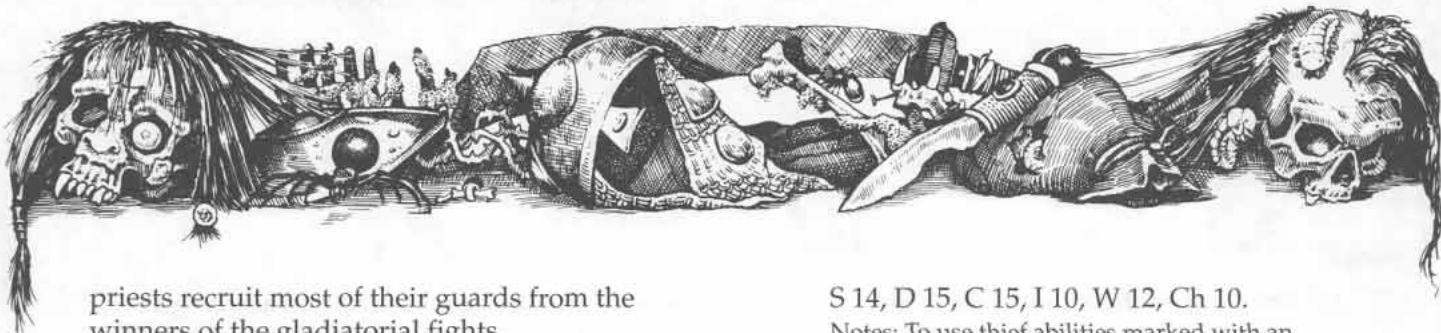
they might be a good source of information. The captives are desperate, and a drowning man will grasp at any branch thrust his way. The slaves know that Herpein is in the central Keep. The best thing for the PCs to do is bring one of the captives back to Honshar to bear witness to Herpein's treachery. The slaves will suggest that the PCs arrange for Darian (see below) to escape.

Darian is a man of his word; it is well known in Honshar that he does not lie—not by an inch, not a hair, not a jot, not even by omission. Thus, he is a valuable witness. If the PCs take Darian along, he will allow the players to subtract five points from the dice roll in the Slave Pens area. However, treat Darian as an expendable character. Feel free to declare his death for dramatic purposes. Darian, if dying, tells the PCs to contact Lord Stirling and provides a secret code phrase that could only have come from him.

Darian, hm F6: AC 10; MV 9 (wounds); hp 40 (15); THAC0 15; #AT 1; Dmg by weapon; SZ M (5'7" tall); ML elite (13); AL LG.

S 14 (10), D 10, C 12 (10), I 10, W 12, Ch 14. Current statistics in parentheses.

6. The Arena: Krimba-Hai has a large arena outside the Keep for staged gladiatorial fights. If the PCs are looking for ways to get into the Temple, they could hear a rumor that the



priests recruit most of their guards from the winners of the gladiatorial fights.

A PC (or several PCs together) could enter a fight against some horrible beast such as a cave bear, hellhound, ogre, or troll. If the PC wins, the priest-showmaster would say something like, "Well done! No scum-sucking pitiful excuse for a human warrior could have hoped to have defeated that beast! You are truly a fine orc! Here's a pass to come tour the Temple and see the Temple Guard facilities there. Perhaps you'd like to join?"

If the PCs decide to join, they will be able to go to the underground city and find out some more about the orcs' plans of conquest.

7. The Black Market: In a human city, evil underground organizations often exist. In an orc city, PCs might expect that there would be a good underground where they could go to get a little help. While there are no really *good* orcs, orcs who engage in a bit of business on the side can be found with some effort. A PC rogue may be able to make contact with the black marketeers, the equivalent of a thieves' guild in a human city. The penalties for black-marketing in orcish society are severe—death by torture; however, the potential profits are obscene. Krimba-Hai has a military economy, and they ruthlessly stamp out black marketeers.

If the PCs rescued Catena and convinced her to help, her younger brother may provide a connection. Otherwise, contacting the black market may be difficult. Out of fondness for Catena, Ja-Madhar will provide some limited help, although he will not risk exposure.

Ja-Madhar can provide the PCs with a set of blank orders, but it's up to them to supply (steal) the necessary seals and do the actual forging. What the players put on the orders is up to them, but possibilities might include "take up stations as guards for the human Herpein until further notice."

Ja-Madhar, hom F1/T3: AC 4 (chain mail, Dex bonus); MV 12; hp 11; THAC0 18; #AT 1; Dmg 1d8 (long spear) or 1d6 (short sword); SA backstab; SZ M (5'4" tall); ML unsteady (6); AL LE; XP 175.

S 14, D 15, C 15, I 10, W 12, Ch 10.

Notes: To use thief abilities marked with an (*), Ja-Madhar must take off his chain mail.

Personality: careful, methodical, precise.

Special Equipment: thieves' tools.

Thief Abilities: PP 50*; OL 25; F/RT 20*; MS 15*; HS 10*; DN 45; CW 87*; RL 0.

Ja-Madhar is a low-ranking member of the black market—one that they can afford to lose.

8. The Keep: If the PCs follow up on what they learn from the slaves, they should be able to find Herpein's quarters in the Keep. Herpein spends a lot of time in meetings with the orcish commanders going over military plans. The PCs may be able to eavesdrop on some of these meetings. Herpein also spends at least three hours a day in weapons practice, and he talks with Karak Ngyl (an orcish priest) fairly often.

It is possible to eavesdrop on Herpein's quarters. The PCs could arrange to be the guards stationed outside, for instance. There is a 25% chance per day that Herpein has a meeting with Karak Ngyl in his quarters. Herpein and Karak will discuss the following points:

"You have the *Ca'ega* ready, Karak?"

"Our prayers will bend it to our service, Lord Herpein. Are you ready? Feeling a bit queasy now that it is time?"

"I have kept my oaths and will continue to do so. Just get that *gate* opened."

"Of course we will."

"Are you sure? You seem to be having some trouble getting it to work."

"Trifles, my Lord Herpein. Trifles. Have you and the officers completed the invasion plans? We will not accept failure."

"Never fear, Karak. With your orcs coming up through the old mines, Honshar will fall in moments with a minimum of bloodshed."

Lord Herpein of Carron Bridge, hm F13: AC 2 (field plate); MV 12; hp 82; THAC0 8 (7 with Str, 6 with specialization, 5 with quality weapon); #AT 5/2;



Dmg 2d4+4 (fine quality bastard sword); SZ M (6'5" tall); ML special (20); AL LE; XP 5,000.

S 17, D 10, C 16, I 14, W 8, Ch 16.

Personality: authoritative, certain, forceful.

Special Equipment: field plate armor, fine quality bastard sword (+1 to all attack rolls). Herpein may be evil enough to have a hellhound attendant, but such a decision is best left to the DM.

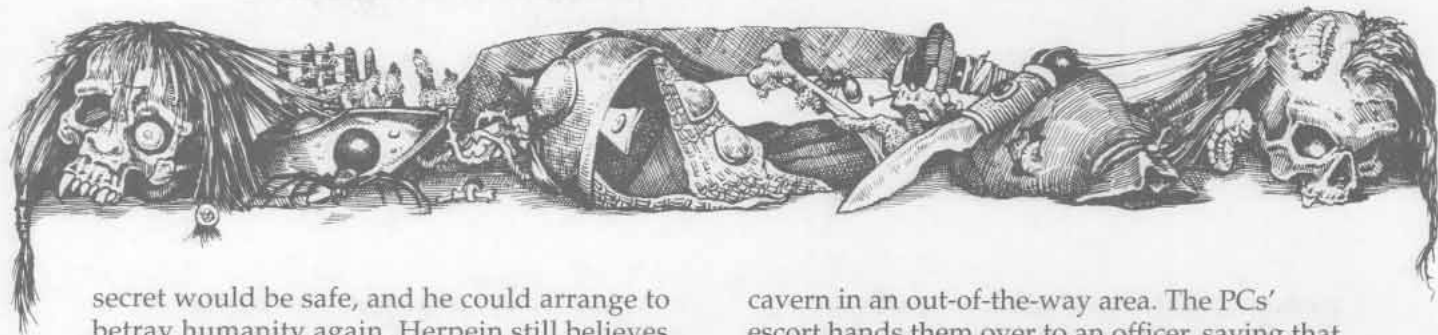
If the PCs somehow arrange to have a private talk with Herpein, he politely listens to them. At the end, he carefully explains the reasons for his actions (see below). Then he says "I cannot allow you to doom humanity. The orcs must win. Guards!" The orc guards, who are never far away, respond within moments.

Lord Herpein performed his betrayal for what he thought were the best of all possible

reasons. He thought humanity was going to lose, and he was determined to save a part of it. He swore to the dark gods, and in return received enhanced leadership abilities, which he has relied on over the years. Herpein intended to use his dark gifts to lead humanity to safety. Herpein was certain that swearing to serve evil was the only way that humanity would survive. He forgot that if humanity sold itself to evil, it would no longer be humanity.

When he came in to their service, the dark gods were content to let Herpein play at being a leader, to let him think that his scheme would work. It suited them to let Herpein accumulate power. When it came time for him to play his part, they yanked his chain and made him betray Honshar. His act will cause many morale problems in Honshar (especially amongst the people of Carron Bridge) if the word ever gets out. Herpein could do even more damage if the word never gets out; his





secret would be safe, and he could arrange to betray humanity again. Herpein still believes that the only way to save even a small fragment of humanity is to bring them under the sway of the dark gods.

Karak Ngyl, orc P7 (underpriest): AC 4 (chain mail); MV 9 (lightly encumbered); hp 35; THAC0 16 (15 with Str, 14 with SA); #AT 1; Dmg 1d6+2 (hand axe); SA +1 to attack, saving throws, and morale rolls while in temple; SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML fanatic (15); AL LE; XP 1,400.

S 17, D 15, C 13, I 9, W 15, Ch 9.

Special Equipment: ruby holy ring (1,500 gp).

Spells (5/4/2/1): 1st—*darkness* 15' radius, *detect snares and pits*, *endure heat*, *magic stone*, *purify air*; 2nd—*aid*, *barkskin*, *dust devil*, *heat metal*; 3rd—*meld into stone*, *stoneshape*; 4th—*divination*.

Karak always speaks politely to Herpein, and they seem to have a respectful relationship. In reality, the orc priest despises Herpein the traitor and calls him "the rat" in private.

The Underground City

Access to the underground part of the city is restricted to the orcish elite and orcs with a specific work assignment. The underground includes the main temple, which is located in a well-traveled area. If the PCs want to check out the underground, they should mention their victory in the arena. If they don't, then they will have to face down at least two sets of guards (seven normal orcs led by an F3) and a suspicious priest (P4). If the PCs mention that they want to join the "special mission," the guards escort the PCs to the practice ground.

The Practice Ground

PCs who were victorious in their fight in the arena can be escorted to the practice ground as orc volunteers for the latest "special mission."

The underground practice area is in a large

cavern in an out-of-the-way area. The PCs' escort hands them over to an officer, saying that the PCs are "volunteers." The officer quickly puts the PCs into a military unit.

The orcs are practicing a strange maneuver. The orcs have constructed a large (6-foot wide, 10-foot tall) door frame in the middle of the cavern. Every so often, the several hundred orcs all line up into a narrow column on one side of the doorway. An officer blows a whistle, and all of the orcs pile through the doorway as fast as they can, taking up defensive positions on the other side, which has corridors marked off with string and chalk.

After all the orcs are through, the officers usually spend a few minutes berating the orcs for minor mistakes. In particular, the officers whip any orc that touched the door frame on the way through. The PCs will probably get yelled at quite a bit since they are new to this. Then the orcs line up and do it again and again, all night long. As day breaks, the officers tell the soldier orcs to go home and get some sleep—and be back at dusk for more practice.

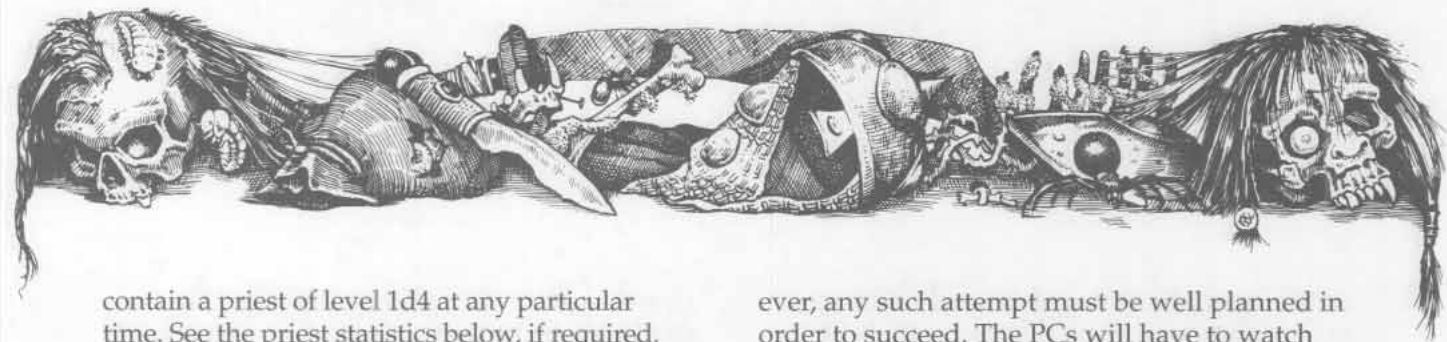
If the PCs ask an officer what all this training is for, the officer tells them to shut up, keep practicing, and Be Ready. They'll get their chance against the Honsharians soon enough. Sooner than they'd like, probably.

The players should be able to figure out what is going on here easily enough. The orcs are obviously practicing to go through some sort of gate. And the *Ca'ega* is a key. At this point, the PCs will probably decide that it is vitally important for them to steal the *Ca'ega*.

Main Temple

The temple complex contains the main worship hall, chapels, waiting rooms, a museum, a refectory, meditation rooms, torture chambers, and a library, among other rooms. Only the orcish elite are allowed in the worship hall itself. PC priests will be unable to cast spells while on the unholy ground of the temple, and paladins will feel distinctly uneasy.

Most rooms in the temple contain at least one group of guards (use caravan guards, Chapter 2) in a group of 1d6+2. Each room is 50% likely to



contain a priest of level 1d4 at any particular time. See the priest statistics below, if required. All priests of 3rd level or higher are accompanied by an additional 1d6 guards. All guards and priests get a +1 to all attack, morale, and saving throws while they are in the temple complex.

In a room just off the main worship hall, the orc priests are constructing a stone door frame. Again, the door frame is freestanding in the middle of the room. The slaves know about it because several of them have been sacrificed during its construction. Lintels black with blood frame an opening that is 10-feet long and 6-feet wide. The stone is razor-edged obsidian, brought up from deep within the earth by priestly magic. Anyone who touches the stone door frame is very likely to get a nasty cut. Using the *gate* function of the *Ca'ega* requires a starting *gate* and a destination *gate*. As a result, the orc priests are constructing their own starting *gate*.

Lesser Priest, orc P2: AC 5 (chain mail); MV 9 (lightly encumbered); hp 12; THAC0 20 (19 with SA); #AT 1; Dmg 1d8 (long sword); SA +1 to attack, saving throws, and morale rolls while in temple; SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML fanatic (15); Int avg (9); AL LE; XP 120.
Special Equipment: holy ring (100 gp).
Spells(2): 1st—*cause fear, endure heat.*

Minor Priest, orc P4: AC 5 (chain mail); MV 9 (lightly encumbered); hp 18; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA +1 to attack, saving throws, and morale rolls while in temple; SW -1 to attack and morale rolls in sunlight; SZ M (6' tall); ML fanatic (15); Int avg (9); AL LE; XP 270.
Special Equipment: holy ring (100 gp).
Spells (3/2): 1st—*bles, cause fear, command; 2nd—chant, heat metal.*

Underground Vault

Although the *Ca'ega* is under heavy guard in a small vault room which is located in the temple complex, it is possible to steal it back. How-

ever, any such attempt must be well planned in order to succeed. The PCs will have to watch the area for several days to get a hint at even half the precautions taken by the orcs.

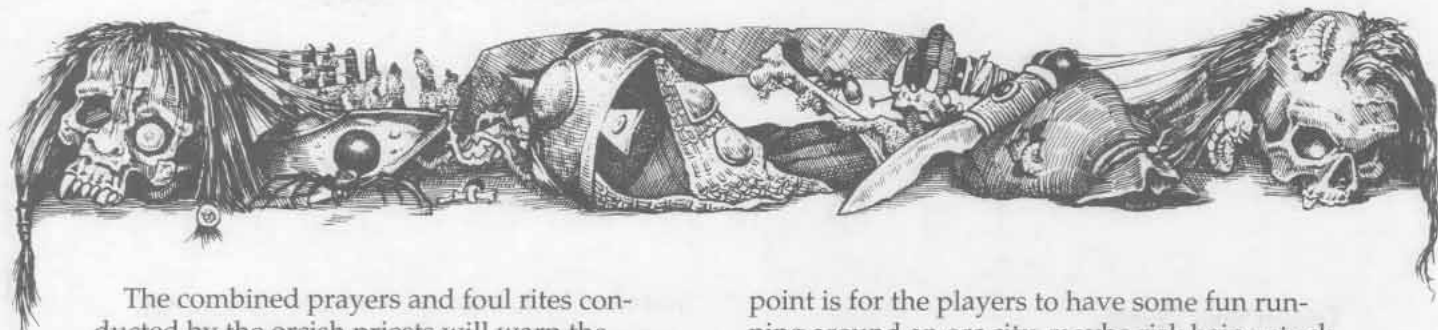
The following things are easily detectable. The *Ca'ega* rests in a glass case set on a pedestal in a room that would be dark to humans, but is illuminated with red-tinged *continual light* stones set at just the right frequencies for orc eyes. Eight guards, an officer, and a priest are on guard duty at all times. The guards change every four hours and go through elaborate and rigorous hand-off procedures. Twelve orc zombies also stand continual guard in the room. Three times a day, every day, guards carry the *Ca'ega* (glass case and all) to the main temple hall. There, the priests and guards pray over the key, conducting foul rites as they do so.

Less obviously, the orcs have placed a *glyph of warding* on the doorway into the vault room. To pass the *glyph*, a person must either speak the name of the *glyph* or be of the caster's religion. Anyone who triggers the *glyph* must make a saving throw vs. spells or be paralyzed as if in a *hold person* spell. The case itself is locked and has been enchanted to be as tough as steel. The case is warded with another *glyph of warding*; anyone who does not speak the name of the *glyph* before attempting to open the case must make a saving throw vs. spells or take 8d4 points of fire damage. The key itself has an *obscure object* cast on it.

All of the guards are orcs noted for their battle skills and for their fanatic devotion to the faith. The officer is an F4, and the priest is either 4th or 5th level. The twelve zombies were fashioned with the *animate dead* spell.

Orc Zombies (12): AC 8; MV 6; HD 2; hp 12 each; THAC0 19 (18 with SA); #AT 1; Dmg 1d8; SA +1 to attack, saving throws while in temple; SD immune to *sleep, charm, fear, cold, death magic, and hold* spells, edged and piercing weapons do half damage; SZ M (6' tall); ML Special; Int non (0); AL N; XP 120 each.

Notes: zombies always strike last in the combat round.



The combined prayers and foul rites conducted by the orcish priests will warp the *Ca'ega* so that it becomes usable by an orcish priest on Day 19. The prayers also keep the *obscure object* spell active.

There are vulnerable points in the orcish protection plan. For one, there are too many orcs involved. Not all of the guards know each other. The PCs could become guards if one or more of them win a gladiatorial fight. The PCs could have a tough time with the *glyphs*, but a well-stationed thief could overhear the names as the guards go in and out and as the priests open the case during their thrice daily prayer sessions. A PC priest may be able to handle the eternally vigilant zombie guards. The PCs could jump the guards as they take the key to and from the temple for the thrice daily prayers. The PCs may not have to fight if they grab the *Ca'ega* and run fast enough.

If the players come up with a reasonable plan, the DM should let them steal the *Ca'ega*. The point of this part of the adventure is not to prevent the PCs from stealing back the key. The

point is for the players to have some fun running around an orc city, maybe risk being stuck as an orc because of accumulated OPs, and find out that Herpein is a traitor. So give the players some grief, but if they have a reasonable plan, let them get away with it.

The DM should make a judgment as to how clever their plan for stealing the *Ca'ega* is and how well it gets executed. Assign a rating from 0 to 4. A rating of 0 means that the DM feels that the PCs just barely got away with it, did not plan especially well, failed to take some factors into account, got discovered in the Temple, etc. A rating of 4 means that the PCs took everything into account and executed their brilliant plan flawlessly, leaving no witnesses, and they got completely out of Krimba-Hai without ever raising an alarm.

When the PCs leave Krimba-Hai, they get a lead of 0 to 4 hexes, depending on their rating. Players who come up with a good plan and earn a good rating will have an advantage in Chapter 4.

Back to Honshar

This chapter assumes that the PCs flee Krimba-Hai while the orcs hotly pursue them all the way back to Honshar. As the climax of the adventure, it should be a combination of hide-and-seek, high-speed chase, bluffing, capture, escape, and bloodhounds-on-your-tail chase scenes. Since events can turn very complex, very quickly, the DM should review the rules carefully before conducting this part of the adventure.

Pursuit Rules

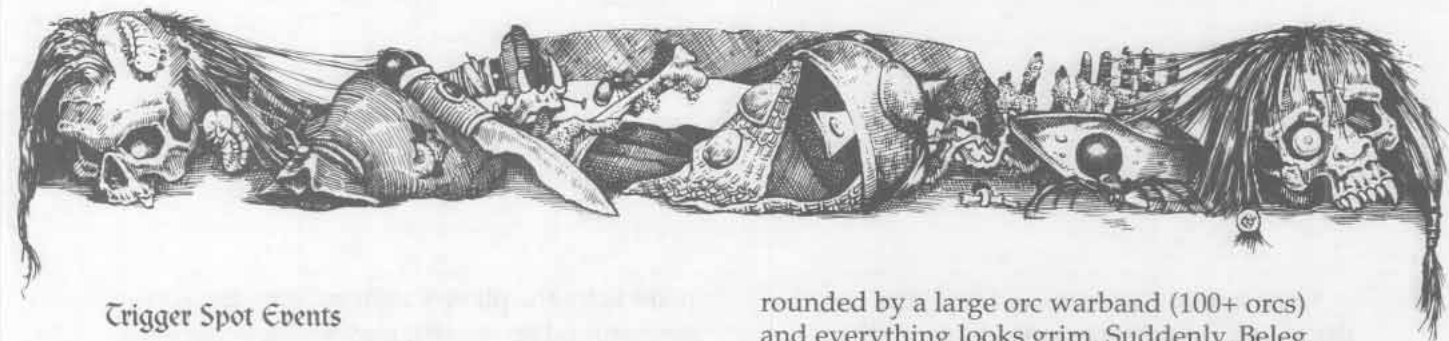
When the chase sequence starts, place the terrain map on the table. Place a marker (a miniature or a die will do) on the map in the Krimba-Hai hex. This marker represents the PCs. Have the players move the marker one hex at a time towards their destination. The PCs may split up to increase the odds that one of them reaches Honshar. In this case, check

encounters separately for each PC.

As the PCs flee back to Honshar, there are three possible types of encounters. The first type of encounter is a random event, and the second is a "trigger spot" event. Finally, the third type of event is called a "Key Event" (refer to the "Key Events" section for more information).

Random Events

At the beginning of each day, roll 1d10. When the PCs have completed that many movements, the PCs have an encounter from the "Random Events" column of Table 2: Random Encounters. Use the "Landscape Features" column to determine the details of the local landscape where the encounter occurs. At the DM's option, the PCs could have more than one random event per day.



Trigger Spot Events

Prior to starting this section of the adventure, randomly select 20 hexes on the terrain map, including at least 10 hill hexes. Make a note of which hexes get selected. These are "trigger spots." It may help to make a photocopy of the terrain map and mark the trigger spots on the copy.

During movement, if the PC group passes within one hex of one of the predetermined "trigger spots," a pursuit encounter occurs. Ignore any encounters that occur within the 0 to 4 hex head start that the PCs "earned" with their theft of the *Ca'ega*. Consult Table 2 to determine which encounter takes place and to find out the details of the local landscape. Use 1d12 to determine the hour, then use 1d6 to determine A.M. or P.M. An even result indicates A.M., and an odd result indicates P.M.

If an encounter is indicated, the PCs can try to "throw the pursuit." They succeed if a PC ranger or other PC with the tracking proficiency makes a tracking check at a -6 penalty. If the tracking check fails, the pursuers continue the chase, one hex behind the PCs. If the check fails by more than six, the pursuers catch up. A PC thief may be able to use thief abilities to escape detection, and there are many spells that could help. A sore point in play is that the players come away without a sense of having avoided the nasties. For this reason, if the PCs do manage to evade a pursuit encounter, be sure to mention it to them.

If the PCs attempt to cautiously hide and sneak their way across the countryside, they will probably not be using the roads and trails. Under these conditions, the PCs can move 16 miles (four hexes) per day, at best. The PCs can move six hexes per day if they run for it, relying on speed to save them. In this case, the PCs can "throw the pursuit" if a PC ranger makes a tracking check (no penalties), but the detection radius for the trigger spots increases to two hexes instead of one. Also, remember to apply the force-marching rules in the *Player's Handbook*.

Do not be afraid to capture the PCs then let them go. As an example: The PCs are sur-

rounded by a large orc warband (100+ orcs) and everything looks grim. Suddenly, Beleg and the Cat-Band (see "Key Event Two") launch a surprise attack on a poorly defended flank. In the confusion, the PCs get a chance to escape.

To make the pursuit stressful, always press the PCs. Never give them a chance to rest and recuperate too much. Never let them sit still for more than a few hours at a stretch. Let there be no regaining of hit points or spells!

Route

When the PCs flee Krimba-Hai, they will probably try to return to Otasura's manor house. However, the PCs can take virtually any route back to Honshar, so be braced to deal with unexpected player decisions. It is actually to the PCs' advantage not to go to Otasura's manor, although they have no way of knowing this short of a priestly *divination* spell.

Once the PCs get to Otasura's manor, they will wait in vain. Otasura cannot *teleport* the PCs out (as she said she would do in Chapter 1), because she was killed in the fighting near Honshar on Day 10. Oops. There is a one-in-three chance per day that the PCs spend at or near Otasura's manor house that a pursuit encounter occurs. There is a one-in-six chance that the manor is occupied by orcs when the PCs get there.

After the contact days come and go, the PCs should head for Noonsun Dale for the alternate contact point. The PCs will wait in vain there, too. Again, there is a one-in-three chance per day that the PCs wait at the spring near Noonsun Dale that a pursuit encounter occurs. Note that the village of Noonsun Dale is currently occupied by a force of 150 orcs. The players should eventually get the idea that Otasura is not going to magically whisk them away, and decide to head in to Honshar.

It is a fairly short journey from Noonsun Dale to Honshar (12 miles or so). Once the PCs are within ten miles of Honshar, they are in danger not only from the orc pursuers, but from the Honsharians! The PCs will have at least one Honsharian encounter as a keyed event.



Terrain Features

The terrain can affect the pursuit. Here is an explanation of the terrain features shown on the map, along with some explanatory notes on how they could affect the chase.

- **Forests:** The forests consist of four wooded areas called the Achray Forest, the Groaning Wood, the Hawksmoor Wood, and the Ruelowe Wood. Orcs will not enter the forests, although wyvern-riders will fly over them. The PCs are thus relatively safe from the orcs while they are in the forests, but may have trouble with other forest denizens (see "Key Event Two: The Wood Elves").
- **Rivers:** The PCs could use the smaller Bannoch and Blackwater rivers to shake off close pursuit. As for the Seneshan River, PCs could conceivably build a raft and float down the river to Honshar, which would allow them to bypass quite a few pursuit encounters.
- **Lakes:** There are three lakes on the map: Loch Eil, the Lake of Three Tears, and the Tarn of Kells. The PCs may have to go around them or attempt to swim or raft across one of them in order to throw off the pursuit.
- **Mountains:** Iron mines lie at the base of the Black Crag, which is visible from Krimba-Hai. Glaciers cover the treacherous upper slopes, but it may be possible to lose pursuit here.
- **Villages:** There are a number of villages on the map: Braehead, Brand Hall, Carron Bridge, Coltstone, Green Hills Hold, King's Knot, Noonsun Dale, Ossom's Hill, Redhall, and Stuarthall. Orcs control all villages to the east of Loch Eil (including Noonsun Dale and Ossom's Hill).
- **Butterlon Moor:** The PCs can be spotted within two hexes if they try to cross this barren, windswept wide open space.
- **Monastery of Perdein the Damned:** This old monastery fell and became a ruin when the high priest forsook his vows and became a servant of evil. The PCs may seek shelter here. Orcs will not approach within one hex of the abandoned monastery because of its terrible reputation. Whether or not there is anything left in the ruins (alive or undead) is up to the DM.

- **Rude Bear Falls:** This 100-foot waterfall is near the upper part of the Bannoch River. If the PCs try to canoe, raft, or swim down the Bannoch, they could get a rude surprise if they do not know about the waterfall: "Oh no! There's a waterfall up ahead! Aaah!" Going over the waterfall is an excellent way to shake pursuit. However, anyone who goes over the falls must make a saving throw vs. paralyzation or take 4d6 damage. PCs take half damage if they make the saving throw. The swimming proficiency grants a +2 bonus to the saving throw.

Key Events

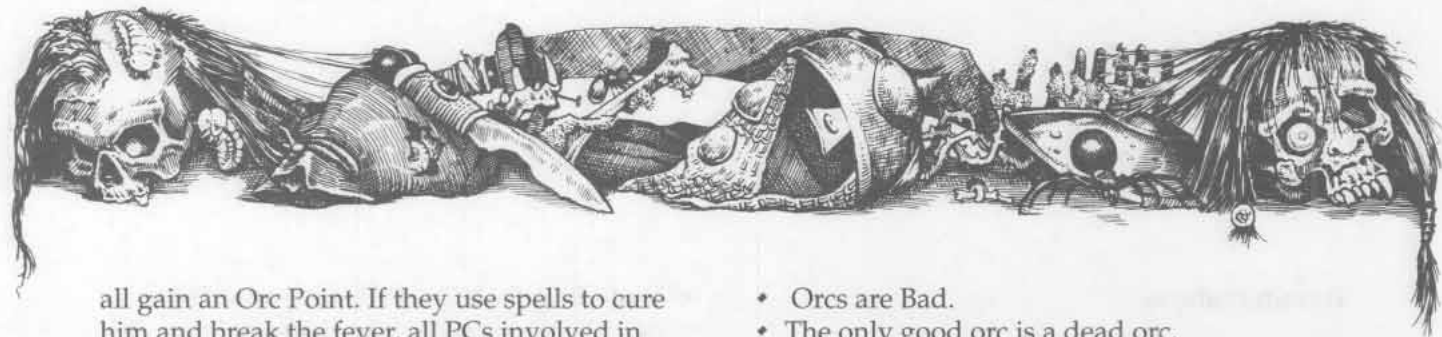
Key Event One: The Wounded Soldier. This encounter occurs in the first non-hill or non-mountain hex that the PCs enter on their journey from Krimba-Hai to Honshar. The PCs stop for a moment of rest beside a tiny stream. Roll a hear noise check for each PC. PCs who succeed (or the PC who comes closest to succeeding) hear a small noise in the bushes near the stream.

If the PCs look in the bushes, it's not too hard for them to find out what made the noise: a wounded Honsharian infantry soldier. The man is barely conscious and feverish; he has a bad stomach wound. The man will attempt to fight if the PCs approach, but he has a -4 penalty to all attack rolls because of the fever-induced weakness.

Haller, hm F1: AC 5 (chain); MV 6; hp 9 (2); THAC0 20; #AT 1; Dmg 1d8 (long sword); SZ M (6' tall); ML steady (12); Int avg (9); AL NG; XP 35. Current statistics in parentheses.

Haller responds normally to *cure* spells and will appear normal if restored to at least six hp, although he will still be too weak to move. However, he needs a *cure disease* spell to break the fever, otherwise he will continue to lose one hp per hour. Haller took a bad stomach wound in a battle that took place near here several days ago and was left for dead. When he woke up, he crawled into the bushes to die.

If the PCs make no effort to help Haller, they



all gain an Orc Point. If they use spells to cure him and break the fever, all PCs involved in helping him can redeem an OP.

Key Event Two: The Wood Elves. Danger lurks in the four wooded areas on the map. Pick one hex in each forested area and designate this hex as a "trigger spot." If the PCs go within one hex of the forest trigger spots, a group of elves picks up the trail of the PCs (see below). Other things inimical to orcs live in the forests: sprites, dryads, and treants, to name a few.

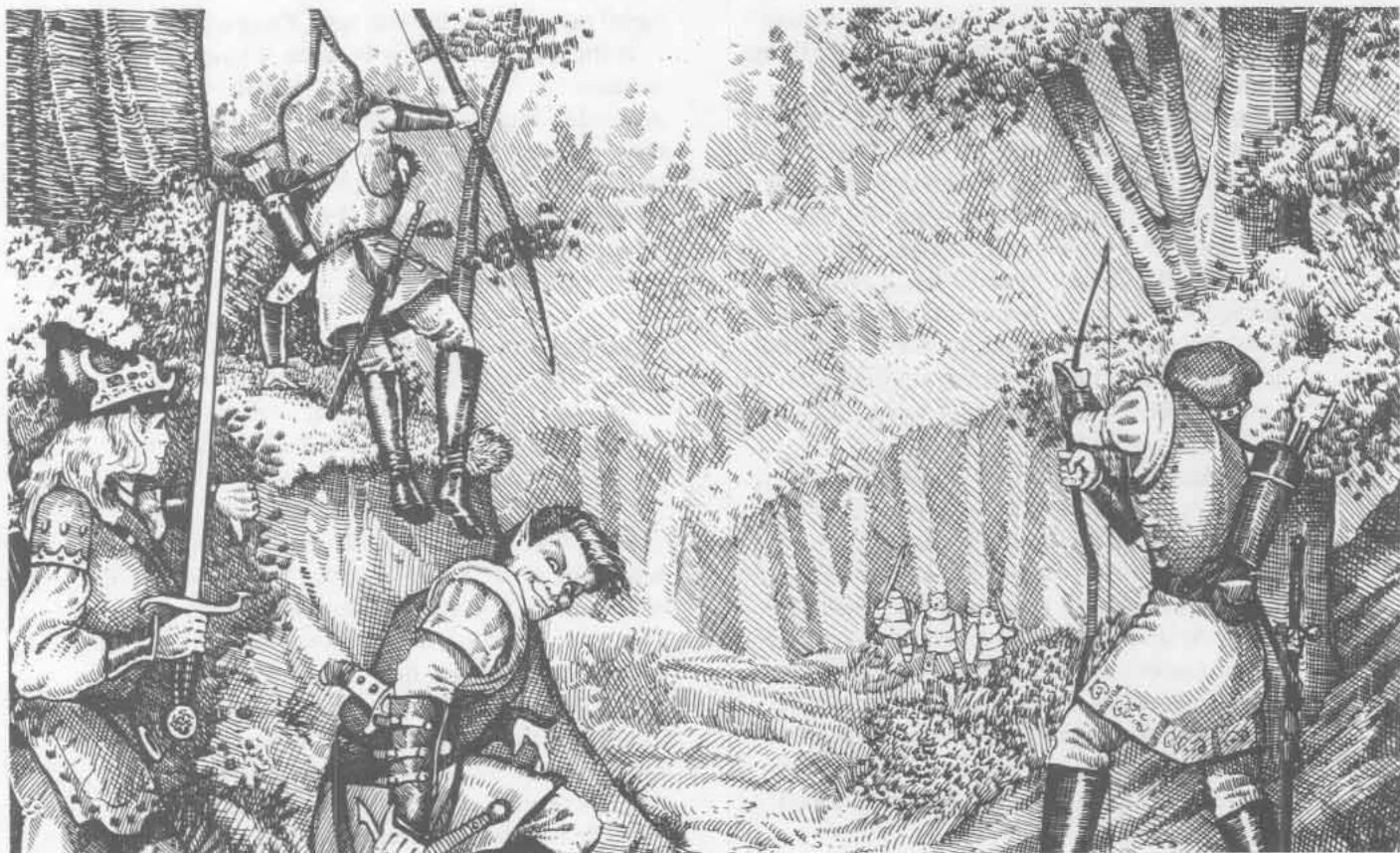
Beleg the Cat, true to his feline nature, will "play" with the PCs. He may let the PCs think they have avoided pursuit . . . only to pop up in front of them. Once the elves get on the tail of the PCs, they will *not* give up. The elves will even follow the PCs out of the forest if necessary.

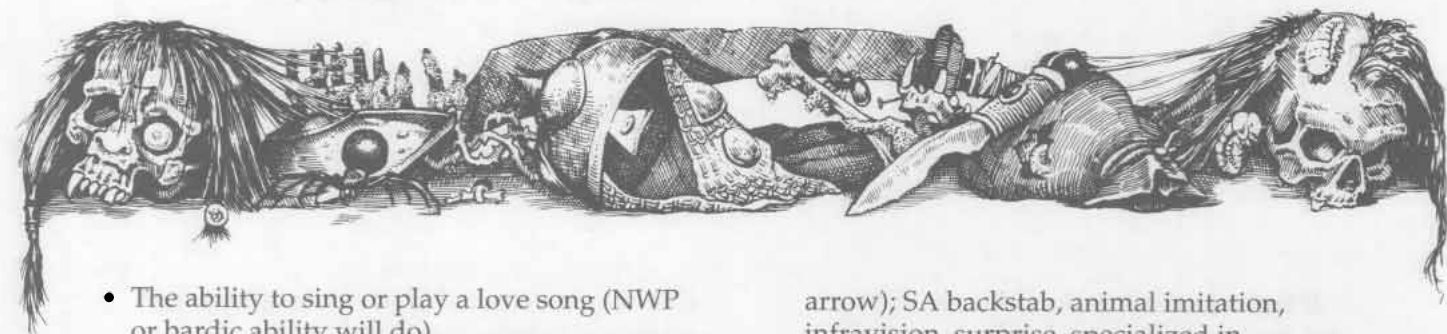
Keep in mind that the general elven philosophy on orcs can be summed up as:

- Orcs are Bad.
- The only good orc is a dead orc.
- In case of exceptions or confusion, see points 1 and 2.

If the PCs want to talk with the elves, they better talk fast, loud, and interesting. When cats get bored with their prey, they kill it. If the PCs claim that they are humans transformed into orcs out on a secret mission, the elves have a good long laugh. Beleg says, "Most amusing. I haven't heard that orc-scuse in forty or fifty years. However, I'm a fair elf, so I'll give you a chance. Do something an orc can't do, and I'll believe you."

The PCs should be able to meet Beleg's challenge quite easily. There are many things a human can do that an orc cannot. The PCs should have picked up several clues from their time in Krimba-Hai. For example, Beleg would accept any of the following as absolute proof that the PCs are not orcs, in spite of appearances:





- The ability to sing or play a love song (NWP or bardic ability will do).
- Recite a non-rude poem.
- Tell a funny joke that does not involve a noxious bodily emanation or hurting someone.

Encourage the players to role-play through this encounter. A player who makes up a poem or song should get a large XP bonus. If the PCs cannot display any artistry, Beleg figures that they are lying orcs and he attacks to kill them. If the PCs convince Beleg that they are humans, he and the Cat-band escort the PCs to the edge of the forest closest to Honshar and send them on their way. Ignore trigger spots and random encounters while the PCs are being escorted.

The Cat-Band, em & ef F4 (4): AC 8/4 (50% or better cover, Dex bonus); MV 12; hp 28 (x3), 20; THAC0 17 (16 with long sword or 15 with bow); #AT 3/2 or 1; Dmg 1d8+2 (long sword), 1d4 (dagger), 1d8 (sheaf arrow); SA infravision, surprise, move silently, +1 to hit with bow, sword, specialized in long sword; SD 90% resistant to *sleep*, *charm*-spells, 50% or better cover in woodlands; SZ M (5' tall); ML elite (14); AL CG; XP 270 each.

Notes: The party consists solely of elves, so opponents suffer a -4 penalty to their surprise die rolls. The Cat-Band is a group of skilled woodsmen, so all of the elves get a -4 adjustment to AC while they are in the woodlands (cover), as long as they are not directly engaged in melee combat.

Special Equipment: long swords, long bows, sheaf arrows, camouflage gear.

One of the Cat-Band is a F4/M4, and has the following spells in memory.

Spells (3/2): 1st—*enlarge*, *shield*, *taunt*; 2nd—*bind*, *invisibility*.

Beleg the Cat, em F8/T8: AC 6/2 (50% or better cover, Dex bonus); MV 12; hp 50; THAC0 13 (10 with long sword—racial bonus, specialization, fine quality weapon, 9 with bow—racial bonus, Dex bonus); #AT 3; Dmg 1d8+3 (long sword), 1d4+1 (dagger) or 1d8 (sheaf

arrow); SA backstab, animal imitation, infravision, surprise, specialized in long sword; SD 90% resistant to *sleep*, *charm* spells; 50% or better cover while in woodlands; SZ M (5' tall); ML champion (16); AL CG; XP 3,000.

Notes: SA—Beleg is specialized with the long sword and fights two-handed with a long sword (“Bite”) and a dagger (“Paw”).

S 12, D 17, C 10, I 14, W 11, Ch 12.

Personality: obsessive, playful, predatory.

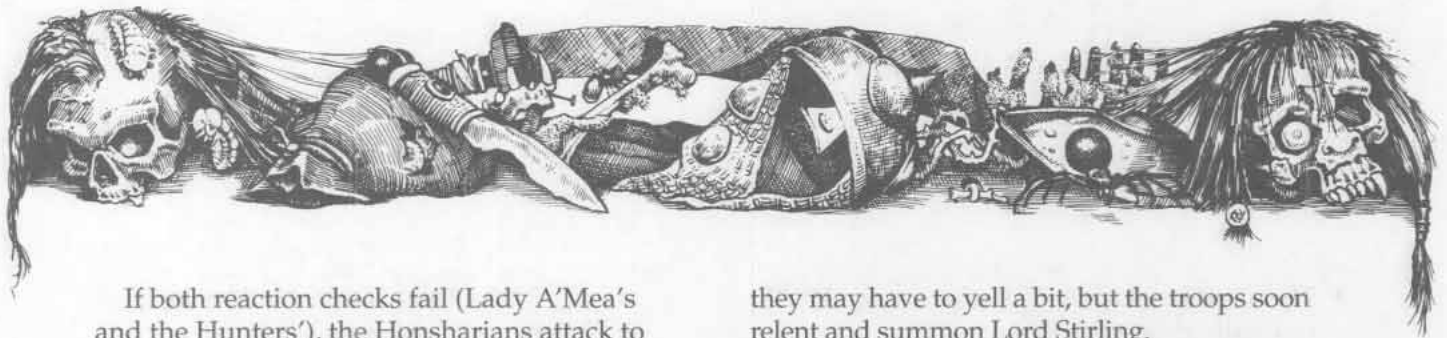
Special Equipment: fine quality long sword and dagger (+1 to all attack rolls).

Thief Abilities: PP 40; OL 64; F/RT 80; MS 70; HS 85; DN 60; CW 95; RL 0.

Beleg the Cat is the leader of this group of hunters, and the Cat-Band are his disciples. Although young for an elf of his prowess, Beleg has endured a lot of tough times. Several decades ago, his mountain home (near the Tarn of Kells) was overrun and destroyed by orcs. His hatred for orcs has driven him to fight them tooth and claw ever since. Beleg is a bit unhinged, but exceptionally good at what he does, which is hunt orcs.

Key Event Three: Lady A'Mea and the Hunters. Eventually, the PCs will approach Honshar. When the PCs are three hexes away from Honshar, they have an encounter with the Hunters, a special military unit. The PCs had better immediately launch into their story.

The Honsharians are unlikely to believe anything said by an orc. Use Table 59: Encounter Reactions in the *DMG* to determine the Honsharian reaction to the PCs' story. Make all reaction checks in the “hostile” column, treating any “flight” results as “cautious.” The DM should make separate reaction checks for Lady A'Mea and for the Hunters. If the PCs freed any of the captives (even if it was just one) in Chapter 2 of the adventure, they receive a three point bonus to the reaction check because the escaped captives spread the story of how they were freed. Give the PCs further bonuses if the players come up with a really good story.



If both reaction checks fail (Lady A'Mea's and the Hunters'), the Honsharians attack to kill the PCs.

A result of "cautious" or better (for either Lady A'Mea or the Hunters) indicates that the Honsharians believe the PCs enough to at least take them to see Lord Stirling (see next encounter). In this case, the Hunters escort the PCs to the encounter with Lord Stirling. Ignore any further random or "trigger spot" events.

Lady A'Mea of Green Hills Hold, hf R7:

AC 4 (studded leather, Dex bonus); MV 12; hp 55; THAC0 14 (13 with Str; 11 with long bow); #AT 3/2; Dmg 2d4+1 (boar spear), 1d4+1 (dagger); SA animal empathy, fight two-handed, tracking, surprise, +4 bonus on attack rolls versus orcs, hide in shadows 48%, move silently 63%; SZ M (5'8" tall); ML champion (16); AL NG; XP 975.

S 17, D 17, C 14, I 10, W 14, Ch 14.

Notes: Lady A'Mea suffers a -4 reaction adjustment versus orcs because she hates them so much.

Lady A'Mea is a fiery, vengeful young woman. She leads the Hunters (below). The humans were recently forced to abandon the Green Hills Hold and fall back to Honshar, and Lady A'Mea's rural settlement was overrun by the orcs.

Hunters, hf & hm F2 (10): AC 8; MV 12; hp 12 each; THAC0 19 (18 with long bow); #AT 1; Dmg 1d8 (long sword) or 1d6 (long bow); SZ M (5' to 6' tall); ML steady (12); Int avg (9); AL NG; XP 65 each.

Notes: All of the Hunters have at least one of the following nonweapon proficiencies: animal lore, hunting, tracking, or endurance.

Key Event Four: The Walls of Honshar. The Hunters may be escorting the PCs on the approach to Honshar, or the PCs may be carrying a weak and wounded Haller. In either of these cases, the PCs are safe as long as they do not make any sudden movements. At Lady A'Mea's order, the troops on the wall will quickly summon Lord Stirling. If the PCs are carrying Haller,

they may have to yell a bit, but the troops soon relent and summon Lord Stirling.

If the PCs approach the wall on their own, the Honsharian defenders on the wall quickly spot the PCs, unless they are taking some extraordinary precautions. The PCs must approach under a white flag of truce, or the Honsharians will shoot them down at the earliest opportunity. Assuming the PCs get to the wall, they must shout up their story. The Honsharian defenders will not open the gates to let the PCs in under any circumstances. The best the PCs can hope for is for the troops to summon Lord Stirling.

It will take about fifteen minutes for Lord Stirling to arrive. Use this opportunity to make the players sweat a bit. Have a large orc warband (250 orcs) appear some distance away to the east and start approaching the PCs. The warband approaches under a white flag. The Honsharians get very nervous, and the PCs can hear them saying things like, "I say we shoot them now. The orcs are up to something." Several members of the warband could approach the walls and order the Honsharians to let them collect the "escaped criminals" (the PCs).

Once Lord Stirling arrives, read or paraphrase the following to the players:

Lord General Stirling listens to your story with an impassive, stony expression on his face. The Honsharian troops finger their weapons eagerly, open hostility in their expressions. More soldiers arrive, looking at the orc warband and at you with openly hostile expressions.

After finishing your explanation, Lord Stirling sits for a moment, brooding. With a smooth, economic motion, he raises a heavy crossbow and points it down the wall at you.

"So, orc," he says, "you say you know Otasura? I was a student of hers at the War College. Did you know that she is dead? Massive burns inflicted by some fiendish spell cast by one of your evil priests. No? You did not know this? How convenient. Nevertheless, against my better judgment, I will give you one chance. What proof can you offer? Convince me that you do not lie. You have one minute."



Lord General Stirling of Honshar, hm
F10: AC 2 (field plate); MV 12; hp 80;
THAC0 11 (10 with fine quality long
sword, 9 with specialization); #AT 2;
Dmg 1d8+3 (fine quality long sword)
or 1d8 (heavy crossbow); SA special-
ized in long sword; SZ M (6'2" tall); ML
fanatic (18); AL LN.

S 14, D 12, C 16, I 12, W 15, Ch 17.

Personality: formal, charming, wary.

Special Equipment: field plate, high
quality long sword (+1 to attack rolls).

Lord Stirling will not let the PCs through with-
out a very convincing argument, and he intends
to spend no more than three minutes (two min-
utes of which were already used listening to the
PCs' explanation) deciding what to do with these
troublesome orcs, one way or another. The DM
should actually time the response, preferably
with either a stopwatch or a loudly ticking
kitchen timer. If the players cannot come up with
a convincing argument in one minute, Lord Stir-
ling has his soldiers kill the PCs. He has no time
to waste on a bunch of orcs trying some sort of
scam. The DM should be cold-hearted on this
point. The PCs are in a very tight situation. Play-
ers who cannot come up with a good reason
quickly do not deserve a break.

There are many ways out of this stand off.
The PCs could describe the flashing swan that
appears on the library doors in Twofold House
with the last light of the setting sun. Darian's
identification phrase would also work. If the
PCs have managed to keep Darian alive, his
presence is almost proof enough right there.
The PCs may also be able to get some credit if
they ask someone to examine the brooches
given to them by Otasura in Chapter 1. A mage
(quickly summoned by Lord Stirling) using the
detect invisibility spell can clearly see Otasura's
wizard mark and will recognize the mark as the
sign of Twofold House.

Assuming that the PCs describe the swan cor-
rectly and provide at least one other piece of cor-
roboration, Lord Stirling will grudgingly give
them the benefit of the doubt. At this point, Lord
Stirling orders the troops on the wall to either
lower some ropes for the PCs (night) or order a

cavalry charge against the orcish warband (day).
Either way, the PCs are now safe. The Honshar-
ian defenders escort the PCs to a well-guarded
"waiting room" where the PCs can relax until
the Honsharians get a chance to summon a
mage from Twofold House to use Otasura's
wand of polymorphing on them.

Conclusions

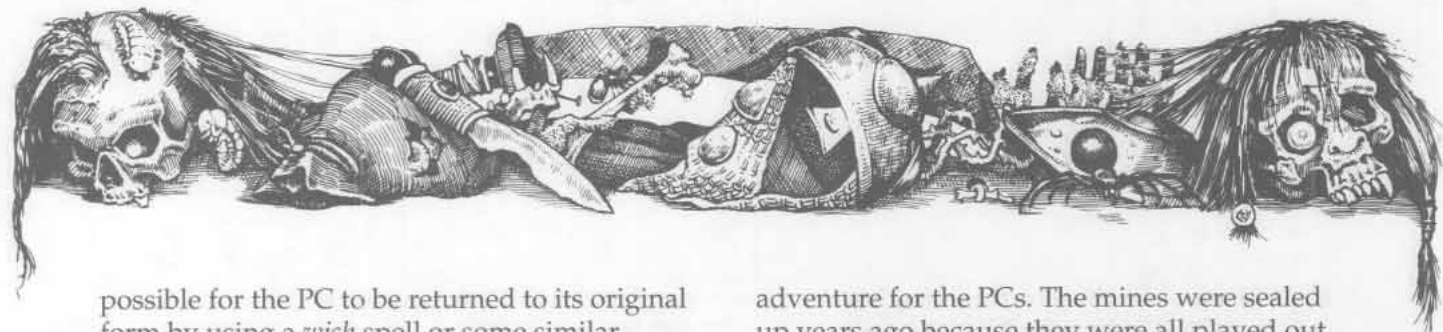
If the PCs retrieve the *Ca'ega* and make it back
to Honshar, they effectively nullify the orcish
battle plan. The orcs will have to fall back and
regroup—perhaps to renew the attack in a year
or so.

As Lord Stirling mentioned, Otasura is dead,
which was why the PCs did not get picked up
at either of the two rendezvous points. How-
ever, the historian of Honshar's War College,
D'Japh of Twofold House (Otasura's eldest
daughter) knows how to use the *wand of poly-
morphing* and is skillful enough to return the
PCs to their correct forms. D'Japh will do this
within hours of the PCs' return to Honshar.

The PCs should receive generous role-play-
ing bonuses along with extra bonuses for clever
ideas. In addition, award XP for all opponents
killed or defeated. In this adventure,
"defeated" can simply mean conning some-
body into letting you pass without attacking
you. At the DM's option, award a story bonus
to all surviving PCs that is equal to 10% of
the value needed for them to attain the next level.

If the PCs retrieve the *Ca'ega*, Twofold House
and the Honsharian government will grant each
PC the rights to a rich parcel of farmland (prob-
ably from the lands recently forfeited by Herpein.)
The PCs can hire tenant farmers to run this land,
in which case each farm parcel produces a steady
income of eight gp per month. With a one-time
investment of an additional 300 gp in animals,
new plants, buildings, and equipment, the farm-
land produces an income of 16 gp per month.
The PCs will still have to pay 30% annual income
taxes on the farms, and are required by law to
review the property once per year.

If any PCs truly become orcs during the
adventure due to Orc Points, they must imme-
diately give up their character to the DM. It is



possible for the PC to be returned to its original form by using a *wish* spell or some similar magic (see Appendix).

The PCs are likely to have further talks with Lord Stirling and other Honsharian commanders. They will have to tell him about Herpein's treachery and what the orcs intended to do with the *Ca'ega*. Lord Stirling will be reluctant to believe any wild accusations about Herpein. Of course, if the PCs managed to rescue Darian, and he is still alive, things will be considerably smoother.

If the PCs mention the *gate* and the "old mines under Honshar" comments that they overheard in Krimba-Hai, Lord Stirling and the other commanders launch a massive search for the old *gate*. This could become a separate

adventure for the PCs. The mines were sealed up years ago because they were all played out. There are still silver mines in the outlying districts, but no active ones in Honshar itself.

Honshar may even be able to use the *Ca'ega* against the orcs. If the orcs have not destroyed their newly built gate, the Honsharians could send an invasion force into Krimba-Hai, assuming that they could find the old *gate* and that they could figure out how to use the *Ca'ega* to activate it.

As a further consideration, even if everything goes perfectly for the PCs (and Honshar), Herpein will still be out there actively serving the forces of evil. What damage can he do? How many other secret servants of the evil gods are hiding in the ranks of humanity?

Appendix: Orc Points

Normally, when a creature is *polymorphed* into another form, the DM uses a system of saving throws and Intelligence checks to determine if the creature succumbs to the transformation. See the description of *polymorph other* in the *PHB*. In this adventure, the Orc Point (OP) system takes the place of all Intelligence checks, system shock rolls, and saving throws. The Orc Point system tracks how orclike each PC becomes.

Every time a PC does something orcish, this strengthens the "orc" mindset and puts the PC in greater danger of being stuck permanently in their new form. The OP system adds a bit of spice to the gaming session and can be tremendous fun. Groups that are supposed to be role-playing "in character" at all times can make the most use out of this system.

Gaining Orc Points

To start using the system, go over the OP rules with all the players. The best time to go over the rules with the players is when they have just been transformed into orcs.

While the PCs are in orc form, anything that the PC does that is orcish earns an OP for the PC. Behavior is "orcish" if it is rude, socially mar-

ginal, or involves one of the Seven Deadly Sins.

Any player (or the DM) can nominate any PC for an OP at any time during the game session. "My character didn't really say that" is not an excuse at any point. Make it clear to the players that at least for this adventure, they are "always on stage."

A two-thirds majority of the players (including the DM, but not including the nominee) must agree that the action warrants an OP. A PC may only get one OP per nomination. Be careful; the idea is to have some fun, not to have the game session degenerate into a name-calling catfight. Have some fun being extremely PC (politically correct) and more than a little paranoid!

The PCs will probably each pick up a few OPs very quickly. After that, the players will most likely start being very cautious about what they say during the gaming session, so the PCs will pick up OPs at a reduced rate.

Mechanics

Players should keep a running tally of OPs somewhere on the character sheet. Once a PC has OPs equal to Wisdom, the PC becomes an NPC orc under the control of the DM. The PC is irre-



deemably nonhuman at this point and permanently stuck in orc form. In fact, while it is possible to change the character back into its original form by using a *wish* spell or something similar, the character will believe itself to be an orc polymorphed into a different form. Of course, if a PC becomes an NPC orc, that does not mean they will immediately run to the nearest orc priest and turn the party in, or start fighting the PCs. In all probability, the new NPC will simply try to complete the mission. However, the NPC's attitude is going to be significantly altered.

Eventually, the PCs will have to do something orcish in order to fit in and not blow their cover. It's possible that they might have to pick a fight to gain rank, for example, or put the torch to a human farmstead. Part of the point of this adventure is to act like orcs, after all. When a player wishes to have their PC do something orcish in nature on purpose and *declares the attempt before doing it*, then that character does *not* receive an Orc Point. After all, if the player is declaring this action, then the PC must have been forcing itself into the orc mindset. It's only when the PCs do something orcish without thinking twice about it that they should receive an OP.

Redeeming an Orc Point

It is possible to redeem an OP. If a PC does something truly noble and good, this will cancel an OP. The action must be brave, display virtue, involve risk, and *succeed*. Be careful. If a player does something just to try to get rid of an OP, that is not good enough. All of the players (including the DM) vote on whether the action was sufficient to warrant redeeming an OP. The vote must be unanimous.

A PC should immediately get a 200 XP bonus (at least) for every redeemed OP. Any player can nominate any other PC (except himself) for redemption. Examples of behavior that would redeem an OP include a PC thief who goes to great personal risk to successfully free some human captives.

Experience Points

Good role-players will alter the way they

play the orc character. They might either become very fearful of receiving any more OPs, or their PC could actually begin to revel in the role. As a result, that character will either become more polite as the game goes on or gain more and more OPs until they realize just how close they are to becoming an orc permanently. A PC who finishes the adventure without permanently becoming an orc should get an XP bonus of 100 multiplied by the number of OPs gained.

Deliberately trying to push the number of OPs close to the boundary so as to gain more XP is an expression of greed, which means that the PC would immediately gain another OP.

Examples of Orc Point Behavior

Most of the possible actions that will earn an OP fall into the categories of bad manners or a display of one of the classic Seven Deadly Sins: Pride, Covetousness, Lust, Anger, Gluttony, Envy, and Sloth. The following list of OP-earning behaviors is not meant to be exhaustive, but should serve to illustrate the concept.

- Making critical comments about another PC.
- Striking other PCs (even lightly in jest).
- Ordering (as opposed to asking) another PC to do something.
- Self-centered behavior. Example: The PCs learn that a dormitory near a temple in Honshar has burned down. A priest PC belonging to that temple, asks, "What about my dorm?" before asking if everyone got out OK and if anyone was injured.
- Rudely interrupting another PC.
- Any noxious bodily emanations like burping.
- Use of profanity (especially by a priest PC).
- Theft from another PC.
- Use of the "tools of evil" such as poison, betrayal, and deceit.
- A fighter PC and the player of a priest PC begin arguing loudly. Unless they declare that they are doing this on purpose, this excellent portrayal of the friction between orc priests and orc warriors earns an OP for both PCs!
- Prejudice or any sexist comments, such as "all men are pigs."

Table 2: Random Encounter Table Reference for *The Silver Key*

DAY OR NIGHT ENCOUNTERS: Use this column to determine what creature is encountered. Ignore inappropriate results.

Caravan encounters are with a caravan that is either entering or leaving Krimba-Hai. See Chapter 2 for the composition. Caravans are sometimes just farm wagons carrying supplies.

Carrion crawler encounters are with one of the carrion crawlers that wander the back-alleys, set loose to clean up refuse. The orcs may lash a live prisoner down near the crawler and take bets on how long before the prisoner dies.

City Guard encounters are with a group of 3d4+4 orcs with a leader of level 1d3+2 and a priest of level 1d4. The guards are charged with keeping order in the city and can be brutal about doing so. The priest may ask to see the PCs' "papers."

Criminal encounters are with an orc on the run, fleeing the authorities for some real or trumped up charge. If the PCs help the orc evade the Law, he will do a favor for the PCs.

Drunken Orc encounters are with 1d4 drunken staggering orcs. It is 25% likely that there will be a press gang nearby.

"Gambler" encounters are with 1d4 street gamblers. Orc gamblers do not play dice or any other games of chance. Instead, they take bets on the outcome of games of skill, such as tomorrow's gladiatorial combat. Gamblers are a great source of information.

Ghost or Ghoul encounters occasionally occur around the city. The undead creature will be performing some task for an evil orcish priest.

Half-orc encounters are with a half-orc who is either a priest (20%) of level 1d4, a fighter (50%) of level 1d4+2, or a thief (30%) of level 1d4. Half-orcs have a 30% chance of being multi-classed.

Herder encounters are with 2d4 young orcs herding ten shaggy cattle. The cattle are amazingly foul-tempered and will attack at the least provocation.

Officer encounters are with an orc fighter of level 1d4+2 accompanied by 2d4 orc guards. Any PCs that cannot produce papers certifying that they are already assigned to a specific task may be recruited for the "special mission."

Ogre encounters are with a single ogre accompanied by 1d4 orcs.

Orog encounters are with the half-breed children of ogres and orcs. Orogcs are 6' to 6'6" tall, have 3 HD, and get a +3 Dmg modifier.

Patrol encounters are with an Orc Patrol that is either leaving or entering Krimba-Hai on a reconnaissance mission. Each patrol contains 1d6+6 orcs, a priest of level 1d2+1, and a fighter-class commander of level 1d2+1.

Press gang encounters are with 2d6+4 orcs armed with swords but wielding clubs. If the PCs have no "papers," they may be drubbed and wake up in a wagon bound for the front.

Priest encounters are with an orc priest of level 1d4+2 accompanied by 2d4 bodyguards.

Rat, Giant During the day, this encounter is with 2d6 giant rats in an alley or old building. Double the number of rats at night.

Skeleton/Zombie encounters are with a group of 2d4 undead slaves out performing some simple, labor-intensive task around the city. These undead can be commanded by any orc priest.

Slave gang encounters are with 3d6+6 chain-ganged slaves out performing some hard manual labor in the city. There is one orc guard for every three slaves. Guards may include juvenile orcs "learning the ropes."

Swine are a group of 1d3+1 wild swine (1 boar plus sows) as outlined in Chapter 2.

Tradesman encounters are with an orcish smith, miller, or miner, out on some errand.

Warband encounters are with a group of 3d10+100 orcs, including 1d6 priests, 1d6 officers of level 1d4+1, and a commander of level 1d4+4. The warband is either entering or leaving the city on some mission. If leaving, the warband may need a few more orcs.

Watch encounters are with a group of five orcs with an F2 commander who are out stopping trouble.

Wereboar encounters will be with one wereboar champion accompanied by 1d4+1 swaggering companion orcs, each of level 1d2.

PURSUIT ENCOUNTERS: These encounters all take place at "trigger spots." Reroll inappropriate encounters.

Avoided encounters are encounters that the PCs sense and avoid. The DM could throw in a few extra of these encounters just to make the players feel good.

Battle encounters indicate an active battle between a force of 10d6 Honsharians and 15d6 orcs. An orc officer may spot the PCs and shout at them to "Get back in the fight, you cowards!"

Caravan encounters are with a caravan similar to the caravan in Chapter 2.

Honsharian encounters are with a military unit of at least 10 soldiers, with a leader of level 1d4+1. Unit type may be Infantry, Archers, Elves, Cavalry, or Foresters.

Patrol encounters are with an Orc Patrol containing 1d6+6 orcs, a priest of level 1d2+1, and a fighter-class commander of level 1d2+1.

Slave Catchers have numbers as an orc patrol, but are equipped with nets and 2d4 worgs to help track the PCs.

Warband encounters are with a group of 3d10+100 orcs, including 1d6 priests, 1d6 officers of level 1d4+1, and a commander of level 1d4+4. The warband is out on a mission.

Worg encounters are with 2d4 worgs out hunting at the direction of the orc priests.

Wyvern encounters have a wyvern rider hunting for the PCs

from the air. A wyvern rider is 50% likely to attack the PCs, and 50% likely to direct a military unit (patrol or warband) near the PCs' location.

RANDOM EVENT ENCOUNTERS: These events occur during the pursuit. Some of them may be helpful.

Battlefield encounters indicate the site of a recent battle, filled with noisy crows. There is a 10% chance that there will be 1d6 bodies left at the battle site. PCs who successfully detect secret doors can find an item such as a shield, backpack, weapon, or money.

Cache encounters mean that the PCs find a small cache of supplies hidden by either the orcs or the humans. Possibilities include 1d4 days worth of food and water (50%), 2d12 arrows (25%), or a bundle of tents, tarps and other camp supplies (50%).

Caravan, uninformed encounters are with caravans that are not part of the orc hunt (yet).

Dead Body indicates that the PCs find a dead body equally likely to be a human or an orc body. At the DM's discretion, the body may have something useful on it.

Heavy Rain indicates that the area is hit with a heavy rain. The rain cuts vision, movement speed, and missile range in half.

Horse or mule encounters are with an abandoned horse or mule. A ranger who makes a successful animal empathy check can lure the animal close enough to be captured.

Loss encounters indicate that the PCs lose a vital piece of equipment during the chase. Examples include finding that some of their food has been lost to mice or rot, losing a weapon during a fall, or breaking a weapon. Randomly determine which PC gets affected.

Obstacle encounters indicate that the PCs' current line of movement is blocked by some terrain feature (mudslide, rockslide, ravine, etc.) The PCs must change direction.

Patrol, uninformed encounters are with an orc patrol that has not been informed about the hunt for the PCs.

Small cave encounters indicate that the PCs find a small cave where they can hide or seek shelter. There is a 10% chance that the cave is already occupied by troll, bear, ogre, or similar creature.

Smoke encounters are with a cloud of smoke from burning. The fire could be from a farmstead, barn, copse of trees, or field. There is a 10% chance that whoever set the fire is still nearby. The PCs may be able to use the cover of the smoke to evade pursuit.

Sunshine indicates an unusually bright, hot period of sunshine that lasts for 2d4 hours. PCs who are in orc form suffer -2 penalties to hit during this period.

Vulture/crow encounters indicate that a number of vultures or crows follow the PCs. This has a 25% chance of attracting an encounter from the "Pursuit" col-

umn, unless the PCs can somehow lose the birds.

Warband, uninformed encounters are with an orc warband that has not been informed about the orchunt for the PCs.

Wounded Soldier encounters are similar to Key Event One. The soldier may be an orc or a Honsharian.

LANDSCAPE FEATURES: These are included to make it easier for the DM to describe the surrounding terrain when an encounter or event occurs. Reroll inappropriate results. For instance, it is not appropriate to have a "field" location while the PCs are still in the hills.

Briar Patch indicates that the encounter occurs near a large briar patch. The PCs may be able to hide in the briar patch.

Burned Field encounters are with a field that has been burned. Fields can be up to 400 yards on a side.

Clearing indicates that the PCs find a small clearing in one of the forests or woods. The clearing is no larger than 100'x100'.

Copse is a small thicket of trees, no larger than 100'x100'.

Downs are open, grassy, slightly hilly areas with no usable cover.

Field indicates that the PCs are near a farmer's field that is being used to grow crops and has not been burned. Fields are usually surrounded by stone walls, which may provide some cover. Fields can be up to 400 yards on a side.

Field Wall encounters are near a stone field wall (3-4 feet tall) that may be used for cover.

Fire encounters indicate that something nearby is burning, such as a field, farmstead, or copse of trees.

Hill indicates that the encounter takes place near a small hill.

Large Oak indicates that the PCs are near a large oak (+20 feet tall), probably on the edge of a field.

Meadow indicates that the encounter occurs near a large grassy meadow. Meadows have little cover and can be up to half a mile across.

Plains are wide open grasslands. There is little or no cover for at least half a mile across the plains.

Pond indicates an encounter near a small pond (no more than 100 feet across). The pond is 20% likely to be fouled with a dead body.

Ridge indicates that the encounter occurs near a sharp hilly ridge. Roll 1d6 to determine which way the ridge runs. If the PCs cross the ridge, there is a 20% chance that another pursuit encounter occurs immediately.

Spring indicates that the encounter occurs near a small spring which is 20% likely to be fouled or poisoned.

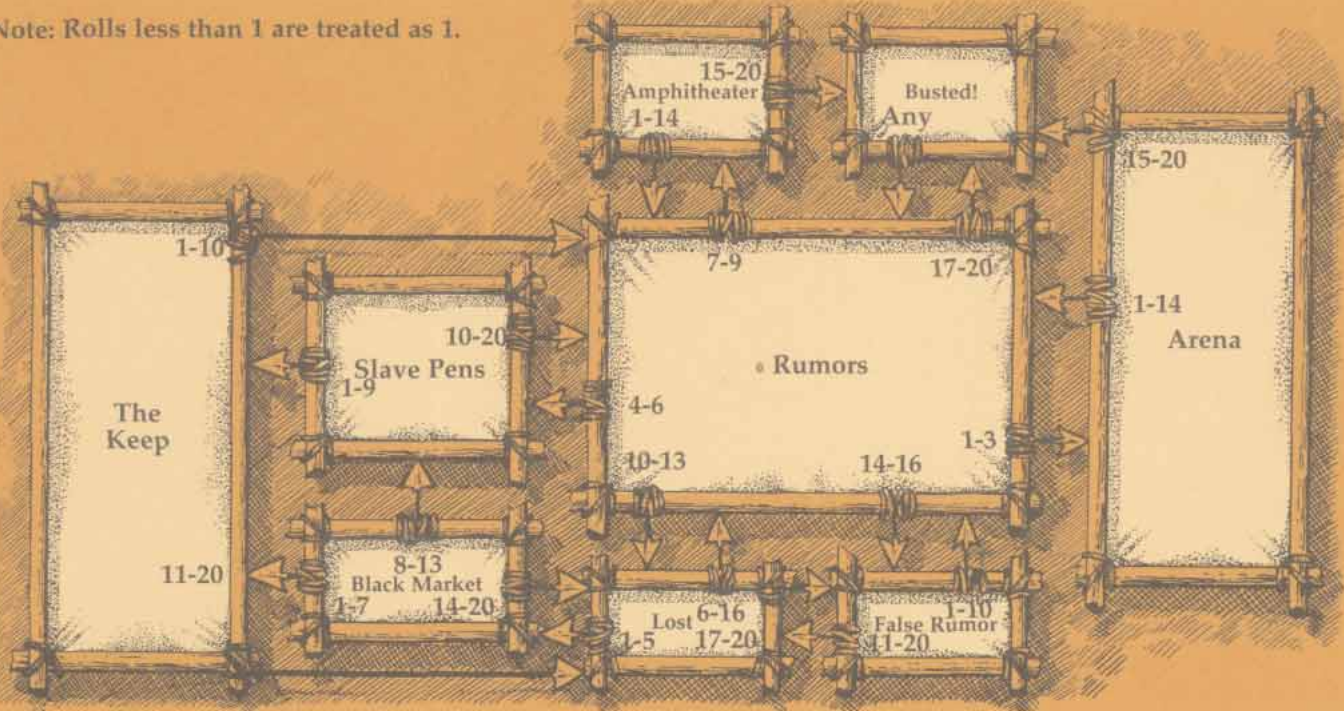
Stream indicates a small (2'x5' wide) stream that is not indicated on the color terrain map.

Valley encounters indicate a small valley with a stream at the bottom. Roll 1d6 to determine which way the valley runs.



Krimba-Hai Flow Chart

Note: Rolls less than 1 are treated as 1.



Random Encounters

Day in Krimba-Hai

02 Carrion Crawler
03 Wereboar
04 Lizards, Giant
05 Rat, Giant
06 Swine
07 Patrol
08 Orc Officer
09 Watch
10 Tradesman
11 Caravan
12 Slave Gang
13 Herders
14 Priest
15 Half-orc/Orog
16 Bust
17 Warband
18 Press Gang
19 Ogre
20 Criminal

Night in Krimba-Hai

02 Carrion Crawler
03 Swine
04 Day Table
05 Drunken Orcs
06 Warband
07 Bust
08 Gambler
09 Officer
10 Watch
11 Watch
12 Caravan
13 Tradesman
14 Bust
15 Rat, Giant
16 Priest
17 Wereboar
18 Half-orc/Orog
19 Skeleton/Zombie
20 Ghast or Ghoul

Pursuit

02 Honsharians
03 Honsharians
04 Avoided
05 Wyvern
06 Worgs
07 Slave Catchers
08 Caravan
09 Warband
10 Patrol
11 Patrol
12 Patrol
13 Warband
14 Caravan
15 Slave Catchers
16 Worgs
17 Battle
18 Wyvern
19 Honsharians
20 Honsharians

Random Events

02 Wounded Soldier
03 Patrol, uninformed
04 Warband, uninformed
05 Caravan, uninformed
06 Vulture/crow
07 Cache
08 Battlefield
09 Loss
10 Smoke
11 Smoke
12 Obstacle
13 Heavy Rain
14 Sunshine
15 Horse or mule
16 Cave
17 Caravan, uninformed
18 Warband, uninformed
19 Patrol, uninformed
20 Dead Body

Landscape Features

02 Fire
03 Copse
04 Downs
05 Plains
06 Stream
07 Clearing
08 Burned Field
09 Field Wall
10 Field
11 Hill
12 Valley
13 Briar Patch
14 Field Wall
15 Large Oak
16 Pond
17 Spring
18 Meadow
19 Ridge
20 Fire

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The Silver Key

by Ted James Thomas Zuvich

Between the settled human lands and the orc-filled mountains rests the barony of Honshar. The residents have grown used to occasional orc raids, but now they find themselves facing a full-scale war. As if that wasn't bad enough, the orcs have kidnapped an important political figure from Honshar, along with a crucial magical item—the Silver Key. Unless the key is recovered, it could be Honshar's undoing. Both the key and the hostage are being held in the orc city of Krimba-Hai, so getting them back will be tricky. However, there is a plan. . . .

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