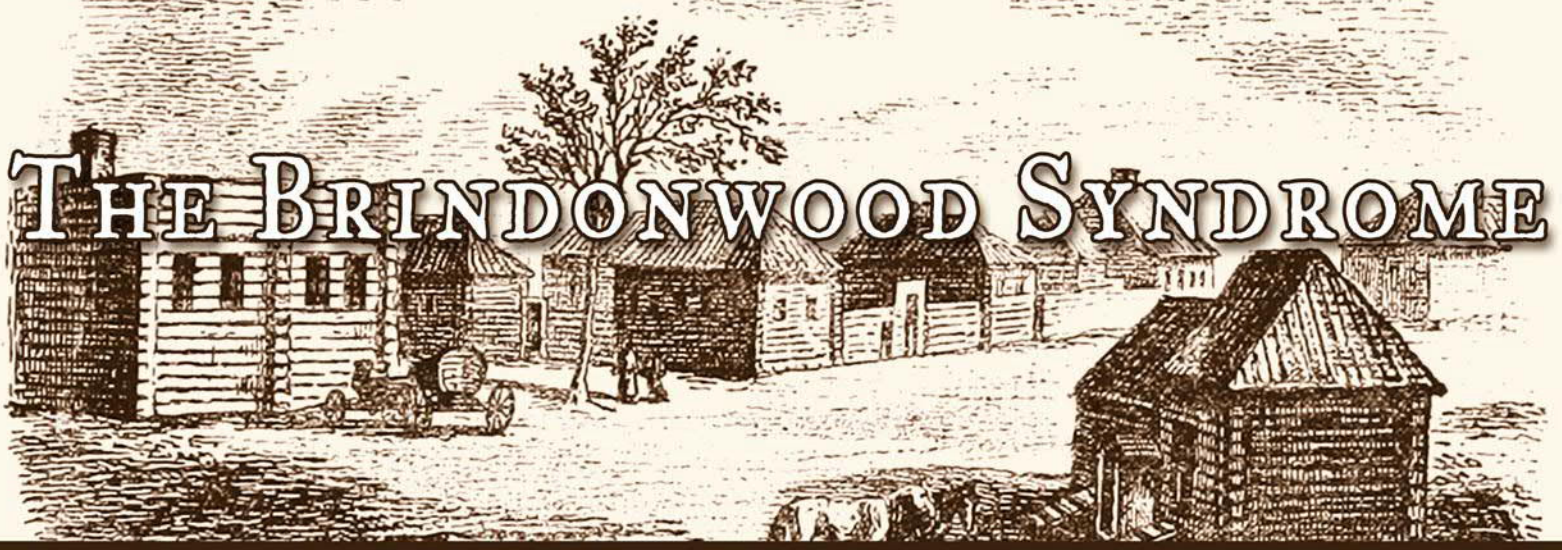


# THE BRINDONWOOD SYNDROME







## Introduction

This scenario is designed to challenge a group of four to six players with characters that are 5th to 7th level. Atypically powerful or numerous adventuring parties of lesser experience should be able to surmount the obstacles posed herein — this is a judgment call you as GameMaster must make before setting your players out on this mission.

The adventure takes place in the Brindonwood, in the village of Lovoridu. Social interaction, investigative work and hard fighting are all required providing opportunities for many classes to employ their abilities to contribute to accomplishing the end goal.

## Background: The Tale of Gari

Gari was the third son of Balar, a poor woodcutter, and his wife, Teelai. An awkward and ugly child, poor Gari became the brunt of cruel jokes by the other village children who called him ‘the ugly orc-boy.’ Even his elder brothers, Frolikar and Paramel, had little to do with him. Only Lusinna, daughter of the village blacksmith, felt sorry for Gari. She stood up for him and became his only friend. However, as they matured and became young adults, she grew afraid of Gari. He began to talk to himself and stare off into space. More than once, Lusinna caught him torturing small animals, calling them by the names of some of the villagers. As he grew more introverted, he became increasingly possessive and jealous of Lusinna. The villagers believed him insane and actively eschewed any contact with the boy.

Only the strange old blind man (now near death), Koltar (referred to as “crazy coot”), treated Gari as a

person. Koltar supposedly spent almost five years living with the wild tribes of the Brindonwood and told fantastic, if unbelievable, tales of his adventures. Gari was quite fond of him and would listen to his stories for hours. Koltar taught Gari many things about the forest and its peoples, including the Orcish language and customs.

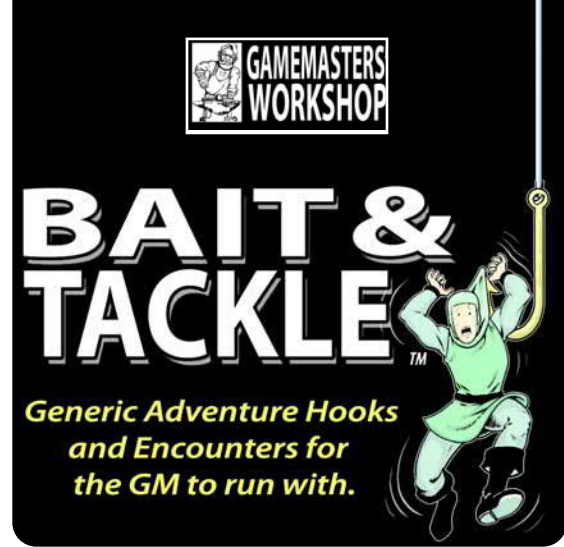
When Gari was not being ridiculed, he would quietly follow Lusinna around, spying on her and stalking her. Eventually, she was desperate to escape his watchful eye so Lusinna humiliated Gari in front of several other people. She taunted and laughed at him in an effort to drive him away. Her plan worked, only too well; and Gari ran off into the wilderness vowing revenge against the village. His already fragile mind snapped completely. The darkest of his thoughts turned now to the one he hated the most: the “cruel and treacherous” Lusinna.

A group of orcs found Gari after several days of aimless wandering in the forest, half starved and suffering from exposure to the elements. They swore obscenities and hurled feces at Gari, meaning to have some fun with him before they tore him apart. Gari, however, showed no fear. He spoke with respect to the orc leader and showed an uncanny knowledge of the Orcish customs of greeting. The surprised orcs held off murdering the strange human at the orders of their leader. When taken to the orc camp, Mundunooguu, namesake of the tribe, defacto tribal leader, and cleric of the Conventicle of Affliction, spoke to Gari about the ways of the Rot Lord. Gari liked what he heard and quickly became a disciple. That was eight years ago, on Gari’s fifteenth birthday.

During Gari's time spent with the Mundunooguu ("Rotting Corpse") tribe, he became strong in the ways of the pestilent ones. Mundunooguu is an exceedingly venerable orc of forty five years of age and saw in Gari the perfect heir to his position and teachings. Mundunooguu is sterile, so he cannot produce an heir of his own and none of the orcs of his tribe displayed the necessary wisdom to learn his craft. Gari, on the other hand proved to be a quick study and his knowledge of diseasecraft grew quickly to exceed even Mundunooguu's own. Mundunooguu knows he will die within the next few winters, but feels confident that the tribe will benefit from the leadership of his talented and insidious ward.

While the tribe hates most of the humans in the area, they are not expansionists because they fear reprisals from the Robuselido military. They prefer to cause hardship for others simply by spreading disease. While learning from the orc tribe, Gari never forgot his home or Lusinna. When he felt he was strong enough, he and some of the orcs found their way back through the forest to the outskirts of his boyhood home. Here Gari and his new allies took up residence in an old cave where they could hide and spy.

They brought spotted cave rats from the lair of the Mundunooguu orcs, infecting the rodents with a horrid wasting disease. After the spotted rats died, Gari and the orcs tied stones to them and sank them in the river. This proved mostly ineffective, as the water was easily diluted as the river flowed on. Because of this, Gari and his band have been growing increasingly bold in recent months, sneaking into town at night to bury the rats in different locations, particularly Malardin's vegetable fields and Othryn's herb plot. There, the ill humours of these dead rodents seeped into the earth and crawled up the very roots of the plants, making them toxic. Soon, those who ate Malardin's vegetables, or consumed Othryn's herbs began to get sick. Gari knew the oldest and feeblest would start to die first, followed by the younger ones. Gari plans to strike the mill and granary next and he hopes Lusinna will be the last to suffer from his special revenge.



The players can enter the adventure in several predetermined ways, or you the GM can incorporate your existing campaign background and history (perhaps blending it with the hooks presented here) to create a tailored story that best suits your individual HackMaster game.

What follows are story ideas that should serve to draw your players into the adventure:

1) In Robuselido, an agent approaches the PCs.

☞ A man saunters up to you, his burgundy tunic tied tight around his bulging belly with a bright yellow sash. Sizing you up, his mouth curls into a wide smile. "My friends," he begins, "Allow me to introduce myself, Balamir Rupeti is my name and I'd like to offer you an opportunity to enrich yourselves. Interested?"

If the PCs agree to hear him out, Balamir will treat them to a meal and a tankard at the Black Spoon Inn. After ordering their meals, he will go on.

☞ I'll be blunt. I am a recruiting agent looking to hire blooded mercenaries for what promises to be a dangerous contract. You've heard of Falama & Farama's Fine Wines, I hope? It's a fairly successful business here in Robuselido, purchasing wine in Shyta-na-Dobyoy and transporting it here in caravans. Well, one of their caravans never made it to here. Normally, this would only mean a loss of coin, but this instance was different. Vanamir Falama himself was travelling along with the caravan when it was attacked by bandits in the Brindonwood. Survivors from the caravan said the bandits attacked at night, two horsemen riding down anyone who tried to run. No one got a good look at them, so there's no way to know which gang they were from.



to Shyta-na-Dobyō

Pared

# THE BRINDONWOOD

Mundunooguu  
Orc Hamlet

Orc Food Plot

Lumberjack  
Camp

Lovoridu

Gari's Grotto

to Robuselido

CENTRAL BRINDONWOOD

Map Scale (miles)

0 1 2 3 4 5 10

**G**ari was born an ugly child and for his ugliness he earned the scorn of the townsfolk of Lovoridu. During his childhood, every day brought fresh torment as the other children of the village pelted him with stones, offal, and insults. His only companion was the girl Lusinna, who took pity on the wretch. But, even her friendship was not enough to allay the growing strangeness in Gari's mind. He began to grow more violent and unpredictable, mutilating small animals and glorying in the odd things that would grow in their corpses. He spent long hours in conversation with old man Koltar, who had learned the rudiments of the orcish language in his years living among wild things of the forest. Orcs became a new fascination for Gari. They were ugly like him, but they were strong as well. Their savagery gave them power and he saw how the folk of Lovoridu hated these creatures. Hated them, but feared them too.

As he grew older Gari learned to cultivate this fear in others. Any who taunted him now would feel stones hurled back at them in kind and find that their pets had gone missing in the night. With the right application of violence, Gari was no longer scorned-- he was hated. By the time Gari had turned fifteen, only Lusinna still had any dealings with him. But soon, his cruel and bizarre eccentricities became too outrageous for even her kind heart to bear. She joined with the townsfolk in driving him off into the woods and Gari lost any last shred of tenderness he may have once held for her or for his birthplace. A pariah, Gari wandered in the woods, eking out a meager existence on oozing berries and what roots he could dig up from the earth. It was not long before he was found by Mundunooguu Orcs out hunting for new slaves.

The orcs hurled feces at the human as they jeered, but Gari was unafraid. He spoke back to them confidently in their own language and displayed such courtesy (in an orcish sense), that the Mundunooguu Orcs were at a loss as to what should be done with this perplexing man-child. Deciding to leave the thinking to their leader, as they usually did, the orcs brought Gari before the priest Mundunooguu to see what should be done.

Mundunooguu, too, was uncertain of what to do until he heard Gari speak of his hate of Lovoridu and his desire for power. Mundunooguu, unable to father an heir himself, decided to take a risk and show Gari one of his victims being prepared for sacrifice to the Rot Lord. Rather than being repulsed, Gari was fascinated by the offering, a man not too many years older than himself, but infected with dozens of virulent diseases, kept at the edge of death by Mundunooguu's skill. Gari had a thousand questions for Mundunooguu that he struggled to voice with his limited Orcish, but the old priest could see through his clumsy language to the mind behind it. Here, finally, was the heir he had tried for so many years to make for himself, the acolyte that no dim-witted Mundunooguu Orc could become.

During the next eight years, Gari learned the Orcish language and the ways of the Rot Lord quickly. It wasn't long until his skill in diseasecraft began to equal that of Mundunooguu himself, and even surpass him in some areas. Far from feeling threatened by his pupil's quick rise, Mundunooguu was overjoyed to see the lad grow in power and Gari himself felt secure in the presence of this creature who had become more like a father to him his own ever had been. Now a man of twenty-three summers, His hair has grown long and oily and his skin is bedecked with the trappings of a priest of the Rot Lord: boils, pimples, and deep pockmarks from his loathsome piety.

Gari had earned his place amongst the tribe and was highly regarded as a potent holy man and a truly debauched comrade. With the blessings of Mundunooguu, Gari has assumed leadership of a small band of orcs with the express purpose of introducing new plagues amongst the folk of Lovoridu. With his new allies at his beck and call and new powers at his command, Gari is ready to make the homecoming he has dreamed of since his youth and wreak his malodorous vengeance upon the unsuspecting villagers of Lovoridu.

**Spells:** 1st- *Hex (Immunosuppressant)*, 2nd - *Alter Emotion: Frighten, Curse (petty)*, 3rd - *Safe Haven*, 4th - *Contagion*, 5th - *Induce Drunkenness (sloshed)*

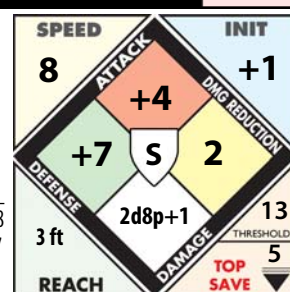
## Denizens of Tellene



**Gari**

**Race:** Human  
**Class:** Cleric  
**Level:** 5  
**Size:** Medium  
**Movement:** 10 (jog)  
**Alignment:** CE  
**Hit Points:** 35

STR 10/84 INT 11/64 WIS 13/48  
DEX 14/62 CON 11/21 LKS 08/07  
CHA: 07/16



**Possessions:** scimitar, small shield, divine icon, leather armor, ragged clothes

**Proficiencies:** blind fighting, Etiquette/Manners (orc), fast healer, scimitar specialization

**Talents:** none

**Quirks/Flaws:** Pocking, Anosmia

*Stats represent Weapon and Shield fighting style using a scimitar and small shield*

### Skills

Botany	93
Current Affairs	56
Divine Lore	56
Hiding	30
Kalamaran	67
Orcish	51
Listening	28
Literacy (Kalamaran)	15
Literacy (Orcish)	17
Observation	33
Religion (Rotlord)	44
Rope Use	20
Scrutiny	19
Sneaking	35
Torture	26
Weather Sense	25



☞ Sulat Farama is deeply troubled that his partner is not among the survivors and worries that the man may be held captive someplace. He's willing to pay 100 silver pieces for the return of Vanamir Falama, with a 100 silver piece bonus if the man is returned alive. That's the long and short of it—so, what do you say? Care to make some real money?

If the PCs agree, then Balamir will produce a contract for them to sign and continue:

☞ The attack took place just outside of the village or Lovoridu, I would look there first. When you find Vanamir Falama or his corpse bring him back here and you'll be paid your reward.

If the PCs attempt to haggle or refuse to take on the mission without a larger reward then Balamir will stand and before turning say:

☞ Very well. I don't particularly need your help. Mercenaries like you are a dime a dozen in Robuselido. I'm sure that they would enjoy very much to make the money that you have scorned.

With that, he walks away. If PCs follow after and offer to take the job for the original price, Balamir will snort and offer them only 50 silver, take it or leave it.

2) If PCs have a mind to travel to Shyta-Na-Dobyo, NPCs will suggest they take the road that leads through Lovoridu rather than around it, as the long way round is plagued by aggressive orc tribes and bandits. Taking the road through Lovoridu is significantly safer, though if folk are pressed as to why this is, however, they won't be able to give any real answer. The unknown reason has to do with the unusual tribe of orcs living near to the town of Lovoridu. The orcs living in the forest outside of town have a loathsome reputation among the other tribes due to their reputation for spreading deadly illnesses at the merest contact. Because the other tribes fear to have any contact with these orcs and the Mundunooguu orcs are relatively inactive (until recently), the area around Lovoridu is largely free of dangerous assailants.

3) If the Party has a cleric of The Traveler among their number, then he will be approached by a member of his order, with orders to attend to some temple business in Lovoridu. The cleric wants the party to

assist Talhman (see 18: Temple of the Stars) in his final studies (essentially, helping him attain 1st level).

☞ A lean, bald little man dressed in simple traveler's clothes and gripping a worn walking stick approaches your party.

"May the stars guide you, fellow travelers. I bring a message to you from our order."

The man produces a scroll sealed with white wax and stamped with a shining star.

"There is a village a few days march from here called Lovoridu. In it, I have heard, there is a lovely temple dedicated to the Traveler. Their priest, a man named Y'Day, left for an extended journey and has not yet returned. Currently, there is only an acolyte to minister to the flock. The order wants you to travel to Lovoridu to confirm the young man's proper induction into the Temple of the Stars. Good luck and swift travels."

4) If any of the PCs (or NPCs attached to the party) have siblings who the GM has not yet actually placed in a town, then have one of them live in Lovoridu. Inform the party that they are close to where that sibling lives.

5) If the PCs are traveling to Shyta-na-Dobyo (or from Shyta-na-Dobyo to somewhere else, as the case may be) the PCs may join up with a caravan for the journey. During the trip, the caravan will have to have to make a stop in Lovoridu for a night or two (because of a cart's broken axle) and from there they can begin the adventure.

## ACT I

### Village of Lovoridu

Lovoridu (pop. 200) is a tiny collection of families who make their living cutting trees and sending the logs down river to the town of Pared. From Pared the logs are collected and then floated on the coastal current to Shyta-na-Dobyo. Shipbuilders in Shyta-na-Dobyo pay well for the large, straight trees and use them to make some of the finest ships in the north. The town's only hostel, the Lumberjack Inn, has infrequent business and the only foreigners who stop here are merchants traveling up and down the river. These same merchants provide the small quantity of

goods available in the general store. The village basically consists of: a flour mill, a blacksmith shop where axes are sharpened and workhorses are shod, the inn, a village hall, a general store, a Temple of the Stars and a collection of small houses. Fields of barley and wheat to the north and east ring the village.

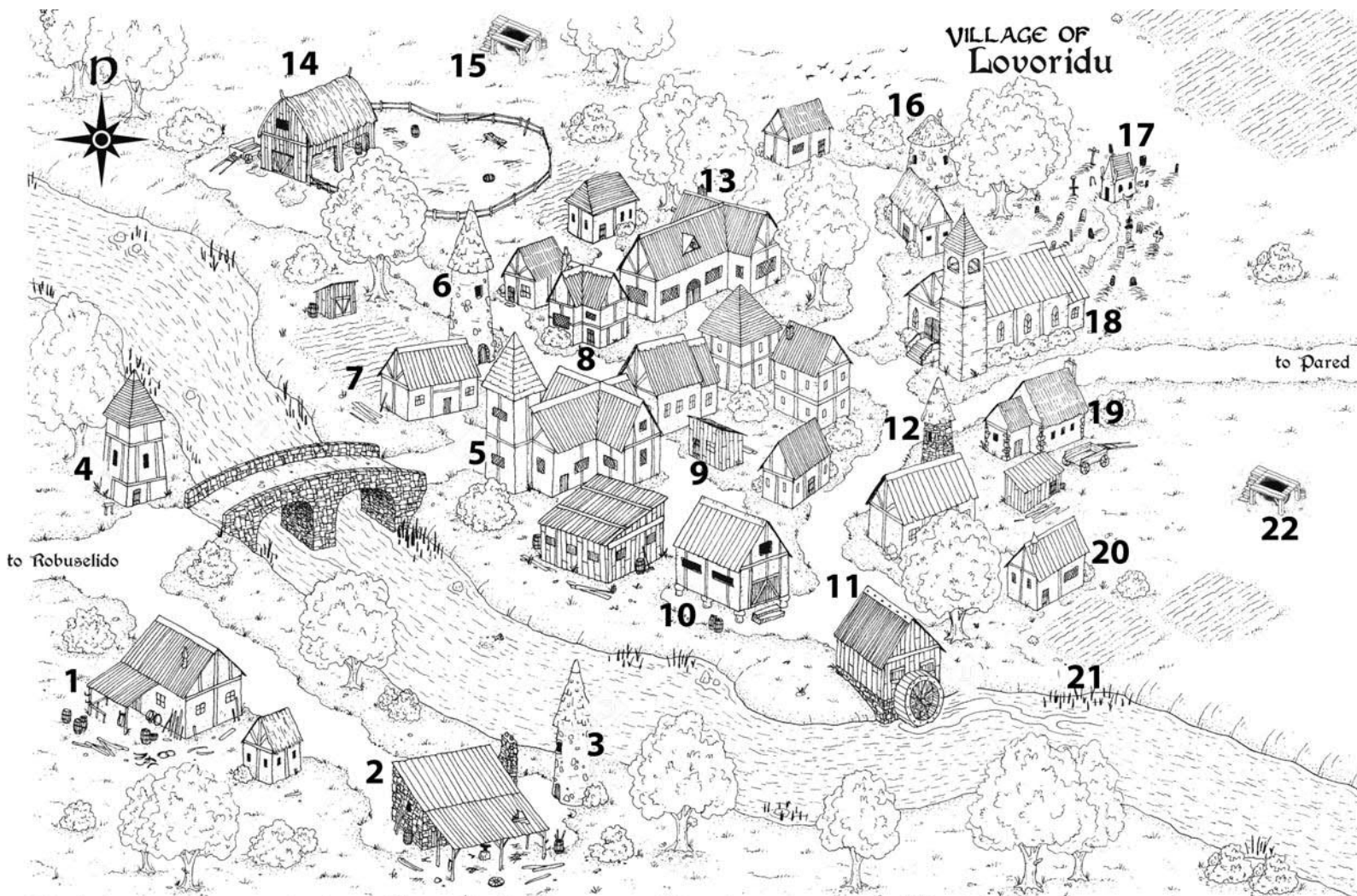
Lovoridu has no mayor. The prominent business leaders run it together calling themselves “village elders.” The village is under the dominion of the Robuselido government. Occasionally, Robuselido military patrols visit to ensure the safety of the inhabitants or to collect taxes as necessary. Additionally, three men at arms from Robuselido have been garrisoned here to guard the village, but they are currently sick and enfeebled. The only one who isn’t bed-ridden sits by the door to the garrison and can give the PC’s some introductory information about the town and sickness when they first arrive, but he doesn’t know much as he isn’t originally from Lovoridu.

Throwing garbage into the river is forbidden by the military patrols to avoid parasitic infestations (that would eventually end up downstream in Pared). Instead, the villagers use two pits on either end of town, closing off the entrances with a wooden cover. The village is surrounded by rolling fields of barley and root vegetables that quickly give way to forested hills.

Most of the villagers are unremarkable woodcutters and their families who are worried about what is happening. Important buildings and NPCs are detailed in the two sections below.

## 1) General Store

Smoke rises from the small chimney poking out from this modest shop. The front door is open and you can see various goods and sundries on display inside. A little shed stands a few yards away from store and a skinny chicken struts through the overgrown grass, clucking as it searches for food.




Gedril runs the general store and cares for her husband, Brudrel. A tree fell on Brudrel several years ago and crippled him. He is still very sharp, mentally, and remembers everything that has ever happened in Lovoridu. He reads constantly and can read and speak the orcish language but will not want to admit it unless necessary.

Availability of Goods (See *Player's Handbook*, Chapter 12)

- Clothing: Medium
- Illumination: Low
- Load Bearing Equipment: Medium
- Tools: Low
- Containers: Medium

The little shed near the shop is used for storage and mostly contains goods in need of repair before they can be sold.


## 2) Blacksmith

 This building is constructed with irregularly shaped stones held together by soot-stained mortar. A sign hangs above the door in the shape of a faded black anvil. From inside, you hear the steady clang of metal on metal and smell wood burning.

Larken is the village blacksmith and axe sharpener. When he isn't working in his forge, Larken tends to the workhorses and mules used to drag the logs from the forest to the river. Though he has grown old and slow, Larken fought alongside a mercenary company in his youth and is still strong. Larken never sold his old gear and still has a suit of chainmail, a battleaxe and a medium shield though he has not donned them in years. Most of his business comes from hooping barrels, but Larkin prefers to spend his time caring for the town's draft animals.

All of Larken's laborers and apprentices are currently sick with the disease ravaging Lovoridu and the old man has taken on all of their former responsibilities himself. For a man of his advanced age, the work is beginning to wear him down (though he'll never admit it) and some people whisper that he may work himself into an early grave if he doesn't find anyone to lessen his burden.

## 3) Abandoned Watch Tower

 A stone tower rises up into the air. The stout oak door hangs open and cobwebs hanging from the frame gently flap in the breeze. From above, you can hear the incessant calling of small birds.

Lovoridu's watch towers (the others are discussed under entries 6 and 12) are 40 feet high and were built before the arrival of the garrison from Robuselido. In the past, the towers were manned at all times, but decades of peace have resulted in their gradually abandonment.


Today they have fallen into a general state of disrepair. This is even more true given that the able bodied men who took the night watches have started to become sick at an alarming rate.

Each tower has a stout oak door which can be barred from the inside and rickety spiral staircases ascending to the second floor. Originally, the second floors of the towers were furnished with tables and chairs, but townsfolk have taken most of these over the years. A small fireplace set into the wall can be used to warm the second floor (as it is very drafty) and the many windows (née arrow slits) afford a panoramic view of the town.

If PCs want to keep watch from any of the towers, the townsfolk and guards will have no objection to them squatting in a vacant tower.

This particular tower has been taken over by new occupants. Several nests of starlings now roost in the crumbling roof of the second floor and have covered the interior in guano.


## 4) Pared Garrison

 This wooden tower looks newer than the older stone towers scattered through the town. From a second floor window, a bleary eyed man wrapped in a blue blanket and wearing several layers of clothing coughs before feebly shouting down in a hoarse voice, "Hal-- **\*wheezing cough\*** Halt! State your names and whatever business you have in Lovoridu. Oh god, my head..."



The Garrison is home to three men-at-arms from Pared, who watch over and protect the town. Their small two-story house is really just a wooden guard tower. It contains some basic cots and their belongings, and nothing else. Two of the men are currently bedridden with disease, and the third, a young man named Larg is also getting sick, but is just well enough to sit inside and feebly demand that visitors announce themselves.


## 5) Village Hall

 The large structure before resembles a meeting hall of some kind. Its white plaster walls look tarnished from lack of care, but otherwise it appears solidly built. From inside you can hear the muffled sounds of voices engaged in energetic discussion.

This stone and wood building, though not the largest in the village, is certainly the most respected, even above The Church of the Stars.

The hall is filled with large wooden benches, all facing a raised podium opposite the entrance. The villagers gather here to discuss any issues of importance. There is often a “village meeting” going on, the primary subject of which will be the discussion of the sickness afflicting the town. These meetings are rarely little more than two or three doddering old elders (usually Malardin and Brudrel) and Vuza who debate at length about how best to deal with the disease, but can never get anything done due to their incessant arguing. If the PCs have not already become involved, then these important figures will do their best to convince the ‘traveling mercenaries’ to aid Lovoridu—though they cannot agree by what method. They do not know very much about the disease or its origins (though each has assured themselves that they do), but will freely voice their arguments (probably much more broadly and lengthily than the PCs would hope) if asked or not.

When the PCs first enter the Village Hall, they find Brudrel, Malardin, and Vuza engaged in a vigorous argument,

 **Brudrel:** Honestly, it’s absurd, Malardin. As usual, you do not have even the remotest idea what you are suggesting — no concept whatsoever of this town’s history!

**Malardin:** Well, I still says it’s orcs have made this town sick—mark my word.

**Vuza:** I think you’re all ignoring the obvious. These rats are the real trouble. If the town could authorize the necessary funds, then it would be only a small matter to hire proper exterminato...

**Malardin:** Not more of this hogwash! The town’s always had rats. Towns have rats, that’s how it generally works. Buy a new cat with your own damn money, you miser.

**Vuza:** Rats spread disease, Malardin. That’s how it generally works — and I’m not requesting money for a cat, but to hire an actual ratter. Besides, the last cat was ripped to shreds...

**Brudrel:** Are you suggesting, Vuza, that the meal from your mill is responsible for the sickness plaguing our little community.

**Vuza:** I never said anything of the sort!

**Brudrel:** But if your mill is not the source of the disease, then why would you presume to trouble an emergency meeting with other matters?


**Malardin:** That’s damn right, we’re here to discuss orcs. I’ve heard one o’ them orc dogs was spotted not five miles from this very hall in the west woods

**Brudrel:** We are not discussing orcs! There hasn’t been any orc activity in over a decade! It must have been brought in from some outside community. Ask yourselves, who do we know the least about? Those lumberjacks must come into contact with all sorts of doxies. Men like that cannot be trusted and shouldn’t be allowed in!

**Vuza:** Woodcutters? That’s your explanation? Dozens of people make their way through town every month and we’ve never had a problem before. Maybe your real concern with the woodsmen is that they don’t care to visit your store. Rats are the problem.

**Malardin:** The thing about orcs is — they’re dirty, y’see. Probably full of diseases. But, I’m sure you would know more about orcs than either of us, Brudrel.

**Brudrel:** And what is that meant to imply?


 **Malardin:** Just that you're an orc-loving piece of trash who has no right to monopolize ownership of that general store when...

**Brudrel:** Enough! I will not be cowed by fear mongering from a jumped up farmer like you, Malardin! You... you old goat!

**Malardin:** Old goat is it?


The conversation then devolves into further bickering and name calling. If the PCs choose talk to any of the three individually, they simply re-hash much of what they have already said above, albeit with Vuza offering the PCs work as ratters (see 10 & 11 Mill and Granary).

## 6) Abandoned Watch Tower

 This stone tower's western face is covered in thick growth of ivy and crickets can be heard chirping from inside. Unlike the other towers, this tower has no front door, merely the remains of some iron hinges, now completely rusted and moss covered.

This abandoned tower's door is now being used as a table in B'tarin's shack (9) and the fireplace on the second floor is the occasional home of a cantankerous opossum and her fifteen young, all of which cling to her back. If disturbed, the opossum will hiss and scamper down the ivy on the west side of the tower. The second floor of this tower is otherwise bare.

## 7) Apothecary

 This cottage has a field of small, green plants behind it. A metal sign hanging above the door is in the shape of a mortar and pestle and creaks quietly as it swings back and forth in the cool breeze.


The apothecary is owned and operated by Othryn, a Gakite wise woman. She tends her own herb garden (which lies behind her house) and offers various poultices and concoctions for sale. Her herbal remedies are generally useless, although they may indeed provide small benefits such as "you feel a bit more awake than usual today," "your stomach is settled and calm," or "you feel as if your skin is a bit firmer and younger," but nothing of substantive worth.

**Important Note:** Anyone who takes a dose of Othryn's medicine will be exposed to the Burning Bowels disease (see Appendix I). Note this fact but have the PC make a communicability check (d20p+CON vs. d20p+15) sometime after this encounter so as not to tip your players off as to the disease vector.

*Full rules on handling diseases appear in the GameMaster's Guide.*


Othryn has been much called upon during this time of sickness, but if anything her herbs have made people even sicker than before. She has begun to suspect that some vile rot is infecting the herbs themselves and has taken to spreading wild rumors about the gods' disdain for Lovoridu. Her herbs have indeed become afflicted as orcs under Gari's command have been burying diseased cave rat corpses in her garden. PCs who spend two or more hours digging in her garden (if they can convince her to let them) will find three spotted rat corpses buried around the plot. The cave rats have black fur with wide, white spots and are visually distinct from the river rats found near the rat hole (21).

Othryn will be quick to ask any able-bodied young people to help her dispose of a terrible pest she believes is plaguing her business.

 "Would you look at the state of my herb garden! All dug up again and with my knees aching. Damn that opossum to hell! You young people... help a poor old woman and take care of that beast for me. I've begged that rogue Syan to help, but the bastard won't lift a finger!"

The opossum is nesting next door in the abandoned guard tower (6). Of course, if PCs slay the opossum, nothing will change. The garden will continue to be dug up as long as the orcs keep coming.

## 8) Paramel's House

 This small cottage is well put together. Smoke puffs up from its chimney and the flower bushes outside look tended to.


Balar and his wife Teelai still live in Lovoridu, in the house of their eldest son, Paramel. They never talk about Gari, but Balar will sometimes say a prayer to Rotak the Wanderer (asking for his son to find his way back home).



Paramel owns a 25% interest in the mill, from which he makes a living to support himself and his parents. From the time he could walk and talk, Paramel has had a primal dislike for his younger brother, Gari, though he gets along well with Frolikar.


If Gari is implicated in the spreading the disease, Paramel will be publically shamed. This induces him to offer up to 100 sp to the village coffers in order to sponsor any activities to remediate the disease. This may certainly include a bounty for mercenaries to track down a cure or to defray the cost of any purchases of medicine.

## 9) B'tarin's Shack

 In the midst of four white plaster townhouses, a small, tumbledown shack sits forlornly in a muddy lot. A pitchfork, its handle snapped in half, rests against one outer wall.

Little B'tarin is a ten-year-old orphan and rat catcher who lives in a shed owned by a neighboring family in Lovoridu. B'tarin usually works as an errand boy and servant in exchange for food and shelter, but with his current masters sick in bed, he has had to take up other employment. Currently that employment is working as a ratter for Vuza, the mill owner. As he is used to staying up all night killing rats, he will invariably be asleep during the day. Should the PCs wake him he will be a real pain about it, but the promise of a bit of silver should calm him down. There is nothing of value in B'tarin's house (and it is a terrible shambles), but PCs may notice that the table in the center of his room is little more than a large door balanced on some old crates. More information can be found on B'tarin in the NPC section (Appendix II).

## 10 & 11) Mill & Granary

 A water wheel spins lazily in the current of the cold river and next to it a granary stands two feet off the ground on its stone support columns. No workers appear to be present as you hear the mill's grindstone slowly rotating.

The mill and granary is a joint operation owned by Vuza, the managing partner (75%) and Paramel (25%). They make a good living from grinding meal and cutting logs for the village, as well as for traveling


merchants and loggers. Unfortunately, they are plagued by an infestation of rats. Five days ago, Vuza discovered several bags of grain had been gnawed through. She gave a sigh, but thought nothing else of it and placed two cats in the mill overnight. The next morning, one of Vuza's workers discovered the cats ripped to shreds.

Since that first day, Vuza and Paramel have stationed a young ratter (Little B'tarin), armed with a pitchfork, inside the granary. Every night he kills several normal rats, but the next night more rats arrive. The night before the PCs entered the village, the boy was attacked by a trio of giant rats and fled, vowing not to return to his post again.

Vuza is now desperate to find someone who can rid her business of these rats. She is constantly on the lookout for people to help her with this problem and will seek out the PCs if she hears strangers are in town. She will pay 15 sp each to anyone who succeeds in solving the rat problem. Vuza will only part with the money if the rats do not return for at least three days (she didn't come to own 75% of the business by giving away money...).

She lives in a surprisingly austere cottage near the church.

## 12) Watch Tower


 Another abandoned tower creaks in the wind. Its entry door is shut and honeysuckle bushes grow at its base.

The door of this watchtower is unlocked. The second floor of this tower has a few wooden mugs set up around a low table and some big piles of straw to serve as bedding. The fireplace has some half burnt logs inside though it seems like no one has used this room in a while. The room has the unmistakable smell of stale beer and there are several names carved into the wall. All are the names of different young people from around Lovoridu (all of them currently sick in bed).

It may be inferred that this is a place where local youths drink and carouse.

This tower is also the best place to spot the orc sneaking into the village to poison the food in the granary (see **Timeline and Encounters** on p. 16).

### 13) Lumberjack Inn

 The sign hanging above the large double doors leading into this inn depicts a sturdy looking man chopping down a large tree. Few sounds emanate from indoors, but the savory smell of hot stew and roasted meats pervades the area.

This large, wooden tavern and inn is mostly used as a resting place by weary timber cutters after a hard day's work. The atmosphere is quiet — the men who drink here are taciturn and gruff, sporting thick beards, long mustaches and a general dislike for conversation. Unmarried lumberjacks often eat their meals here as well, though only a few use the inn as permanent lodging. The only other patrons are those infrequent merchants traveling up and down the river. The menu, should an inquiring PC want to know, contains only meats and ales, with tripe being a primary constituent of the stews on sale. Breakfast foods are served around the clock as these are preferred by the lumberjacks for nearly every meal.

The prices are reasonable, but there simply is nothing to be found of a vegetable variety on offer. Because of this carnivorous menu, the residents and loyal customers of the inn have thus far remained unaffected by Gari's plans.

The owner and proprietor is a human named Jalenar. He is a former lumberjack who is now too old and frail to swing an axe with the strength of youth. He makes a meager living operating the inn with the help of his wife, Suvett (who is quiet and shy), and their daughters, Magette and Ilubek (also quiet and shy, but plug ugly, to boot). His wife and daughters assist him at the bar and in the kitchen, as well as cleaning the rooms and making the beds. The inn will have one to four customers in the morning, mostly the timber cutters eating breakfast before departing to the forest, and six to fifteen patrons in the afternoon and evening. Few passing merchants stop here since the disease hit and only truly desperate merchants will stay the night. For the duration of this adventure, all of the patrons will be residents of the village.

This inn is home to four timber cutters, as well as the inn keeper Jalenar and his wife Suvett. These are: Ralaken Gazek, Tofor Nav, Raza Mamod, and Satir Falon. They are burly, stern faced men, who do not take

kindly to jokes or too much merriment, preferring to drink in peace.

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**Kalamaran Lumberjacks** (25 EP each): HP 27 each; Init 5; Spd 10; Rch 3'; Atk +0; Dmg 4d3p+2; Def -1; DR 1; ToP 8; Size M; Move 10 ft./s; Notable Skills/Proficiencies: laborer, survival (29), forestry (26), carpentry/woodworking (26), cooking (30), language (Kalamaran) (57); Gear: woodman's axes, knives, thick flannels, hatchets

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Also living in the inn is Crazy Koltar, a local legend. His fantastic, if unbelievable, tales of his adventures are well known amongst the villagers. (It was Koltar's knowledge that saved Gari when the orc tribe found him.) He has a good memory but rambles and seems to get confused when telling his tall tales. Koltar was once skilled with a sword, but his disability and senility now render him a non-combatant. Koltar has no family, but Jalenar feels sorry for him and lets him live in the inn free of charge. Refer to Appendix II for further details.

The inn's specials include a potent red ale, blood pudding, and venison sausages made with meat caught by Syan the hunter (see 16). Local beer costs 3 trade coins per mug while the inn's specials cost 2 cp each. The second floor of the inn has ten rooms, five of which are available for rent.

A semi-private room (share with up to three others) costs 5 cp per occupant. If desired, a room can be converted for sole occupancy by swamping out furniture for a price of 2 s.p./night. Baths cost 3 trade coins. Ilubek, the proprietor's homely daughter, can give shaves or haircuts for 1 trade coin.


As there are no other inns or taverns in the village, Jalenar maintains a 'take it or leave it' attitude towards complaining customers.

The bar has no bouncers or guards, but the stout lumberjacks dislike people spoiling the calm atmosphere of the place and will toss out anyone who is disruptive.

A strongbox containing Jalenar's savings is hidden in a secret compartment in the master bedroom. The compartment is not hard to find (Scrutiny, Average), though it is locked (Lock Picking, Average), and only Jalenar and his wife carry a key. The strongbox contains the following treasure: a small mirror with silver engraving on the handle, and a blue cloth bag holding 439 cp.




## 14) Stables

 The pungent reek of manure and the braying of mules emanate from this large barn. A fat, gray mule stands near a fence post, chewing disinterestedly on some grass.

This is the stable where Larken (2) tends to draft animals when he has time away from his forge. At night, three mules and a draft horse can be found in the stable, but during the day these working animals are all out assisting the local lumberjacks. One animal, a fat old mule named Constance is here 24 hours a day, as the animal is too old to work. Larken has known the beast for years and supports it at a cost to himself. PCs who get too close to Larken may find themselves bitten or kicked by the foul tempered animal.

**Constance, the Mule** (0 EP): HP 32; Init +1; Spd 10; Rch 2'; Atk +3; Dmg d6p-2; Def +0; DR 2; ToP 13/6; Size L; Move 15 ft./s

## 15) West Garbage Pit


 The old stench of offal wafts up from this pit, despite the meager screen covering it up.


The village uses two garbage pits for their waste. They rotate their use so that when one gets full, it can be blocked off and allowed to compost while the other is put into service. By the time the second one begins to fill, the old pit's contents are dug out and employed as fertilizer, and the process starts again.

This pit is currently full and blocked off with a cover nailed to the low wooden walls that surround the pit. Should players employ carpentry tools to remove the cover, peering inside reveals a shaft of indeterminable depth as sewage fills it to within three feet of the orifice. It also emanates a thoroughly noxious odor — said smell being the impetus for the cover.

If players employed axes to damage the cover in order to get inside and sate their curiosity, they will have to deal with irate villagers insistent that they remedy this vandalism.


## 16) Syan's House

 The small hut looks to be made from the remains of an old watchtower and strips of birch-bark from the surrounding forest.


 A deer carcass is hanging upside down slowly draining blood into a large metal basin and the pelts of different animals are stretched on racks outside.

Syan is a local hunter of game and a prime supplier of meat to the Lumberjack Inn. He is often home during the day, as his work schedule is fairly flexible. His house contains 25 fowl in various states of skinning and plucking hanging from the walls, as well as a few smaller animals and maybe even a deer or two. Syan is half Kalamaran, half Deji and can speak both the local Deji dialect and Kalamaran fluently. A hospitable and inquisitive man eager for news from other locales, Syan will welcome travelers in quite openly. More information can be found on him in the NPC section (Appendix II).

If asked about Othryn's opossum-related complaints, Syan will sigh, roll his eyes and reply:

 "Opossums don't dig up gardens — they live in trees. They eat bugs and garbage. That's what I've been trying to tell that old madwoman, but she doesn't want to listen. I thought it might be rabbits or maybe a badger, but all of the snares I set up came up empty. I don't know what to say anymore. You haven't killed the poor thing, have you?"

Syan is very knowledgeable when it comes to the animal kingdom and could be very useful in regards to the rats buried around town. If shown the rat corpses (or given an accurate description of their appearances), Syan will be able to distinguish between the varieties of rat in town, i.e., the ruddy red giant river rat and the black, spotted cave rat. If asked the difference between the two varieties, Syan will remark that the reddish rat is a giant river rat.

 Oh, a giant river rat. These critters live all up and down these parts, nesting in riverbanks or abandoned houses. If their nest has been rooted out, I doubt we'll see any of them again for a long time. Good thing, too — their bite is terribly painful. You've got nothing to worry about apart from rat bite fever, of course.

In regards to the spotted black cave rat:

🐉 Well, well... now this is unusual. Where did you say you found it? Huh, that doesn't make any sense. What you've got here is a cave rat — the spots are a dead giveaway. Only, there aren't any caves around these parts and as to why it was found here... I really have no idea.

## 17) Graveyard

🐉 A collection of a few weathered headstones surround a small mausoleum made from white stone. A raven sits perched on a dead tree, pecking at a stolen wedge of bread and eyes you with a suspicious glance before taking off to roost elsewhere.

Lovoridu's small graveyard is located to the north west of the Temple of the Stars. Its tombstones are in disrepair and the ground is moss covered. In the center stands a small crypt where village elders are interred. It has a decidedly spooky atmosphere, but be that as it

may, it is just a mundane graveyard. Whatever other phantasmal fears PCs might project upon exist only in their own imaginations.

## 18) Temple of the Stars

🐉 This temple is by far the grandest building in town. It appears relatively new or just well kept-up. With its tall belfry and red glass windows, the temple appears somber and serene.

This temple was built a few years ago with money collected from Robuselido's followers of the Temple of the Stars. Formal services are conducted here on a quarterly basis — the first day of Spring being most notable.

The temple does not have a true cleric. Its original pastor, The Journeyman Y'Day, was present for its consecration, but travels most of the year, only coming to Lovoridu during holy days or certain festivals. The





vicar Talhman oversees day to day worship and ministrations. The townsfolk do not overly respect him, and he rues Y'Day for not sending anyone to assist him in his work. He is little more than a lay priest, capable of giving sermons and leading prayers, but endowed with few special abilities.

He is married to Lusinna and the couple have four children, all adopted orphans. They are distraught that they cannot find a cure for the disease afflicting the town. Lusinna is devoted to her husband, but she still occasionally wonders whatever happened to Gari. Talhman has received training in the ways of the The Journeyman and hopes to become ordained within the next few years. However, it is slow going with Y'Day so far away, because he must travel to Robuselido to receive this training and does not like to be away from his family for extended periods. He is currently considering a hasty trip to Robuselido in order to seek help in curing the disease but fears there will be no survivors left when he returns.


Talhman has scant formal training in combat, but a misspent youth has left him with some knowledge of how to properly fight with a club, and he keeps one in his house. He has training in first aid and botany skills but has thus far been unable to diagnose the cause of the disease. Even if he did discern the origin, he likely could not cure it using these homeopathic techniques, as it is quite virulent.

A majority of the villagers are worshippers of the Traveler, though only about half that number is observant. Many of Lovoridu's residents, or their parents, were once displaced persons fleeing conflict farther south and resettled here. The transition to a more stable life has caused several to fall away from the faith entirely as the Traveler's message no longer resonates with them. Despite this gradual decline, the villagers are but one client base. The church also ministers to travelers utilizing the ancillary trade route from Ek'Gakel to Shyta-na-Dobyu.


The temple is a large stone structure. The first floor is kept empty, save for several chairs and a few long tables for use in church services. There is a small kitchen and closet in back, where the large family prepares their meals. Talhman and Lusinna, along with their children, live on the upper floor. There is a small root cellar full of legumes, cured meats, and potatoes. By mainly sustaining themselves off of these food stores, the family has thus far managed to avoid

contracting the disease (though their belief that divine providence is solely responsible for their good health is not entirely unfounded as Talhman's faith provides him a +6 bonus). The meager treasure of the church is hidden among the scroll cases lining the walls of the workshop and consists of 300 trade coins, 386 cp, 62 sp, and a holy icon in the shape of a large polished silver star (worth 100 sp).


If the PCs enter the Temple, Talhman will be around to greet them.

 Well met, travelers. The Temple of the Stars welcomes you into her bosom!

If asked about the disease, he will reply:


 The sickness is been a terrible trial for our village. No one knows how it has come to pass, but by the grace of the Traveler, my own family is yet unaffected. It's such terrible business By all accounts; this is the worst thing to have happened since all of that commotion a decade back.

If asked about the "commotion," he will go on:

 Oh, ah, well...this is a bit awkward, but it concerned a young man who used to live in town. I believe his name was Gari. I don't really know all the details, as this all happened before I moved to Lovoridu, but apparently the villagers drove the lad into the woods. But, I don't really like to dwell on that unpleasantness.

If pressed further about Gari's story, Talhman will politely excuse himself to go and deliver food to the plague victims. Talhman is embarrassed by his wife's connection with Gari. PCs who are interested in Gari's story can learn it from any of the other NPCs in town. Refer to "The Tale of Gari" at the beginning of this document for more information.

## 19) Vuza's House

 The paint on this small cottage is impeccably white and the grass around it is expertly manicured. A string of garlic cloves and wildflowers is hanging above a doorway painted with a red blossom.

This is Vuza, the mill owner's home. She has strung the garlic and wildflowers over her door to ward off disease with their strong smells (but, of course, this has no effect). She will not be eager to let PCs into her home. If PCs do come to her house (such as to ask questions concerning the rat infestation), she will curtly conduct all business on her stoop without so much as a how-do-you-do.

## 20) Malardin's Root Vegetable Farm

🌀 A small cottage sits at the edge of wide vegetable fields stretching out to the northeast. Rows of green shoots, leaves, and stems stick out from the rich, black earth of the fields.

Malardin's farm is one of the chief suppliers of vegetables to the town, as most of the surrounding farmland is used for grain and cash crops. He grows mostly turnips, but also some cabbage, carrots, rutabagas, and potatoes. He is quite a talker, and people around town avoid starting conversations with him, as they tend to be long and one-sided. He does, however, have the additional reputation of growing delicious vegetables, and you would be hard pressed to

find a stew pot in town that isn't making use of some of his current stock. He sells his produce to the general store and directly to customers, and often employs the local children to cart his wares around town.

Malardin lives in town, and his farmhouse has a storage area out back full of sacks of vegetables and straw. His fields extend to the northeast for some 40 acres. Malardin doesn't know it yet, but his fields have recently become infected with the Burning Bowels. Gari's Orcs have been making nightly visits to the vegetable fields, burying spotted cave rat corpses. PC's who spend at least three hours digging will find nine spotted cave rats in the fields nearest to the cottage. The farther fields will yield even more rats, if searched.

## 21) Rat Hole


🌀 A large, muddy hole lays concealed amongst the rushes near the water's edge.

This hole is full of giant river rats – rats that have begun to plague the mill and granary. See the **Encounters** section for more information.






## 22) North Garbage Pit

 The putrid, sharp scent of garbage and night soil surrounds this large pit, despite the wooden covering setting on top of it. Fat, black flies buzz nearby.

This midden pit is similar in appearance to its twin on the other side of the village (15). However, its cover is not nailed down as is readily evidenced by it being askew.

This pit has only recently been put back in service. During the day villagers bring their chamber pots and waste bins to the hole and dump the contents in.

If the PCs investigate further, read:

 As you open the cover, a gut-wrenching odor wafts past you, violating your nostrils and causing you to retch.

The pit's shaft extends down 15 feet to a hollowed out chamber, about 20' in diameter and 10 feet high. The floor is covered in about two feet of semi-solid sewage (consisting mostly of feces and cooking scraps).

There is very little illumination, and should a PC light a torch it glows blue around the edges and its flames briefly swell four times their normal height as it ignites the noxious fumes in the air.


If characters opt to enter the pit, relay the following information as appropriate.

► **Observation (Easy):** An easy observation check reveals that there is a small tunnel dug into the back of the pit. The tunnel is just high enough that a medium size creature can move through it at a crouch. It leads 200 feet or so to the southeast and exits in stand of trees next to a field of barley. This is clearly how the Orcs and Gari have been accessing the town undetected.

A crude wooden ladder rests against one of the chamber walls facilitating access to the tunnel.

► **Virulence Check:** Characters entering the room will have to make a Virulence Check check vs d20p+8 to avoid vomiting from the stench of the room.

## 23) Unlabeled Houses

 A large white X has been painted on the door of this house. From inside you can hear intermittent coughs and pained groaning. People in the street seem to give it a wide berth.

The various houses of Lovoridu are one or two room dwellings made of wood, plaster, and shingles. These houses all contain bedridden inhabitants; sick with the disease that is plaguing the village. The white X's painted on the doors indicate illness within. Food is left outside these houses daily by Talhman and his family. There is no treasure to be found here – a few meager wooden bowls or metal cooking pots, a blanket or two, and perhaps a few hard earned silver pieces—going after any of these of course comes with potential exposure to sickness.

### Timeline and Encounters

The following timeline is meant to serve as an ideal escalation of events in Lovoridu. GMs should feel free to modify or ignore this timeline if they would like things to progress more quickly or if they would like to re-arrange any happenings.

#### Timeline

**Day One:** The players arrive in the late afternoon just before a storm hits. They meet some of the villagers and see the sickness for themselves. *Potential books/events:* They hear of the rat infestation at the mill, and may want to investigate.

**Day Two:** Two elderly villagers die from the disease. *Potential books/events:* PCs exploring the woods may find evidence of Orcs (or some Orcs themselves if it is evening/night.) Talhman may also take some garbage to the garbage pit, thus exposing the PCs to its existence.

**Day Three (Day):** Three more villagers die from the disease. The rest of the villagers are becoming frantic.

**Day Three\* (Night):** Lusinna disappears, kidnapped by Gari while Talhman is away tending to the sick. A trail of feces and garbage left in her room (an average observation check) should give the PCs a hint to check the garbage pits.

\*GMs may want to hold off on the kidnapping until the PCs have searched the forest thoroughly and encountered the orcs and wolves therein.

**At Any Time:** If the PCs set up any kind of watch over the town at night, they should have an opportunity to detect an Orc sneaking into town to poison the granary, Malardin's vegetable farm, or Othryn's herb garden with small dead animals and a vials of powder to cover the smell. This is an opposed observation check vs. the Orcs sneaking score of 20.

Should the Orc be detected, it will attempt to flee to the north garbage pit and lower itself in before dropping (note that the fall will not injure the orc). It will not attempt to engage in combat unless retreat is impossible. During its retreat, the orc will accidentally drop the small shovel it carries.

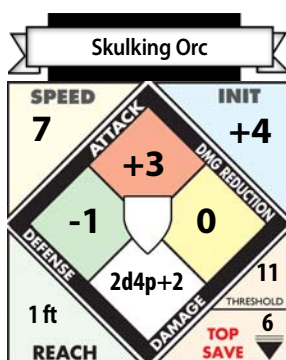
If the orc is pursued (bearing in mind that this entails a drop into the sewage pit!), characters will discover the tunnel dug surreptitiously into the digester. It should be blatantly obvious that this was the orc's point of ingress/egress. Worming through this 200 foot tunnel brings the pursuer up to the surface in a stand of shrubs and trees next to a barley field. The orc's path through the field is also readily obvious. Subsequent tracking is easy as the orc will leave footprints covered in filth and feces as well as a lingering odor.

The orc's goal is to return to Gari's Grotto, and should the PCs successfully track or chase him, he will lead them straight there.

The orc is armed only with a dagger and girded only with simple rags and a black cloak. It has a small shovel and carries several dead spotted cave rats tucked into its belt. If the PCs spot one of Gari's orcs, read or paraphrase the following:

☞ Moving from shadow to shadow, skulls a figure in a ragged black cloak. His movements are deliberate and noiseless, except for his wheezing breath as he sneaks through the slumbering village.

**Skulking Orc:** (34 EP ): HP 26; Init +4; Spd 7; Rch 1'; Atk +3; Dmg 2d4p+2; Def -1; DR 0; ToP 11/6; Size M; Move 10' ft/sec; Saves: P +4, M +1, D+3 Skills: Hiding 24, Sneaking 20, Observation 25, Listening 25 Proficiency: Hiking/Roadmarching



## Planned Encounters

If the PCs decide to set a night watch on the village streets, they may see an orc carrying a dead animal towards the granary (see above). They may also (or instead) encounter an empty-handed Orc sneaking away from the granary (Same chances). A similar nighttime encounter can happen with the Orc traveling to or from the rat's nest on the riverbank.

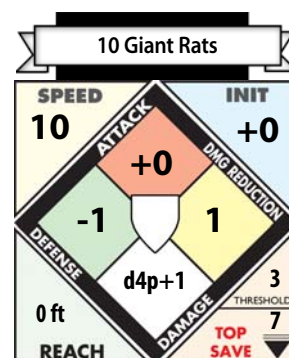
## The Rat's Nest

### Encounter: 10 Giant River Rats

The river rats' nest lies on the eastern bank of the river to the west of Malardin's fields. Sixteen ordinary rats and ten giant river rats have nested near the rushes on the shore. The rats will not leave the nest unless provoked, and will scurry back in should they see the PCs. The party may wish to smoke them out, or in some other way agitate the rats. Should they do this the smaller rats will flee, but the giant rats will be incensed and will attack the PCs. The nest's entrance is only about two feet around, and thus only Gnome or Halfling PCs could hope to fit in it. On the other hand, B'tarin would fit nicely, if the PCs brought him along, although he would certainly demand some sizeable inducement to crawl into the hole.

The giant river rats are about three feet long and have ruddy red fur—distinctly different from the spotted, black fur of Gari's rats.

**10 Giant River Rats:** (12 EP ea): HP 9 ea; Init +0; Spd 10; Rch short; Atk +0; Dmg d4p+1; Def -1; DR 1; ToP 3/7; Size S; Move 5 ft/sec; Saves: P +0, M +0, D+3



## Gari's Grotto

Gari's actual lair lies about a mile to the southeast of the garbage pit, but should not be difficult to find from the tunnel exit as there is a fairly obvious trail of filth and feces leading to and from it (equivalent to an Average Tracking or Observation check if not in active pursuit of a fleeing orc). As the players approach it through the forest they crest a rolling hill and see below them a rock formation with a cave mouth set into it. This is Gari's Grotto.



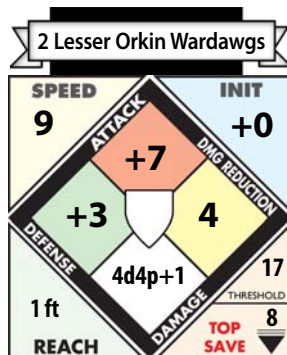
## A) Cave Mouth

👂 A narrow tunnel descends into the earth. After about thirty feet it opens into a large natural cave. From the shadows comes the unmistakable sound of low growls.

### Encounter: 2 Lesser Orkin Wardawgs

Before intruders can get a chance to ascertain for themselves that there is little else of interest in the room, they will surely notice two snarling Orkin Wardawgs...

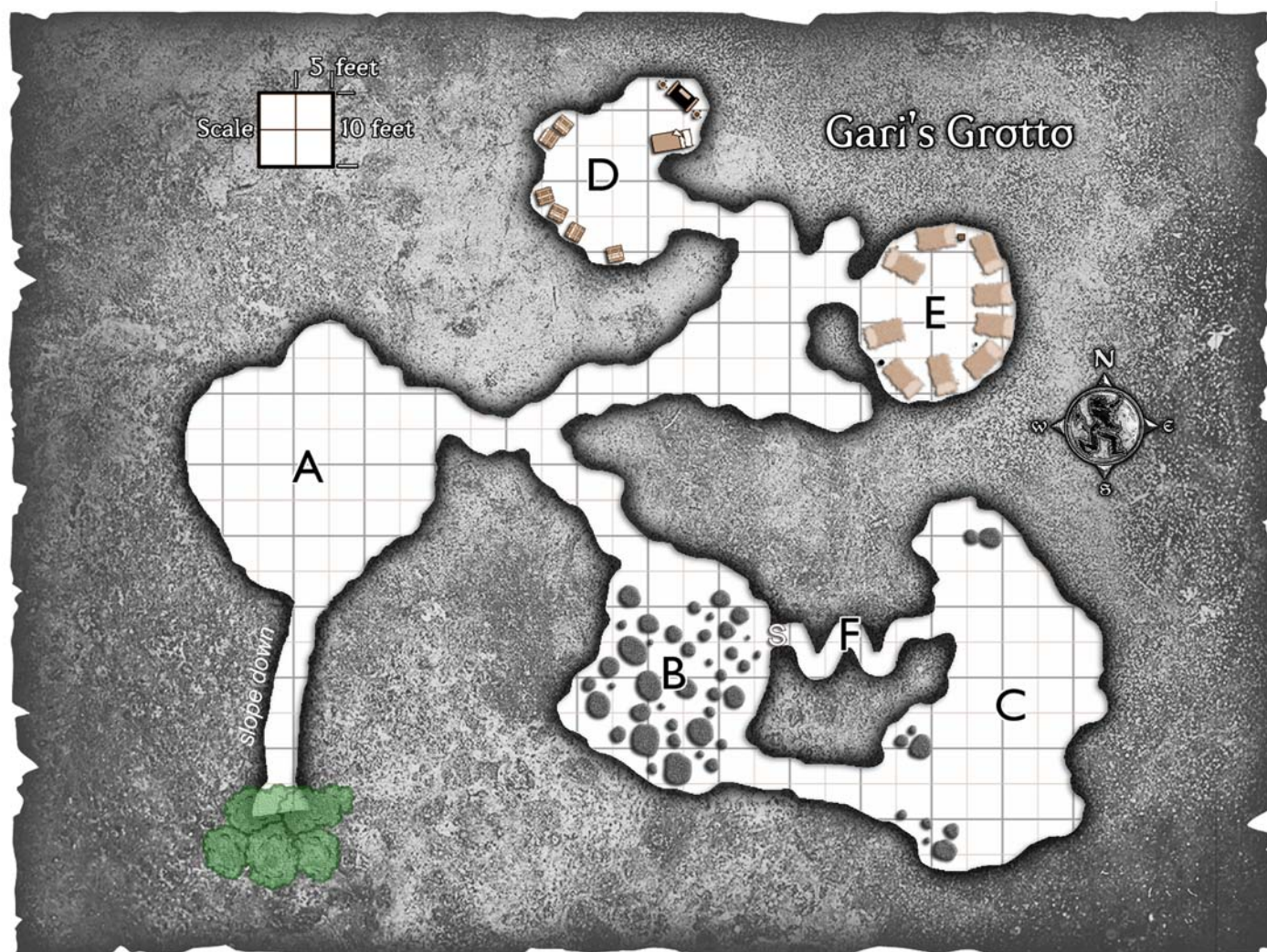
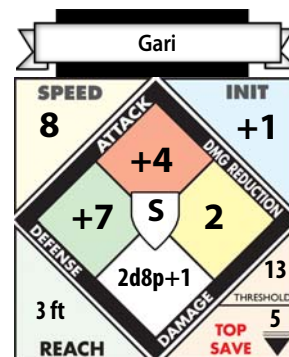
**2 Lesser Orkin Wardawgs**  
(122 EP ea): HP 44 each; Init +0; Spd 9; Rch short; Atk +7; Dmg 4d4p+1; Def +3; DR 4; ToP 17/8; Size M; Move 20 ft/sec; Saves: P +7, M +5, D+7



## B) Open Cavern

👂 This cavern is approximately the same size as the cave you initially entered. However, the ceiling is much lower — perhaps only seven feet or so. Another distinguishing characteristic is that it is densely packed with stalagmites as well as columns where stalactites have fused together with these protrusions. No clearly defined path leads through this virtual maze of stone.

If alerted of intruders (which he will be if the dawgs were afforded any opportunity to snarl and bark), Gari will hide behind a stalagmite while his orc henchmen attempt to draw the PCs' attention by issuing guttural threats, insults and challenges (in orkin) from their redoubt in Room C.



A PC who specifically states he is scanning this room for movement or hidden adversaries is permitted an opposed Observation check (vs. Gari's hiding score 34 + 80 from poor lighting and cover). Success spots the sneaky villain and spoils his planned ambush. If Gari is located, he immediately directs his flunkies to abandon the ambush and save his bacon.

### C) Cavern Room

The corridor opens to reveal yet another large natural chamber, one that is far less obstructed by stalagmites. While relatively free of physical obstacles, the group of orcs challenging you is an impediment of a different flavor...

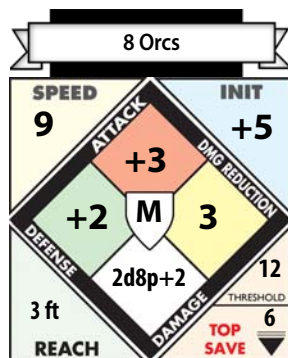
#### Encounter: 8 Orcs

Having been alerted to intruders by the guard dawgs, these orcs are working in conjunction with Gari to spring an ambush and turn the tables on their assailants. Five orcs are boldly waiting in the southern tunnel between areas B and C and will verbally abuse anyone they spot entering area B in an attempt to draw them into a fixed battle at the entrance to cavern C.

Once melee commences, Gari will sneak over to the secret door (F) and tap twice to alert the remaining three orcs that the time is nigh to emerge and flank the rear of the group caught in the corridor. These orcs will then attack the rear of the group battling their fellows in the corridor.

Gari's role is to provide assistance via spellcasting. He will attempt to weaken principal combatants by first *Inducing Drunkenness* in a formidable looking opponent then issuing a *Petty Curse* on the entire group of intruders. He will then attempt to *alter emotions* so as to *frighten* away anyone that appears to be succeeding in battling the orcs. Should he become personally engaged in fighting, Gari will employ his scimitar. He reserves his malicious touch attack (see *The Conventicle of Affliction*, PHB p. 89) as a backup should he be disarmed. If things look grim, he employs his *Safe Haven* spell to facilitate an escape.

Note: If the PCs manage to enter the lair without alerting Gari and the orcs, this room is empty and these orcs will be encountered in area E.



**8 Orcs** (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 12/6; Size M; Move 10' ft/sec; Saves: P +4, M +1, D +3

### D) Gari's Lair

This room contains a crude altar covered by a rotting cloth. The sides of the room are stacked with crates. Rusty cages line the walls, swarming with black rats, each spotted with white patches of fur.

#### Encounter: Gari

**Potential Yield:** 45 trade coins, 357 cp, 21 sp, and a tortoise shell comb (3sp)

The cloth depicts a rotting, worm-eaten head. A successful (average) religion check reveals this to be the symbol of the Rot Lord. If the PCs have entered this room after Lusinna was captured (see p. 16), she will be held here and tied up with rope.

In the likely case that the lair is alerted to intruders, Gari will be in Area B coordinating an ambush. Should that strategy fail, he will fall back to this room in an attempt to grab the girl and fireman carry her to 'safety'. Unless interdicted, he carries her to the grotto's entrance and then force marches her to the Mundunooguu orc hamlet (p. 27).

If confronted in his lair, Gari will be like a rat in a trap. He will be furious at the PCs for ruining his plans, and he will use every means at his disposal to escape. The orcs are his allies and nominal friends, but they are expendable and he would thoughtlessly sacrifice all of them to get what he wants.

If confronted, he will also make it known that he has the power to remove the disease if he thinks that will help spare his life. He will only willingly assist in curing the disease with the antidote located in his master's [Mundunooguu] lair — see Area 13 in *The Tunnels Beneath* (p. 38) if Lusinna begs him and agrees to go away with him. (Her offer need not be genuine to elicit this aid...)

As a cleric of the Rotlord, Gari is infected with a contagious terminal disease. If the disease becomes too advanced, he can cure himself but he must become re-infected shortly or face the wrath of his evil god. Those coming in contact with Gari risk contracting his current disease: *The Burning Bowels* (see Appendix I). Lusinna, if she is here, will have already contracted the disease.



**Gari** (242 EP): human cleric 5, HP 35 ; Init +1; Spd 8; Rch 3'; Atk +4; Dmg 2d8p+1; Def +7; DR 2; ToP 12/5; Size M; Move 10' ft/sec; Saves: P +5, M +6, D+6

Spells: 1st- *Hex (Immunosuppressant)*, 2nd - *Alter Emotion: Frighten, Curse (petty)*, 3rd - *Safe Haven*, 4th - *Contagion*, 5th - *Induce Drunkeness (sloshed)*

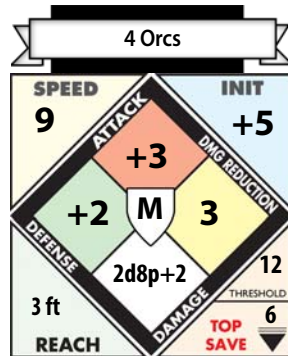
## E) Orc Quarters

At first glance, you see that this area is heaped with crude bedding, cracked bowls, skull cups and a large pile of trash heaped in one corner of the room.

### Encounter: 4 Orcs

This cavern also contains four orcs who were sleeping when the grotto was assaulted. They required time to wake up and equip themselves thus could not accompany their buddies in setting up the ambush (see area C).

These orcs will not reinforce any battle in the southern portion of the complex. Lacking initiative, they will simply be encountered here unless Gari extricates himself from a botched ambush and calls them to his side as body-



guards. In this latter role, they will attempt to engage opponents to prevent them from taking actions that might prevent the priest's escape.

**4 Orcs** (34 EP each): HP 28 each; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 12/6; Size M; Move 10' ft/sec; Saves: P +4, M +1, D+3

## F) Hidden Passageway

► **Scrutiny (Average):** A PC who rolls a successful [average] scrutiny check will discover this hidden opening should he search this portion of the wall in area B. The narrow passageway leading to it is clearly evident from area C.

This narrow corridor is barely large enough for a man-sized person to pass through. Forward progress is limited to crawling speed. The opening to the stalagmite filled cavern is concealed by a slab of wood painted to match the natural colors of the wall.

Three of the eight orcs involved in the ambush (area C) will be waiting here for Gari's signal to emerge and complete the pincer movement. Should their hiding spot be discovered by a particularly adept forward scout, they roll a d12 for Initiative before reacting.



They then rush forward shouting for their fellows at the southern corridor to come to their aid.

## Concluding this portion of the Adventure

If the PCs capture Gari without killing him, things could play out in several different ways. If questioned, the sinister cleric will try to spit in his interviewers face (in order to infect them with the Burning Bowels). Information may be interrogated or tortured out of Gari, to be sure, but the most successful players will be those who use a more manipulative approach. Gari, despite his exterior, is still an angry, sad, and tortured boy on the inside. Players who appeal to the love he must still bear for his family — and for Lusinna — can convince Gari to repent his ways and truly reform.

If Gari is released without truly repenting his ways, he will return to the Mundunooguu orcs (whose lair is a large, cave system about twenty miles northwest of Lovoridu). He will attempt to rally the orcs into raiding the town. However, he will be unsuccessful in doing so as the PCs' sacking of his grotto has caused him to lose prestige in the tribe.

If the PCs kill Gari, the Mundunooguu orcs will not immediately seek revenge. However, Mundunooguu's spite will compel them to begin poisoning the village again after a respite of several weeks.

If Gari can be convinced to truly repent his ways and is then released into the world, he will make his way to Robuselido to live out an uneventful life working as a porter. If PCs decide to bring Gari back to town, the townsfolk will pelt him with stones and shout invectives at him. If they know that Gari is responsible for spreading the disease, they will furthermore try to get ahold of him and burn him at the stake. The only place Gari will find any safety in Lovoridu is in the root cellar of Tahlman's church.

The PCs may wish to track down the lair of the Mundunooguu orcs to exact revenge or gather information to ascertain whether a similar threat of disease spreading exists in the future. If Gari is still alive, the PCs may force him into revealing the location of the orc lair. If Gari is dead, the PCs must search the forest for clues. More on that can be found in Act II, The Mundunooguu Orcs.

No matter what happens to Gari his orcs, the disease will still need to be cured. The only way to cure Gari's disease is by finding a remedy hidden in

Mundunooguu's lair. Gari prepared a cure for the disease to use on Lusinna once the town had succumbed to his machinations. Currently, the cure, a chalky green paste, is sealed in a black clay urn in Mundunooguu's room. Along with the cure, Gari will say, are his notes on the complex brewing process required to make it. If the PCs have kept Gari alive, the cleric will inform them that he cannot make more of the cure without the supplies in Mundunooguu's lair and his notes.

## Story Awards:

- ☐ **Realizing the connection between the cloaked orcs and the dug up gardens (100 ep)**
- ☐ **Capturing Gari alive and bringing him back to Lovoridu (300 ep)**
- ☐ **Learning about the existence of the Mundunooguu orcs (200 ep)**
- ☐ **Determining the location of the Mundunooguu orcs (200 ep)**
- ☐ **Learning about the existence of a cure (250 ep)**
- ☐ **Deprogramming Gari (1000 ep)**

## ACT II

The overarching goals of this adventure are to liberate of a group of humans taken as slaves by an unusual tribe of diseased orcs led by Mundunooguu, priest of the Rotlord, and to the cure the mysterious plague that has run rampant through a local community.

If your players' undertook the adventure via Bait & Tackle option #1, they still need to locate Vanamir Falama in order to accomplish their mission objective.

## BACKGROUND

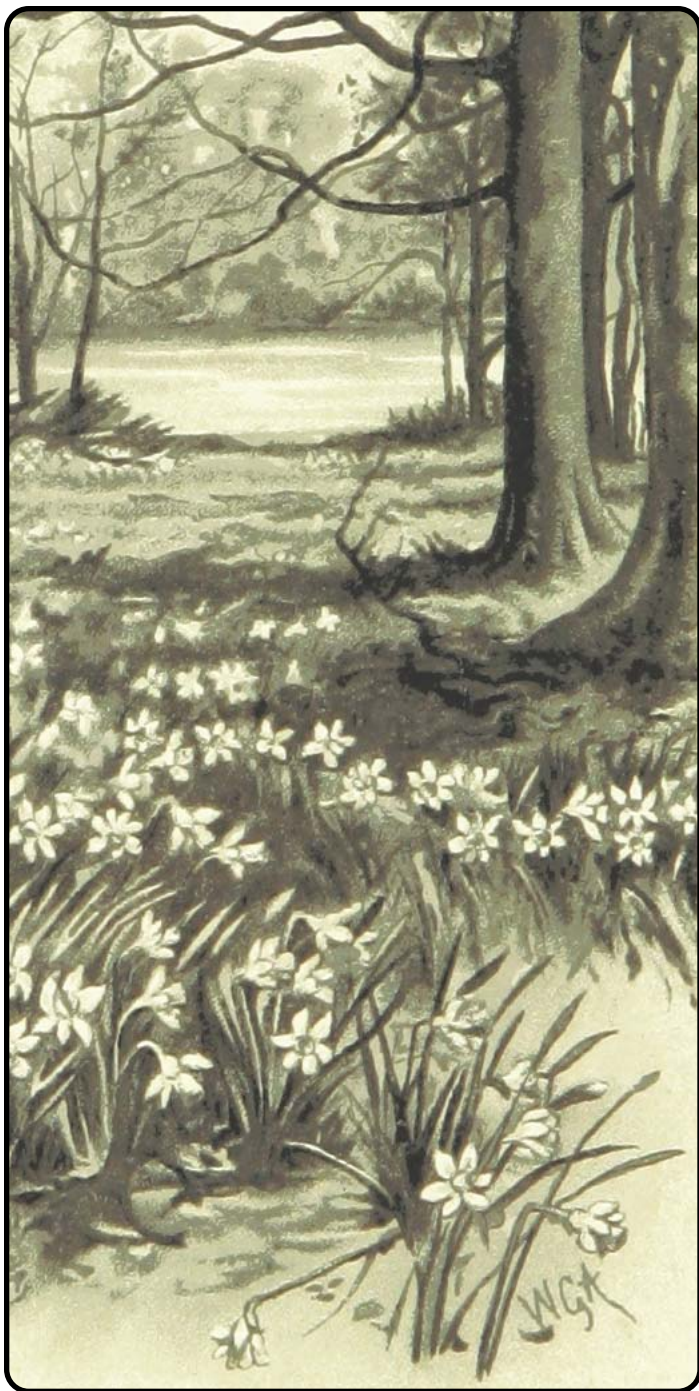
Following the events of Act I, the PCs have been able to rest up in the town of Lovoridu after dealing with Gari and his small band of orcs. Perhaps unbeknownst to the party (unless they got the information out of Gari) the orcs they encountered were only a small offshoot of a much larger colony twenty miles to the northwest.

During the PCs' recuperation, a new crisis springs up. A peasant, Artur, and his son, Hostur, have gone missing while out tending to their fields. After they



failed to return to the village, a group of neighbors went out looking for them. The search party discovered the son's mutilated body lying amongst the wheat, but the father was nowhere to be found. He has been taken as a slave by two outriders of the Mundunooguu orcs. The main body of the Mundunooguu orcs live in a cave system, the mouth of which is surrounded by a "hamlet" of sorts.

The villagers of Lovoridu, however, are unaware of this encampment and are at a loss to account for the man's disappearance and the son's murder until the arrival of a small band of Dejy tribesmen provides them with a scapegoat.



## ENTER THE PCs

The villagers will come to the PCs immediately with news of the murder and disappearance (as the PCs have demonstrated that they are capable and sturdy folk with their initial deeds). What starts off as a trickle of rain quickly worsens into a squall as the PCs finish the hour long trek to the site of the murder. Inspecting the body of the young man will reveal that he has been cut deeply by the strokes of a bladed weapon. A Tracking check (Trivial) will reveal two sets of horse tracks in the field leading north towards the forest in the distance. One of the sets of tracks appears to be much deeper on its return to the tree line, suggesting the horse must have been carrying more weight on its trip back. The extra weight was the body of the kidnapped peasant borne on the horse's back. However, by this time, the growing rainstorm has destroyed the tracks and following them any further into the woods will prove fruitless.

Upon their return to Lovoridu, the PCs will find the town in a state of agitation. News of the killings has spread quickly through the village and has happened to coincide with the arrival of three Dejy scouts escorting a venerable medicine woman. The Dejy arrived not long after the PCs left to investigate the murder, quietly setting up camp on the south bank of the river with supplies from their two cedar canoes.

## THE DEJY ARRIVE IN LOVORIDU

The townsfolk are quick to blame the Dejy for the murder and kidnapping. These townsfolk are scared and unused to outsiders from other cultures. The significant language barrier between the two groups further complicates matters, as there is no easy way to communicate with one another. The three Dejy scouts (Shanko, Jor-arek, and Thenyk) and the medicine woman, Jorada, have actually come to the town in search of a priest of the Church of Everlasting Hope as they have heard the foreign holy men have powerful curative abilities. The same burning bowels disease created by Gari afflicts their own village to the south and these emissaries have been charged with bringing back a cure. Unfortunately for the Dejy, the only priest currently residing in town, Talhman, does not possess the skill or experience to offer appropriate aid.

It will be up to the PCs to mediate between the villagers and the tribesmen. The townsfolk would most likely have run the Dejy off or killed them already had

so many people not been rendered weak by the sickness. If Syan the hunter is still alive, he could act as a partial translator between the villagers and the scouts. Syan is of Deji descent through his mother, but speaks a dialect that is only partially intelligible with that spoken by the newcomers. The GM should emphasize the difficulty that Syan has communicating by keeping the sentences awkward and terse. Talhman speaks a bit of the local Deji language, but he can communicate no better than Syan.

If both Syan and Talhman are no longer alive, and if none of the PC's have proficiency in Deji languages, then communication will be necessary through hand gestures, drawings, or pantomime. GM's are encouraged to roleplay this communication barrier to its fullest extent. Despite the insistence of the wary villagers of the tribesmen's guilt, there is plenty of evidence to exonerate the Deji. They just recently arrived from the south while the killing took place several miles north of the village. They have no horses with them, while the attackers were mounted. Also, these Deji use stone axes and arrowheads, while the young man had obviously been hacked to death by a long bladed weapon.

If the PCs manage to communicate with the Deji, Jorada the medicine woman will try to communicate two main points with them: that she is in search of a cure to the disease and that she would like to free any of her tribesmen still held captive by the orcs. The Deji have come to Lovoridu in search of a cure for a sickness plaguing their own village, which they believe to have originated in an orcish settlement to the northwest. These orcs have kidnapped her tribesmen near the beginning of every waxing moon (actually on the 10th of every month, in accordance with Mundunooguu's lucky number). She is confident the only way to stop the spread of the disease is to root it out at its source: the orcish colony. The Deji, being the original inhabitants of the area, have a superior knowledge of local terrain to that of the townsfolk. They are aware that the orcs must have a colony somewhere in the forests to the northwest and will try to point the PCs in that direction.

Townsfolk of Lovoridu have heard rumors of a large outpost of orcs to the west from a group of itinerant lumberjacks. However, these rumors have largely been dismissed as tall tales common to woodsmen.

## Forest Encounters

When the PCs travel in the wilderness surrounding the village, roll a d6 for an encounter once a hex. If a 6 is rolled, then roll a d10 to determine what the party encounters from the following list.

1) **Old Campsite:** This trampled area left by Gari and/or his orc followers contains a small spot of scorched soil and charred wood.

2) **Natural Spring:** Clean cool water gently issues forth from a small rock formation forming a small pool and stream.

3) **Harmless Snake:** This benevolent animal will be surprised by the PCs and slither away as soon as possible.

4) **Dead Slave:** Near the base of a large elm tree is a man's corpse lying face down in the grass. The corpse has long, black hair and is dressed in nothing but a tattered breechcloth. Taking the time to inspect the cadaver more closely reveals dozens of thin scars crisscrossing his back. This Deji man was a slave at Mundunooguu's lair who escaped from his bondage only to die of exposure in the woods.

5) **Skunk:** If surprised or threatened, it will spray someone. Affected PC's will stink unbearably until they can bathe and change clothes.

6) **Abandoned Cabin:** This crude wooden structure appears untended but sturdy. Loggers sometimes use it for shelter. There are a small number of these cabins throughout the Brindonwood.

7-8) **Disgusting Edifice:** In a clearing a goat carcass lies in the wet grass chewed to bits and inscribed with disgusting runes. The goat's skull is perched on top of a branch stuck into the ground. This goat was ritualistically slaughtered by the Mundunooguu orcs not too long ago both to serve as a territorial marker and terrifying edifice to other orc tribes. Thus far, it has been extremely effective.

► **Religion: Rotlord (Easy):** will reveal this to be a sacrifice dedicated to the Rotlord.

9) **Berry Bush:** The PCs happen across a lingonberry bush heavy with edible berries.

10) **Black Bear:** An adult black bear eating from a berry bush. The bear will not attack PCs unless they irritate or startle it. The bear views orcs (but not



humans) as malevolent and is unafraid of human beings. This is the same problem bear that has been annoying the Mundunooguu orcs by rooting through their village. Its face and hindquarters are scarred with deep cuts from bladed weapons.

**Black Bear:** (417 EP): HP 54; Init -1; Spd 4; Rch 1'; Atk +8; Dmg 2d6p+4; Def -1; DR 9; ToP 22/11; Size L; Move 20 ft/sec; Saves: P +9, M +8, D+7

**11) Wolves:** A howl precedes four ravenously malnourished wolves charging out of the woods, hungry for blood!

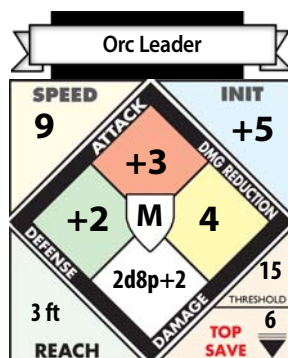
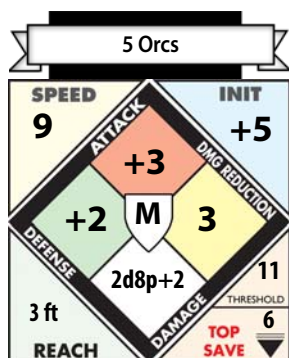
**4 Wolves:** (84 EP each): HP 30 ea; Init -2; Spd 10; Rch 1'; Atk +3; Dmg 2d4p+2; Def +3; DR 2; ToP 12/10; Size M; Move 20 ft/sec; Saves: P +5, M +2, D+4

## 12) Mundunooguu Slave Catchers:

Six Mundunooguu orcs are out looking for escaped slaves and easy marks. When they spot the PCs, they bellow a war whoop and rush to the attack.

**5 Mundunooguu orcs:** (34 EP each): HP 26 ea; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 11/6; Size M; Move 10 ft/sec; Saves: P +4, M +1, D+3

**Mundunooguu orc Leader:** (37 EP): HP 31; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 4; ToP 15/6; Size M; Move 10 ft/sec; Saves: P +4, M +1, D+3



## Road Encounters:

The roads around Lovoridu are sparsely traveled and poorly maintained. Roll a d12 for every hex traveled on the road. On a 12, roll a d10 to determine what the party encounters from the following list.

**1-7) Mule Traders:** This small group of six merchants, led by a woman named Gorata, is heading towards Pared to buy mules for sale back south. They are cautiously friendly and will give approaching PCs the benefit of the doubt if they are polite. They have no relevant information to share regarding the Mundunooguu orcs and they plan on avoiding the town of Lovoridu (or have avoided it, if the party encounters them north of the town) as they have heard about the town's recent sickness.

## 8-10) Bandits:

Two men garbed in ragged clothing and strips of leather lounge in the center of the road. One of them sits on top of an old barrel, slowly chewing a bit of turnip while the other holds out his heavily bandaged hand in the universal gesture for "halt." "Well met, friends and welcome to our little stretch of road. As you may notice, this particular section is in a bit of disrepair. That's why my associate and I have been taking donations from passers by. So, if you'd kindly empty your purses and throw them into this barrel here, we'd be happy to let you get going on your way." The man smiles before snapping his fingers and continuing, as if he had just remembered something. "Ah, I should also let you know, we've got twenty bowmen staring down their arrows at you, so please don't try anything... rash."

The bandit leader, Catamir, is lying. There are only five bowmen hiding in the trees on either side of the road. Catamir wounded his hand during a recent run-in with Mundunooguu slave catchers. During the battle, three of their number were killed before the rest could get away.

If a battle takes place and the bandits take two or more casualties, they will retreat into the woods. The two bandits on the road are armed with short swords and medium shields, while the archers all wield shortbows.

If the PCs mention that they're out hunting orcs, or in any way fighting against the creatures, then the

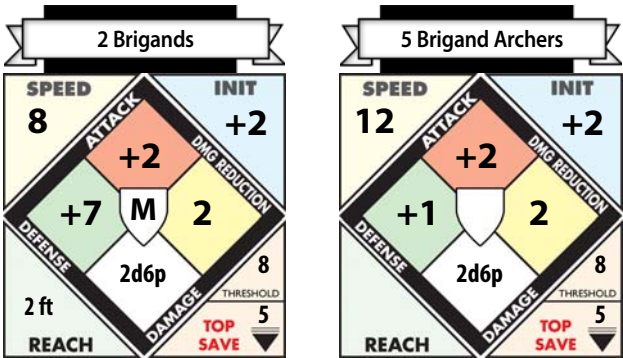
bandits will change their tune as they absolutely hate orcs. The bandit leader will call his men out of the woods and the scruffy men will share all the information they have regarding the orcs, namely the direction in which they believe the orcs to live. If Gari has not yet been defeated, the bandits will point the PCs towards his hideout, but if the bandits are encountered in Act II, they will point the PCs towards the west.

**2 Brigands:** (34 EP each): HP 25 ea (*Catamir has a 6 hp wound though*); Init +2; Spd 8; Rch 2'; Atk +2; Dmg 2d6p; Def +7; DR 2; ToP 8/5; Size M; Move 10 ft/sec; Saves: P +0, M +1, D+1

**5 Brigand Archers:** (34 EP each): HP 25 ea; Init +2; RoF 12; Atk +2; Dmg 2d6p; Def +1; DR 2; ToP 8/5; Size M; Move 10 ft/sec; Saves: P +0, M +1, D+1

**Story Award:**


- ☐ Talking one's way out of a fight with the bandits (100 ep)





## THE JOURNEY NORTH and THE LUMBERJACK CAMP

By following the directions of the Deji and the townsfolk, the PCs could easily trek to the lumberjack camp with a day's worth of hiking. Arriving near sunset, the lumberjacks will be initially wary of the outsiders, but they are willing to let the PCs spend the night in the camp as long as they can pay. The lumberjacks are a hardy group of seventeen stern woodsmen. Hurrkal, a seasoned lumberjack and experienced outdoorsman, leads the camp.

 The smell of smoke fills your nostrils and the rhythmic sound of axe strokes resound through the woods. Up ahead, you spot a wide clearing with two long, log cabins and a wooden caravan. Burly, bearded men are engaged in hacking at thick trees or lathing timber into even boards of lumber.

Their camp is based around two long bunkhouses and a large caravan that serves both as a larder and a chow wagon. The lumberjacks are able to ply their trade in these woods, despite the orcs, because they never travel in groups of less than eight men and are usually also accompanied by one of the camp's three well-fed deer hounds. Their double-headed chopping axes also make for a potent deterrent. These lumberjacks have no interest in risking their lives to root out the orcs, as they are seasonal workers who will move to a new area before long.

They can, however, point the PCs toward a clearing where orcs have previously been spotted some three hours march to the west. The lumberjacks have had several run-ins with the orcs, but have never come to blows on account of their dogs and superior numbers. The lumberjacks have come across uprooted wild vegetable patches and have, at times, been surprised to see pairs of orcs riding on horseback off in the distance. For the most part, though, the two groups keep to themselves. If the PCs follow these fresh directions, they will make it to the rutabaga patch encounter.

Upon first encountering the lumberjack camp, roll an Encounter Reaction (see Encounter Reactions in the *GameMaster's Guide*). Treat the lumberjacks as Cautious Strangers (with a -2 adjustment). Any PC with an Average or higher score in Forestry or an Advanced or higher score in Carpentry/Woodworking will be able to "talk shop" with the men in the camp.

This PC will be able to earn the respect of the lumberjacks and negate the -2 penalty to the roll.

The PCs may want to spend the night in the lumberjacks' camp. If the results of the Encounter Reaction come up between +2 and -7, the lumberjacks will allow the PCs to stay, but only if they pay up (to the tune of 20sp for the whole group). If the result is +3 or higher, then the PCs can stay free of charge.

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**17 Kalamaran Lumberjacks** (25 EP each): HP 27 each; Init +5; Spd 12; Rch 3'; Atk +0; Dmg 4d3p+2; Def -1; DR 1; ToP 9/7; Size M; Move 10 ft./s; Notable Skills/Proficiencies: laborer, survival (29), forestry (26), carpentry/woodworking (26), cooking (30), language (Kalamaran) (57); Gear: woodman's axes, three short bows (for hunting), knives, thick flannels, hatchets

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**3 deer hounds** (22 EP each): HP 20 each; Init -2; Spd 10; Rch short; Atk +2; Dmg d4p+1; Def +4; DR 2; ToP 8/7; Size M; Move 20 ft./s; Notable STPs: listening (90), tracking (75); Gear: deer femur

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### Orc Food Plot

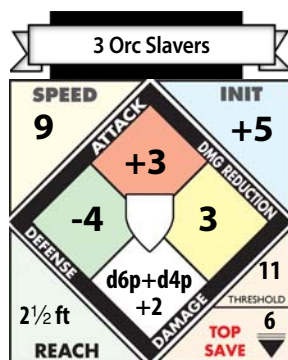
**Encounter:** 3 Orc Slavers

**Potential Yield:** Mule

 The forest opens up into a bright field where twelve figures labor under the hot sun. Their legs are chained to one another and they struggle with crude hoes and spades to dig up hefty rutabagas from the dry earth. These slaves are a mixed group and you can plainly spot six Deji tribesmen, a man in ragged merchant's garb, four goblins, and what looks to be a man of Lovoridu. As the slaves fill up burlap sacks with rutabagas, they strap them onto the back of a sickly-looking mule. In the midst of this toiling squat three more figures in the shade near the edge of the clearing, lazily watching the slaves at work. Their porcine faces are slack with fatigue and boredom as they absent-mindedly cradle stout wooden cudgels and occasionally jabber amongst themselves.

The three orcs watching over the laboring slaves carry clubs, whereas the slaves have only their crude digging tools. The orcs suffer a -2 penalty to their attack and defense in the bright sunlight of the clearing, but only a -1 underneath the shade of the canopy. If the orcs spot the PCs, then they will immediately spring to their feet, ready to fight. The

slaves will be bewildered at first, but if the tide turns against the orcs then the human slaves will be eager to kill their former masters. To be of any use in combat, however, the slaves' bonds will need to be broken (*even then, they attack with their tools as improvised weapons doing only d4p damage with a successful hit*). The goblins will have no desire to participate in the combat and will simply try to run away the first chance they get. Any escaped goblin will never be seen again. The mule will become startled and take off if no one tries to stop it. This mule will eventually wander back to the orc hamlet of its own accord.



If any of the three orcs escape, they will alert the hamlet and the PCs will find it prepared for battle. If all three orcs are killed, then the human slaves will be able to direct the PCs to the orc hamlet. The freed slaves are both Dog-Tired from overwork and suffering from the minor effect of the Burning Bowels (their debilitation is reflected in their stats). They will request an escort back to safety but are in no position to oppose any course of action their liberators wish to embark upon. None will volunteer to act as combatants in a raid on the orc hamlet.

The PCs might choose for expediency's sake to send the slaves back to the lumberjack camp on their own, but that risks a potentially fatal encounter in the woods. Even if they make it, the lumberjacks will be unwilling to let the diseased slaves into their camp. They will, however, throw them enough supplies in order for them to make the return trip back to Lovoridu (provided, again, they are not ambushed and slain in the woods). As GM, this situation provides an opportunity to gauge characters' ethics and adherence to their alignment when doing the right thing is a complication.

A merchant, Vosted, is among the captives, as well as Arturr, the missing farmer. The merchant has been among the Deji long enough to learn a little of their language and can communicate with the captive tribesmen. Vosted is a subordinate of the missing merchant Vanamir Falama. If the PCs ask after Vanamir Falama, Vosted will reply that his employer was taken into the cave behind the orcs' hamlet and has not reappeared.

If the PCs tell the slaves of the medicine woman's arrival in Lovoridu, the Deji will explain that their captors are most certainly the source of the

mysterious disease and are all infected. However, these men are unsure if there is any way to cure the disease and explain that any slaves taken off rutabaga duty and into the cave behind the village never return. The slaves also mention that the hamlet is sparsely populated, but that a large number of orcs live below, in a cavern behind the houses.

Alternatively, if the PCs instead decide not to engage the orcs but merely follow them, the work crew will labor until dusk before being permitted by their taskmaster to call it a day. The noisy group can be automatically tracked back to the orc hamlet, where the slaves will be incarcerated in the slave quarters.

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**3 Orc Slavers** (34 EP each): HP 26 ea; Init +5; Spd 10; Rch 2½'; Atk +3; Dmg d6p+d4p+2; Def -4; DR 3; ToP 11/6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable STPs: laborer, observation (25), listening (25)

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**Vosted**, gakite merchant: HP 21; Init +5; Spd 12; Rch 4'; Atk -2; Dmg d4p-3; Def -8; DR 0; ToP 7/3; Size M; Move 10 ft./s; Notable Skills/Proficiencies: laborer, language: Deji (06), language Kalamaran (71); Gear: rags, crudely fashioned hoe

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**6 Deji Tribesmen** (Khodri, Jorjen, Shathy, Kakocho, Darado, Nyajen) and **Arturr** — human laborers: HP 23 ea; Init +9; Spd 12; Rch 4'; Atk -4; Dmg d4p; Def -9; DR 0; ToP 7/5; Size M; Move 10 ft./s; Notable Skills/Proficiencies: laborer, language Deji (60) or Gakite (60); Notable Gear: rags, crudely fashioned hoes

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**4 Goblin Slaves** (0 EP each): HP 16 ea; Init +7; Spd 12; Rch 3½'; Atk +2; Dmg d4p-4; Def -6; DR 0; ToP 7/4; Size S; Move 5 ft./s; Notable Skills/Proficiencies: laborer; Notable Gear: rags, crudely fashioned spades

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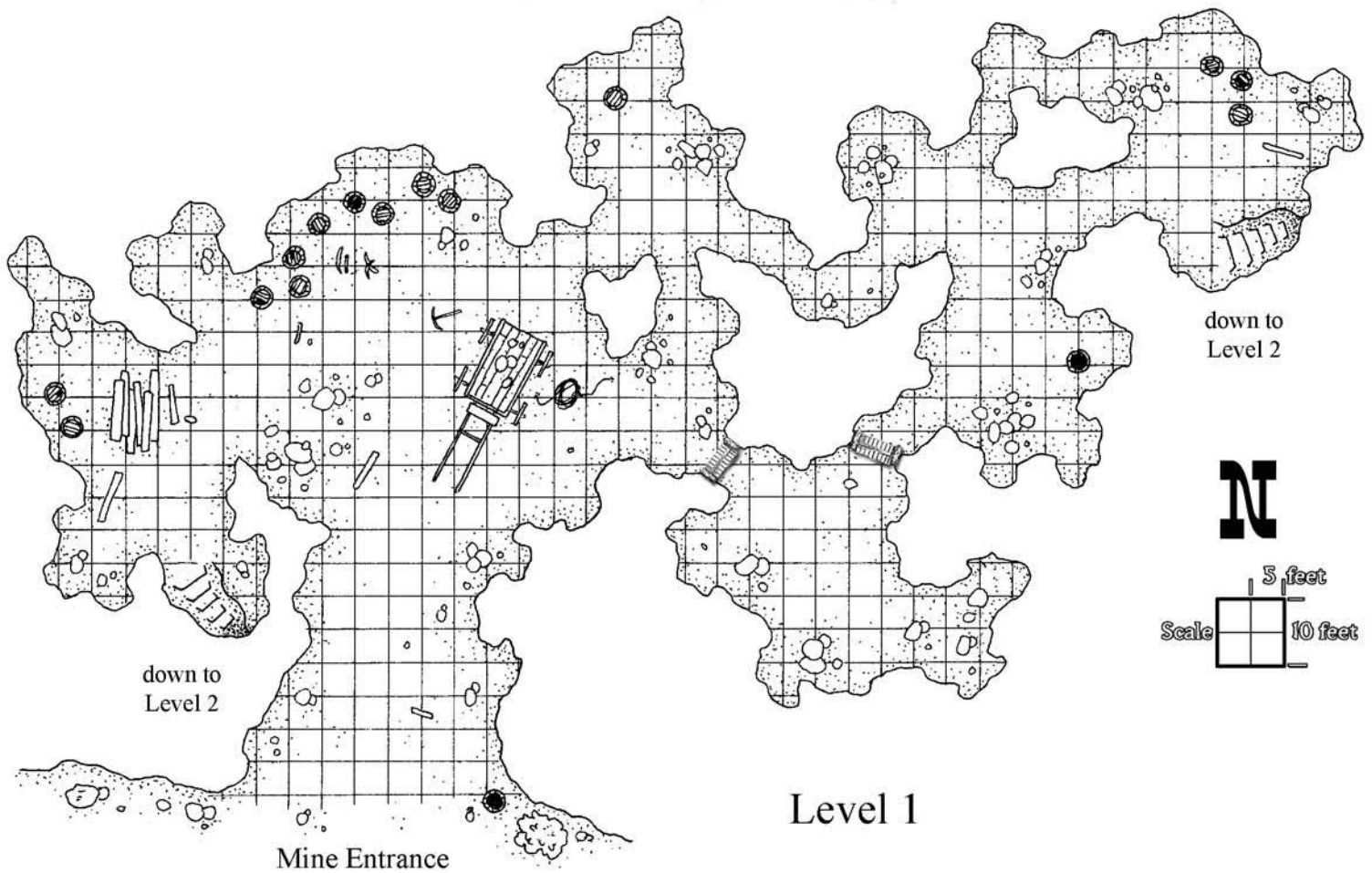
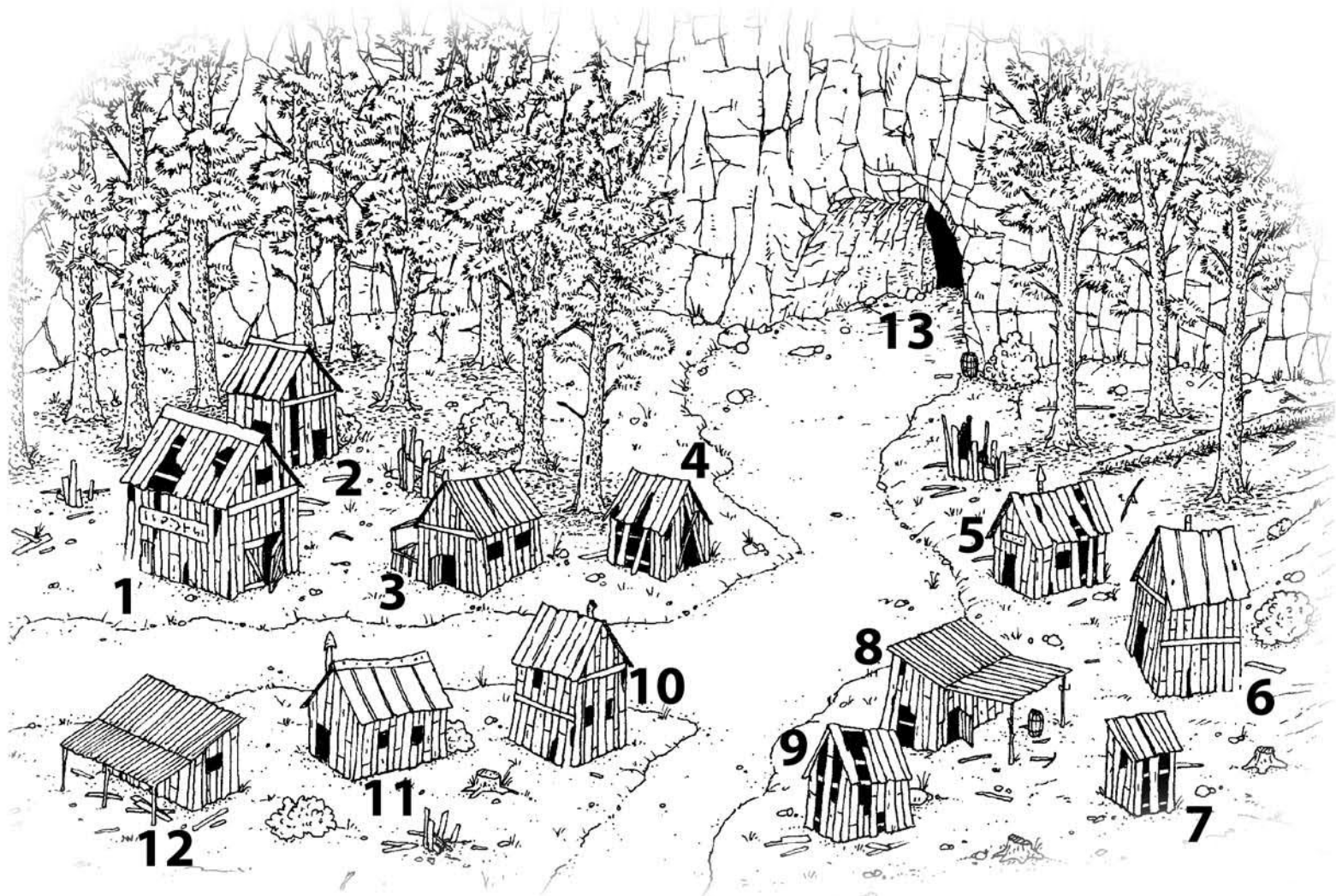
**Overburdened Mule** (0 EP): HP 31; Init +1; Spd 10; Rch 2'; Atk +3; Dmg d6p-2; Def +0; DR 2; ToP 13/6; Size L; Move 15 ft./s; Notable Gear: eight bags of fresh rutabagas

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## MUNDUNOOGUU ORC HAMLET

This collection of dilapidated shacks and hovels house a tribe of orcs ruled over by Mundunooguu, a priest of The Conventicle of Affliction. Because of their many virulent diseases, other orc tribes in the area do their best to avoid this village and its occupants. As long as these orcs refrain from raiding the other tribes, then those other tribes are content to leave them well enough alone. As a result, these diseased orcs occupy a strange niche in comparison to others of their kind; instead of raiding and pillaging to supply themselves, they keep a large number of slaves engaged in farming. Watched over by their orcish overseers, the human and humanoid slaves grow root vegetables in scattered food plots in the surrounding countryside.





This departure from a more traditional orcish social model means that these orcs are not only very poor, but that they occupy the lowest social strata of the local tribes. The orcs here are truly the lowest of the low. Their destitution combined with their diseases make them such an unappealing target that they can linger on, festering at the fringes of orcish society. The only raiding they engage in are sporadic slave catching expeditions to Dejay villages. Of course, the Mundunooguu tribe wouldn't be opposed to snatching up any unfortunate travelers who pass nearby either.

During the day, only a few sleeping guards and animals occupy the village, as the slaves and day guards are out picking crops. At night the orcs are more active; forging chains, baking, and patrolling the area. Higher ranking orcs and breeders all reside in the cave behind the village, while the lowest ranking orcs are given the responsibility of guarding the slaves and supervising foraging efforts. The structures are all on the verge of collapse. The wood of the buildings is damply mildewed and they swarm with spiders and insect life.

If any of the orc guards from the rutabaga patch manage to make it back to the hamlet, then the PCs will find it under alert. The orcs will be in the midst of preparing a slave catching party to recover their lost chattel. If none of the orcs return, then the hamlet will be as described below. If the PCs engage in battle within the hamlet or awaken an orkin wardawg (as described below) then the orcs of the hamlet will awaken with a 2d4p second penalty to their initiative die, gather up their weapons and shields (but not their armor) and investigate the disturbance.

**Disease Notes:** All of the village's orcs are afflicted with the minor effect of Mundunooguu Syndrome. As only half-orc Player Characters are susceptible to this disease, communicability will not likely come into play. However, should one of your players run a half-orc character, be sure to check for communicability if he comes into contact with orcs or their equipment!

Because of this disease, all of the orcs have a Fatigue Factor of +7. However, since all PCs and monsters ignore Fatigue Factor during the day's first battle, this should not place an extra bookkeeping hassle on you. It will only come into play should an orc successfully retreat and later engage with the PCs a second time. Details on Fatigue can be found on p. 232-233 of the *Player's Handbook*.

## BUILDINGS OF THE HAMLET

### 1. Horse Barn

**Encounter:** Two Mules (day) or Two Orc Outriders (night)

**Potential Yield:** Two human-made sabres and two rounseys

The occasional whinny and snort can be heard from within this dilapidated barn. The large double doors leading inside are held shut with a simple wooden plank. The roof is mostly intact, but several large, gaping holes hint that this building has seen little maintenance.

This barn contains two sickly mules during the day and three at night. There are six total stalls in the barn and one saddle, bit, and bridle hanging from the wall. Any PC with at least a novice score in horse-related Animal Herding, Animal Training, Animal Husbandry, or Riding will be able to tell that there are two horses that regularly bed down in this barn. The orcs use the mares to do occasional scouting while the mules are used purely as draft animals.

If the PCs enter the orc village during the day, then the orc outriders will be nowhere to be found. If they initiate a combat at night, however, then sixty seconds into said combat, the outriders will return, running down enemies who try to flee and causing havoc with savage charges into the PCs' ranks. GMs are strongly advised to review the rules of mounted combat and light warhorse statistics detailed on pages 233 and 201 of the *Player's Handbook*, respectively.

2 Orc Outriders			
SPEED	8	ATTACK	+5
DEFENSE	+8	DAMAGE	2d6p+2d8p+2
REACH	5 ft	DMG REDUCTION	4
		THRESHOLD	13
		TOP SAVE	6

**2 Orc Outriders** (37 EP each): HP 31 ea; Init +5; Spd 8; Rch 3' (5' mounted); Atk +3 (+5 mounted); Dmg d6p+d8p+2 (2d6p+2d8p+2 mounted); Def +2 (+8 mounted); DR 4; ToP 13/ 6; Size M; Move 10 ft/s (30 ft/s mounted); Saves: P +4, M +1, D+3; Notable Skills/Proficiencies: laborer, observation (25), listening (25), riding: equine (55); Gear: sabre, medium shield

**2 Rounseys** (light warhorses) (0 EP each): HP 42 ea; Init -1; Spd 30; Rch 1'; Atk +4; Dmg d6p-2; Def +3; DR 2; ToP 17/ 6; Size H; Move 30 ft/s; Saves: P +4, M +4, D+4



**2 Mules** (0 EP each): HP 31; Init 1; Spd 10; Rch 2'; Atk +3; Dmg d6p-2; Def +0; DR 2; ToP 13/ 6; Size L; Move 20 ft./s

## 2. Dawg Kennel

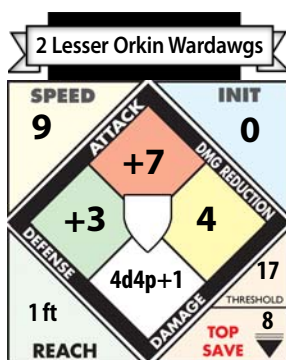
### Encounter: Two Lesser Orkin Wardawgs

Nestled up against a particularly large tree, this shack is immediately recognizable as a kennel by virtue of its strong odor. The dirt outside is completely dug up and there is nothing that could be called a door; instead, there is a sort of hole in the wall from which the structure's occupants can freely come and go.

The kennel is home to two lesser orkin wardawgs who wander freely around the hamlet, growling at slaves and eating refuse. Besides helping to discourage the possibility of escape, the dawgs are meant to serve as an early warning system to alert the orcs of danger. However, with the threat of invasion being almost non-existent in this hamlet, these dawgs have become extremely lazy and spend most of their day sleeping in their kennel (though they are active at night).

Any PC entering the kennel in daylight will have to make a sneaking check (with a +40 bonus) vs. the dawg's listening check. If the PC wakes up one of the dawgs either by being noisy or attempting a coup de grace on one of the two dawgs (the dying dawg will let out a yelp), then the other dawg will wake up with a d12 initiative die. Upon awakening, the dawg's first action will be to begin barking loudly before attacking, attempting to rouse the sleeping orcs around the hamlet. If the dawg begins barking, any sleeping orcs will awaken with a 2d4p penalty to their initiative die, gather up their weapons and shields (but not their armor) and investigate the disturbance.

**2 Lesser Orkin Wardawgs** (122 EPs ea): HP 44; Init 0; Spd 9; Rch 1'; Atk +7; Dmg 4d4p+1; Def +3; DR 4; ToP 18/8; Size M; Move 20 ft./s; Saves: P +7, M +5, D +7; Notable STPs: listening (70), Tracking (70)



## 3. Orc Quarters

This structure's functioning door and intact roof set it apart from the other hovels in this rancid hamlet. There are no bars on the windows and the door is merely shut, not visibly locked or barricaded.

This is one of two small orc barracks (the other being entry #10) that house the encampment's guards. This particular shack houses the day guards who oversee the slaves' work details and food gathering (encountered in "Orc Food Plot"). The day guards work the orcish equivalent of the graveyard shift, so have the unusual tendency to sleep through the night.

## 4. Work Shed

Applying the title "shed" seems too generous a term for this shabby little collection of lumber. What walls are actually present do nothing to conceal the haphazard pile of crude farming tools tossed carelessly on the dirt floor.

The Work Shed is a tiny shack used to store the slaves' farming tools during the night. These tools are mostly rusted and bent from improper storage and heavy usage. Inside are three shovels, ten hoes, a trowel, and twenty-three burlap sacks.

## 5. Smokehouse/Bakery

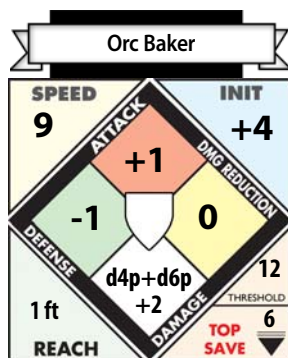
### Encounter: Orc Baker

Smoke rises lazily from a clay chimney jutting abruptly up out of the roof. Every flat surface (including the roof) is covered with dozens and dozens some sort of pale flatbread hardening in the sunlight. A skinny feral cat prowls between the flatbreads, on the lookout for mice.

The smokehouse/bakery is the domain of a single orc who acts as a rudimentary cook for the encampment. The baker here is a constantly busy converting the encampment's raw foodstuff into plain, but filling flatbreads to feed the slaves and orcs. On the rare occasion when there is leftover meat in the encampment (or whenever a slave dies), this structure is used to smoke and cure meats for future consumption. Inside the bakery is a large clay oven, stained black with smoke. The bakery is full of cooking

implements: a long handled wooden spatula, crusty mixing bowls, a cleaver, piles of firewood, and some jugs of water. The baker sleeps here during the day.

**Orc Baker** (34 EP): HP 29; Init 4; Spd 8; Rch 1½'; Atk +3; Dmg d4p+d6p+2; Def -1; DR 0; ToP 12/ 6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable Skills/Proficiencies: laborer, observation (25), listening (25); Gear: meat cleaver, ragged smock



## 6. Food Storage Shack

This shanty seems to be better maintained than the others and actually shows signs of having been haphazardly repaired in certain areas. The roof is intact and is supported by thick, wooden planked walls.

This shack houses all of the food used for the baker's flatbreads and the animals' fodder. During the day, the baker moves between these two buildings collecting ingredients and depositing flatbreads. The inside of this storehouse is well stocked with rutabagas, turnips, wild onions, yellow potatoes, and dozens of the baker's bland flatbreads.

## 7. Outhouse

Flies buzz incessantly above this rancid lean-to. Standing downwind of this structure is practically unbearable, the stench is so overpowering.

This outhouse is truly disgusting. Pity the poor wretch whose job it is to maintain it. At night, one of the slaves will be fruitlessly attempting to empty its overflowing contents.

## 8. Forge

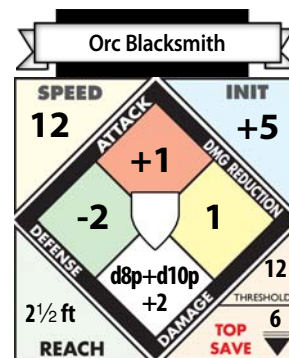
**Encounter:** Orc Blacksmith

Black smoke billows up from holes in the ceiling of this building. Broken tools and half made barrels, all lie helter-skelter on the dirt outside this structure. However, the main output here seems to be chains.

Thick chains in various states of rust drape over nearly every surface and the noises and heat emanating from within suggest that more must be on the way.

The blacksmith here is invested almost entirely in the production of chains with which to bind the slaves. He also shoes horses and repairs minor damage to tools and weapons, but it is the creation of chains that truly drives this orc's nightly routine. Inside the forge are a wood-fired forge and a large, pitted anvil. Hammers, tongs, and chisels also hang from the walls amidst new chains being forged. During the day, the blacksmith sleeps in the corner of the forge.

**Orc Blacksmith** (34 EP): HP 30; Init 5; Spd 12; Rch 2½'; Atk +3; Dmg d8p+d10p+2; Def -2; DR 1; ToP 6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable Skills/Proficiencies: blacksmithing/metalworking (32), laborer, observation (25), listening (25); Gear: thick leather apron, smith's hammer, ragged clothes



## 9. Slave Shack (Deserted)

Looking through the large gaps between planks, it is clear that this building is totally empty. Only a few rags and rusted chains remain inside.

This slave shack has been emptied of its occupants so that they might be sent to a more grisly fate as breeders in the orcs' cave. There is nothing of note inside except for five feet of extremely rusted chain.

## 10. Orc Quarters #2

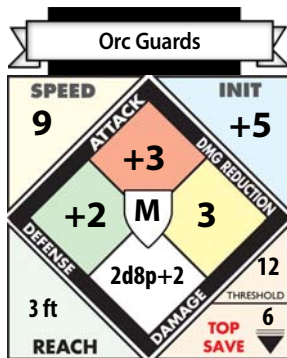
**Encounter:** Three Orc Guards

This oddly narrow shack rises shakily up to a tall, peaked roof. The walls seem sturdier than the other buildings around it, but not by much.

This is the second of the orc guards' quarters (the other being #3). The night guards bunk here during the daytime hours.



**3 Orc Guards** (34 EP each): HP 28 ea; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable STPs: laborer, observation (25), listening (25)



This shack is much like the other one, except that it contains the four goblin slaves at night. If the PCs have already freed or murdered these slaves during the rutabaga patch encounter, this building will be empty.

**4 Goblin Slaves** (0 EP each): HP 16 ea; Init +7; Spd 10; Rch 0'; Atk +2; Dmg (d4p-2)+(d4p-2)-4; Def -6; DR 0; ToP 7/4; Size S; Move 5 ft./s; Notable Skills/Proficiencies: laborer; Notable Gear: rags

## 11. Slave Quarters

The windows of this hovel are barred and a heavy iron chain holds the door shut. The dusty ground around this shack is packed down, as if many feet have treaded upon it. An intense stink emanates from inside.

If the PCs enter the slave quarters during the day, they will find it empty, as the slaves are out farming for the orcs. At night, the shacks are occupied by the exhausted slaves (except for the unfortunate soul who is selected to drain the outhouse).

The slave quarters are squalid beyond belief. A room full of dying and diseased laborers produces quite a stench. The slaves are packed in tight and chained to the wall by their necks. The human slaves all reside in this shack. Though they may be tired, sick, and demoralized, they're still desperate to escape. Clever but ruthless PCs could free the slaves in order to distract the orcs and take advantage of the ensuing confusion. If the PCs have already freed these slaves during the rutabaga patch encounter, this building will be empty.

Note that all these slaves are infected with the Burning Bowels and any close contact risks transmission of the disease.

**Vosted**, gakite merchant: HP 21; Init +5; Spd 10; Rch 1'; Atk -2; Dmg (d4p-2)+(d4p-2)-3; Def -8; DR 0; ToP 7/3; Size M; Move 10 ft./s; Notable STPs: laborer, language: Deji (06), language Kalamaran (71); Gear: rags

**6 Deji Tribesmen** (Khodri, Jorjen, Shathy, Kakocho, Darado, Nyajen) and **Arturr** — human laborers: HP 23 ea; Init +9; Spd 10; Rch 1'; Atk -4; Dmg (d4p-2)+(d4p-2); Def -9; DR 0; ToP 7/5; Size M; Move 10 ft./s; Notable STPs: laborer, language Deji (60) or Gakite (60); Notable Gear: rags

## 12. Slave Quarters #2

A sort of crude lean-to shades the entryway to this hovel. Through the shadows, you can make out the barred windows and the thick chains on the door. The lean-to is crawling with spiders and appears to have never been cleaned.

## 13. The Cave of the Pestilent Ones

The cave mouth before you yawns wide open in the rock face. The ground is well trod and no lights save those from outside illuminate its murky interior. From inside you can hear the squealing and snorting of hogs.

The cave mouth is the entrance to the primary lair of the orcs. To make it beyond the immediate environs of the cave and into the lower tunnels, the PCs will have to travel down one of two crudely cut staircases. Upon arriving inside the main chamber:

The glow of your torches illumines the low-ceilinged stone cavern. Rotting barrels and a rickety wagon collect dust on the uneven floor of the chamber.


To the east there is a muddy hog pen created by fencing off two narrow entrances to a larger chamber. The nine feral hogs are fed with garbage and foodstuffs that even the orcs find indigestible. Occasionally, the orcs will throw an otherwise useless slave to the hogs to help fatten them up. The slaughter of a hog is rare, and only undertaken on special orders from Mundunooguu. These hogs are also valuable livestock and could fetch 3 sp apiece. A PC with any proficiency in the skill Animal herding: Swine could easily herd these animals to market. Other PCs could do the same by looping rope through the pigs' snout rings and pulling the stubborn beasts along.

The old wagon can be repaired by a PC with the maintenance/upkeep proficiency or an average mastery of carpentry/woodworking (making use of the orc blacksmith's tools). This wagon could potentially be used to transport rescued slaves back to town if it's pulled by a mule.

## THE TUNNELS BENEATH

The lower levels beneath the cave mouth are trisected by a cold underground river, crossable by four bridges. Several tunnels are blocked off by rock falls, some orc-made and some natural.


### Area 1

 Your eyes have already adjusted to the darkness by the time you reach the bottom of the crudely cut stone staircase. There is the sound of rushing water and the odor of mildew hangs in the air all around you.

This area will be unoccupied unless they were any survivors from Gari's band of orcs. If there were, then this will be where they are stationed upon their return.

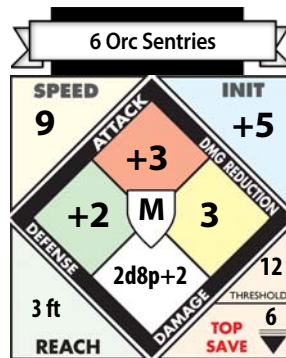
### Area 2

#### Encounter: 2 Orc Sentries

 Your boots scrape against the worn stone steps as you descend into the tunnels. The air is close and rank with intermingling aromas. In the distance, you can make out the sound of rushing water.

On the northwestern side of this area is a collapsed tunnel. An easy mining check will reveal that this chamber was collapsed on purpose, but not why. The reasons for the collapse are elaborated on in the description of area 5.

Six orc guards billet in this area. If they hear the PCs coming, then they will set an ambush around the corners from the staircase, out of sight. When the PCs have moved into the room, the six guards will attack in a pincer.

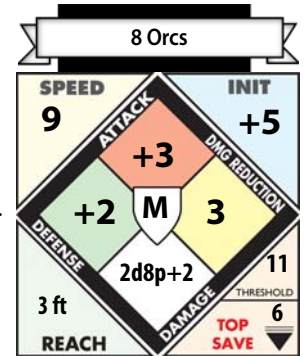


**6 Orc Sentries** (34 EP each): HP 28 ea; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 12/6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable Skills/Proficiencies: laborer, observation (25), listening (25)

### Area 3

#### Encounter: 8 Orcs


This area is a barracks of sorts for the orcs. There are eight orcs stationed here lazing about and chattering amongst temselves. It is unlikely they'll hear the PC's approach unless the PCs do something extraordinarily loud. If they see the light of the PCs' torches approaching, then they'll call out a greeting. If it isn't answered, they'll get suspicious and call again, readying their weapons. If no one answers, then three of them will move to investigate. If they catch sight of the PCS, then the alarm will be raised and the 8 warriors will rush in battle.



**8 Orcs** (34 EP each): HP 27 ea; Init +5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 11/6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable Skills/Proficiencies: laborer, observation (25), listening (25)

### Area 4

#### Encounter: Two Orc Rapists and One Orc Female

 You hear plodding feet off around the corner and loud chortling laughter. You're able to spy two unarmed and unarmored orcs in the middle of raping a bound female orc. They hack and wheeze as they laugh and they seem to be too preoccupied with the rape to notice you.

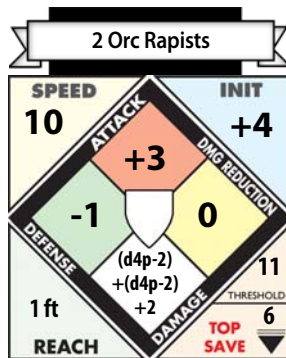
PCs that manage to find their way to this root cellar will come upon two orcs that are in the process of raping a female orc they have tied up. They are unarmed and unarmored and are completely at the mercy of the PCs. The PCs will have seven seconds before the first orc finishes and allows the other to have a turn, after which they will have another seven seconds before he too is finished. If the PCs wait until both the orcs are done with their rapes, then the two orcs saunter back, laughing to themselves and will not notice the PCs until they are right on top of them. Without weapons, and outnumbered, the two will panic if confronted by armed intruders and try to escape. If the PCs find the female orc and free her, she



will try her best to get away and escape the tunnels, even if it means ineffectually fighting the PCs (whom she regards as no less dangerous than her assailants).


**2 Orc Rapists** (34 EP each):  
 HP 26 ea; Init +4; Spd 10; Rch 1'; Atk +3; Dmg (d4p-2)+(d4p-2)+2; Def -1; DR 0; ToP 6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable STPs: laborer, observation (25), listening (25)

**1 Orc Female** (0 EP): HP 19; Init +4; Atk *non-combatant*; Def -1; DR 0; ToP 6/4; Size M; Move 10 ft./s; Notable Skills/Proficiencies: listening (27), observation (27)



## Area 5

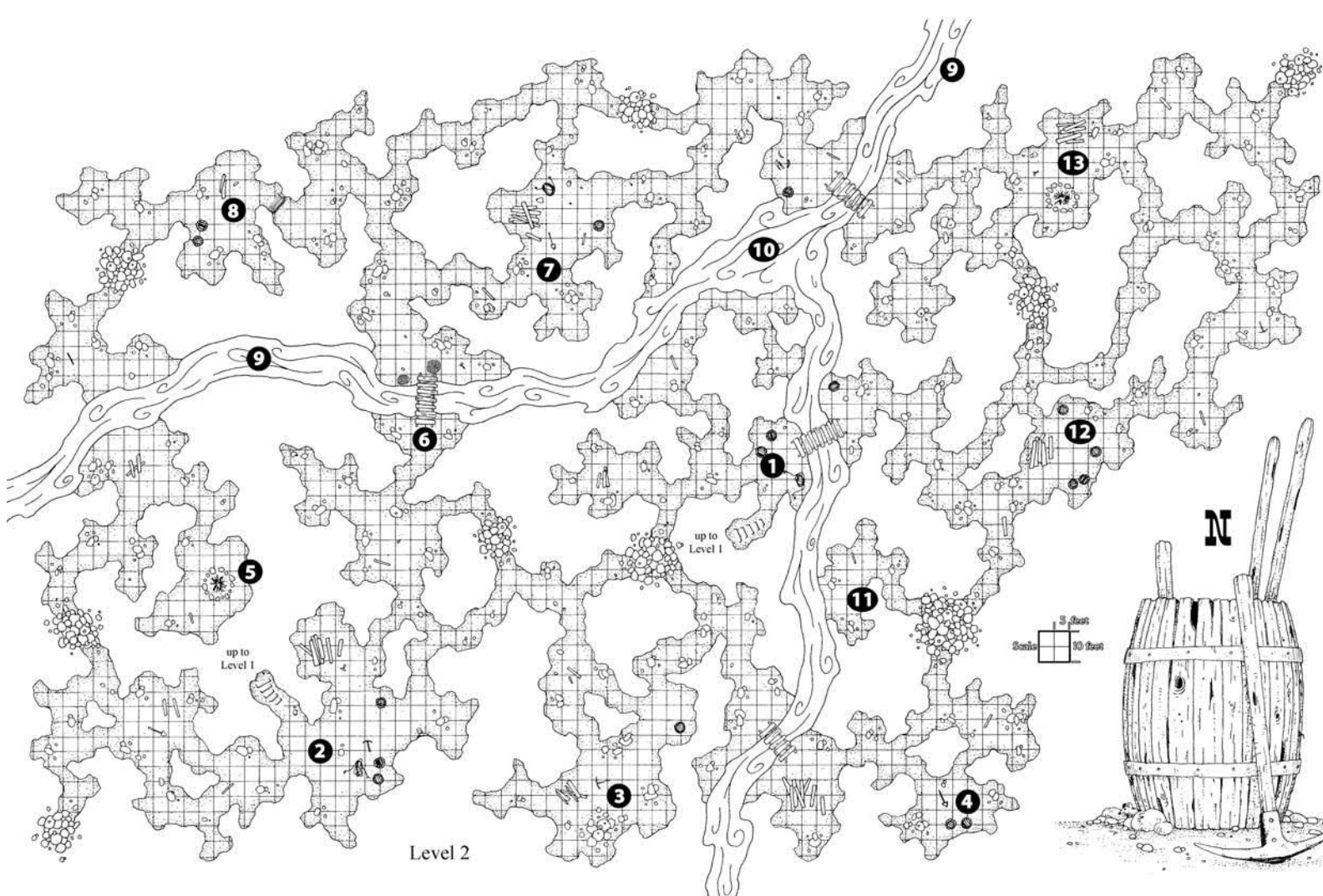
### Encounter: Corrosive Ooze

 The rushing current drags you along like a fallen leaf until you feel yourself roughly washed up on craggy shoreline. Sputtering, you pull yourself from the icy water and find yourself in complete darkness.

Any individual washed up in this room as a result of falling into the stream will likely be in complete darkness and will have to feel their way around unless they can produce a light source. Characters in complete darkness must be treated as if blind (see Blind flaw, *PHB* p. 137).

If the PC is carrying any metal item on his person,





the ooze above will be aware of his presence and will attempt to consume (e.g. attack) him. As long as any PC is wearing or bearing metallic objects (including coins, armor, weapons, etc.) near the ooze, it will pursue them. Note that the ooze will not traverse the river making the northern portion of this area a safe zone.

If exploring PC(s) can provide illumination, they will be able to spy an abandoned campfire in the southeast corner with two skeletons lying near it. Closer inspection will reveal these to be orc skeletons, completely bereft of any clothing or items.

**Corrosive Ooze** (325 EPs): HP 42; Init -2; Spd 10; Rch 2'; Atk +8; Dmg 4d6p; Def 0; DR 12 vs crushing, 8 vs. piercing, 2 vs. hacking; ToP n/a; Size L; Move 1 ft./s; Saves: P +10, M *immune*, D+2; Immune to fire and cold, electricity inflicts +1 point of damage per die rolled

Corrosive Ooze			
<b>SPEED</b> 10	<b>ATTACK</b> +8	<b>INIT</b> -2	<b>DMG REDUCTION</b> 12*
<b>DEFENSE</b> 0	<b>4d6p</b>	<b>THRESHOLD</b> n/a	<b>TOP SAVE</b> n/a
<b>REACH</b> 2 ft	<b>DAMAGE</b>		

## Area 6

### Encounter: 2 Orc Sentries

Two orcs stand watch on the north side of this rickety bridge, preventing general access to the chief and the breeders. A lone candle, affixed atop a boulder pile by its own wax, provides dim lighting sufficient for the orcs.

These guards will automatically be altered by any illuminated approach from the south (their extreme low light vision permits accurate visual identification of individuals as far as the mouth of the southern tunnel *sans additional light*). They will then take up their glaives and bar passage across the bridge. Should they spy more than three intruders (i.e. non-orcs), they will loudly shout for the assistance of the chief and his bodyguards (Area 7).

The bridge may only be crossed in single file. The orcs stand shoulder to shoulder at the base of the bridge, barring passage while attempting to skewer the foremost crosser (or, as a consolation prize, tip him into the river via a knockback). Should timid adversaries that would rather shoot projectiles than engage them a



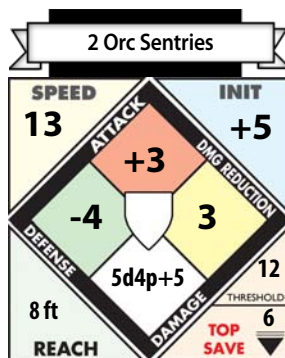
manly contest of strength and skill confront them, the orcs will duck behind two nearby stalagmites (gaining 75% cover) and cautiously keep watch for anyone making a dash for the bridge.

Read the following when players enter this area:

You exit the tunnel into a cave bisected by a stream some 20 feet wide. Spanning it is a crude bridge consisting of little more than slats of wood lain over a rope framework. At the far side stand two orcs with pole arms readied to bar your crossing.

The chief and his two bodyguards will emerge from the eastern tunnel 30 seconds after having been alerted to trouble. These seasoned warriors are adept at phalanx fighting (as are the two guards at the bridge) so they can utilize this tactic should the situation warrant its employment.

**2 Orc Sentries** (34 EP each): HP 29 ea; Init 5; Spd 13; Rch 8'; Atk +3; Dmg 5d4p+5 (glaives); Def -4; DR 3; ToP 6; Size M; Move 10 ft./s; Saves: P +4, M +1, D+3; Notable STPs: laborer, listening (25), observation (25)



Anyone who falls into the river will have to contend with its powerful current and 10 foot depth. Those clad in medium or heavy armor automatically sink to the bottom while lightly encumbered individuals require a successful difficult swimming check to keep their head above the chilly water.

The river flows downstream at a rate of 5 feet/s and will carry away floaters at this speed. Anyone submerged will be dragged along the riverbed at half this rate.

There is an underwater gravelbar at Area 5 where the river's depth decreases to a mere three feet. Those being forcibly washed downstream will impact this obstacle and may make use of it to exit the river. Thus while it is necessary to be familiar with the Swimming and Drowning rules to heighten tension and leave the impression that characters are in mortal peril, there is little chance that they will have to be employed to actually kill a PC.

## Area 7

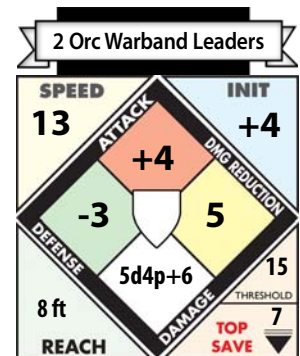
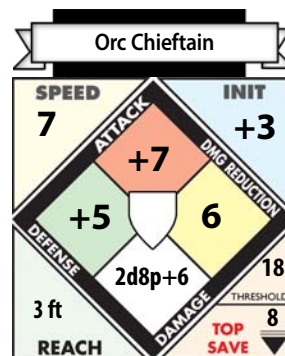
### Encounter: Two Orc Warband Leaders and an Orc Chieftain

This grotto reeks of spoiled meats and vomit. There are three piles of rags and skins, which look to serve as beds. There are five earthen jugs scattered about, but the whole room is comparatively bare.

This area houses an orc chieftain and his two bodyguards. Unlike other orc dens, in which the leaders' quarters are bedecked with savage finery, this chamber seems more befitting of common grunts of other tribes. If the party has been in orc dens before, they may notice this discrepancy. This tribe is truly destitute. Two of the earthen jugs contain flatbreads from aboveground, while the remaining three are filled with cave water which is surprisingly potable. Unless they have been alerted by any of the orcish sentries, then all three of the higher-up orcs will be found lounging here.

**2 Orc Warband Leaders** (50 EP each): HP 36 ea; Init +4; Spd 9; Rch 8'; Atk +4; Dmg 5d4p+6 (glaives); Def -3; DR 5; ToP 15/7; Size M; Move 10 ft./s; Saves: P +5, M +2, D+4; Notable STPs: laborer, observation (25), listening (25), phalanx fighting

**Orc Chieftain** (170 EPs): HP 43; Init +3; Spd 7; Rch 3'; Atk +7; Dmg 2d8p+6; Def +5; DR 6; ToP 18/8; Size M; Move 10 ft./s; Saves: P +7, M +5, D+6; Notable STPs: laborer, observation (25), listening (25), phalanx fighting; Gear: splint mail (human made), +1 scimitar, medium shield, major healing potion



## Area 8

### Encounter: Six Orc Females

🗨️ A crude fence blocks this chamber off from the rest of the tunnels. In a way, it seems very much similar to the hog pen on the upper level, except that this gate rises to the ceiling.

Within this chamber is an orcish breeding pit. These rape dens are where orcs keep females of their own kind and human women enslaved as unwilling breeders until they die of malnutrition and abuse. The back of this chamber has another purposefully collapsed wall, meant to keep the breeders sealed in.

🗨️ Making it past the gate, your torchlight reveals a hideous scene. Twelve individuals inhabit the room. In a corner nearest you, six Deji women huddle together, weeping softly. Their clothes are torn and their faces are discolored by bruises and lacerations. In the far corner five other figures squat in a circle, ravenously pulling and tearing at something you cannot see. As you look on in horror, one of squatting figures turns slowly towards you. Her snout is stained with red and her broken teeth are yellow as old parchment. In an instant she realizes what you are and shrieks! The other four answer in kind as they rush toward you clutching rocks.

The orc females will attack aggressively at every chance (*this is incorporated into their stats*) and need make no morale checks as they try to escape the chamber. If the PCs let them go by, these females will escape into the woods after stealing as many provisions as they can. If their way is barred, they will fight until death to get by. The thing that they were tearing at was the corpse of one of the Deji women who died just a few hours before. The six human women are all extremely malnourished, dehydrated, and in need of extensive medical care. They won't be able to get far on their own and they certainly won't be able to keep up with the PCs' walking pace. Of these Deji women, all but Daresh and Vashel are pregnant with half-orcs. Only Thena is aware of her pregnancy.

If there are any orcs still alive in Areas 6 or 7, they will come immediately to investigate the screams. Seeing the male orcs appear will cow the females back into submission and they will cease their escape attempt until the males are killed.

**6 Orc Females** (10 EP each): HP 20 ea (**now 14 ea**); Init +4; Atk +5; Spd 9, Rch 1'; Dmg d4p (rock); Def -3; DR 0; ToP 6/4; Size M; Move 10 ft./s; Notable Skills/Proficiencies: listening (27), observation (27)

**Daresh, Thena, Vashel, Kotesch, Chadajen, Dolshyko, and Rosharek** (deceased): HP 25 ea (**now 16 ea**); Init +5; Spd 10; Rch 3'; Atk +0; Dmg (d4p-2)+(d4p-2); Def -1; DR 0; ToP 8/7; Size M; Move 10 ft./s

## Area 9

🗨️ This rushing, subterranean river is icy cold

## Area 10

### Encounter: Giant Amoeba

#### Potential Yield: +2 Brandobian Broadsword

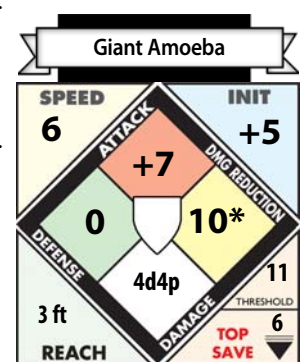
🗨️ The rushing river becomes still in the wide pool before you. The water looks clear, cold, and deep. A shoddy bridge stretches over the water to the other bank.

This 25' deep pool is still enough that the current would not even be able to carry a small size PC away with it. Any PC making an Observation check or even just looking into the water of the pool will notice what looks like a broadsword at the bottom of the pool. This is, in fact, a very old bronze broadsword of Brandobian make. The sword has an inlay in the hilt that resembles the head of a stag and has a concave divot where there must have once been a small jewel of some kind. It functions as +2 weapon because of its excellent craftsmanship.

The pool is also the home of a Giant Amoeba. When flattened out on the gray stone beneath the water, the Giant Amoeba has a hiding skill of 90. The amoeba will attack any PC who enters the pool.

Those succumbing to the amoeba's incapacitating touch are subject to drowning (see GMG p. 74). Underwater attacks on the amoeba are subject to Situational & Environmental Combat Modifiers (see GMG p. 24).

**Giant Amoeba** (250 EP): HP 47; Init 0; Spd 6; Rch 3'; Atk +7; Dmg 4d4p; Def 0; DR 10 vs crushing, 8 vs. piercing, 2 vs. hacking; ToP n/a; Size H; Move 5 ft./s; Saves: P +9, M n/a, D +4; Notable Skills/Proficiencies: hide (90) in dim light, (50) if moving, (25) in bright light





## Area 11

### Encounter: Flesh-Eating Slime

Any PC who gets swept away in the river on the eastern side of the pool will be washed up on the sub-aquatic gravelbar here if he fails his swim check (see area 6 for river details). This landing has been sealed off from the rest of the tunnels because of the large amount of flesh-eating slime that grows on the ceiling here. Walking anywhere in this walled off area risks disturbing a globule containing 3d6p hit points of slime. If the slime misses its attack, then only d4p hit points of slime lands on the PC.

**Flesh-Eating Slime** (200 EP each): HP 50; Init n/a; Spd 0; Rch n/a; Atk +3; Dmg 3d6p/10 seconds (missed roll 1d4p); Def n/a; DR 0; ToP n/a; Size M; Move 0 ft./s; Notable

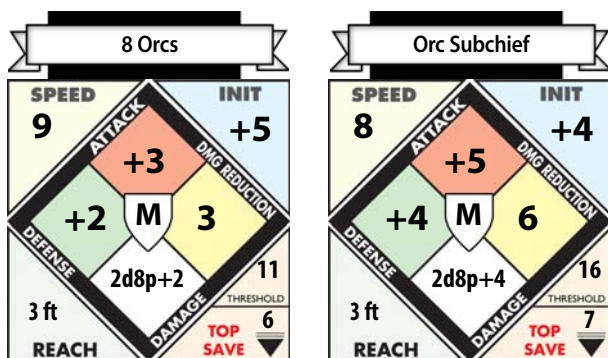
## Area 12

### Encounter: Eight Orcs and an Orc Subchief

An orc subchief and six orc guards reside here, acting as the personal bodyguards of Mundunooguu. If they see the PCs approaching, they will rush to form shield walls in the passageways and attempt to use their superior knowledge of the tunnels' layout to encircle the PCs. If two of the orc guards, or the subchief die, the remaining orcs will fall back to the cleric's chambers to mount a last defense.

**8 Orcs** (34 EP each): HP 27 ea; Init 5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def +2; DR 3; ToP 11/6; Size M; Move 10 ft./s; Notable Skills/Proficiencies: laborer, observation (25), listening (25);

**Orc Subchief** (125 EPs): HP 40; Init 4; Spd 8; Rch 3'; Atk +5; Dmg 2d8p+4; Def +4; DR 16/7; ToP 7; Size M; Move 10 ft./s; Notable Skills/Proficiencies: laborer, observation (25), listening (25); Gear: potion of orcish steadfastness



## Area 13

**Encounter:** Mundunooguu and Twenty Giant Rats  
**Potential Yield:** Wrap of Protection, Carrier's Pendant, Rat Whistle, +1 Medium Shield, Pearl handled Scimitar (30sp), 4 Pearl Buttons (1sp each), Potion of Orcish Steadfastness, the cure for the Burning Bowels, Gari's Notes and supplies for mixing more of the cure

Pushing on through the tunnels is becoming exhausting. You round yet another corner through a stony corridor and come face to face with the oldest orc you've ever seen. His greenish face is deeply lined and the hair that grows only on the sides of his heads is lank, greasy, and white. He snarls hoarsely as he lifts a whistle to his boil-ringed mouth and blows.

Mundunooguu will summon guards to him from Area 12 if they're still alive. If there are any full-blood elves in the party, he will target them with his *Induce Migraine* spell (as he mistakenly believes that all elves have magical abilities). His *Pestilent Swarm* spell is intended to block off narrow tunnels, forcing PCs to either go through the swarm of insects or backtrack around it. *Flaming Weapon* would only be used if he is forced into melee combat. The Cleric is also in possession of an unusual whistle crafted from rat bones which he uses to signal twenty giant rats to issue from cracks in the ceiling and floor. This whistle is not a magical item, however, and any PC that blows on it (without first sterilizing it) will be exposed to orc shingles. The rats will swarm from all directions to where he commands them to go, so that they could be used to flank PCs, block passages, and just really make things miserable for his adversaries in general.

**NOTE:** If Gari escaped capture or killing by the PCs earlier in this adventure, he will have returned to study under his master, Mundunooguu and will also be present in his chambers.

Mundunooguu's sleeping chamber contains a collection of ten clay bowls and jugs, some of which are overgrown with oddly colored fungi. Disturbing this fungi will cause it to release [startling but harmless] spores into the face of the one who touched it if he is within five feet. Amongst these clay jugs is a black urn, which contains the chalky green paste that can cure the

**M**undunooguu has seen many chieftains come and go in his time. They rise, they fight, and they fall while he endures the passing of the years. Since his rise to the priesthood of his tribe seventeen years ago, Mundunooguu has so cemented his hold on the tribe that their old name has been forgotten and they are now known simply as the Mundunooguu Orcs. Within the tribe, Mundunooguu holds absolute power and has used his prodigious influence to remake the tribe into a curious new orcish society.

As a priest of the Conventicle of Affliction, Mundunooguu worships the Rot Lord and lives to sow disease and spread filth throughout the world. After taking his vows to the foul god, Mundunooguu set about to infecting every last member of his tribe with a virulent disease, the cure for which only he possesses. Before Mundunooguu rose to power, the tribe was already near the bottom of the pecking order as far as orcs were concerned, but with the introduction of the new disease into their community an odd thing happened. They were suddenly no longer subject to the frequent raids from stronger orc bands as they once had been. The other orcs feared contracting the sickness and were content to leave well enough alone if Mundunooguu's tribe did the same. With one fell swoop, Mundunooguu guaranteed the loyalty of the tribe by shielding them from outside aggression and controlling the only succor they might find from the painful illnesses wracking their bodies.

With the tribe firmly in his grasp, Mundunooguu now was faced with an interesting problem. Orc clans function almost solely by raiding other communities for food, weapons, and breeding stock. If the Mundunooguu tribe was going to survive, then Mundunooguu himself was going to have to find a new social model for them to operate in. The answer ended up being slavery on a scale much greater than practiced in other clans. By capturing human beings from the local Deji societies in small numbers at a time, the Mundunooguu Orcs were able to gradually build a large workforce to farm wild root vegetables as well as serving as breeders. The already lazy orcs have reached new heights of sloth under this system, as now almost nothing is required of the majority of the tribe on a day-to-day basis, except to serve as a vessel for Mundunooguu's sacramental maladies.

In the long seasons of rest and relative plenty, Mundunooguu has grown fat and old. His white hair hangs limply on the sides of his boil-encrusted head like cobwebs, and his teeth have grown long and yellow. A lifetime spent exposing himself to virulent illnesses has left its mark on the venerable priest. His skin is pocked and loose, his eyes are a rheumy white and a steady trickle of yellowed pus seeps from his tear ducts.

Under Mundunooguu, life continued on unchanged for years, his orcs being content to rest on their laurels while the outside world continued its myriad struggles. The only thing that could threaten this new way of life would be the death of Mundunooguu himself, for he had not yet trained an acolyte to succeed him. No orc was born to the tribe that possessed the mental acuity necessary to learn the ways of The Conventicle of Affliction and, after years of trying to sire an heir, it had become clear that Mundunooguu was sterile. The spectre of work began to loom on the horizon for the orcs, until providence delivered the outcast Gari into their hands. Mundunooguu delighted in his new pupil's alacrity and his studies progressed quickly. Mundunooguu has come to view Gari as more than just a student, and perhaps it is his old age that has made him come to view Gari as the son he could never sire himself. The old orc has sent Gari out with his own band of orcs so that the young man might get a taste of leadership and spread the filth of the Rot Lord to Lovoridu. Mundunooguu is confident that Gari will succeed and is glad in the knowledge that the Mundunooguu Orcs will fester on for generations to come.

**Spells:** 1st Moderate Emotion: Cause Fear, 2nd Curse, Petty, 3rd Cure Trifling Wound, 4th Flaming Weapon, 5th Induce Migraine, 6th Hold in Place, 7th Pestilent Swarm

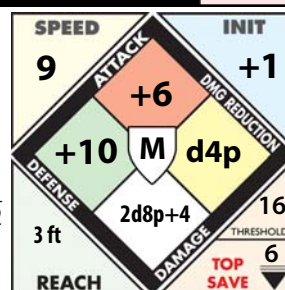
## Denizens of Tellene



### Mundunooguu

**Race:** Orc  
**Class:** Cleric  
**Level:** 7  
**Size:** Medium  
**Movement:** 10  
**Alignment:** CE  
**Hit Points:** 41

**STR** 15/60 **INT** 07/34 **WIS** 09/52  
**DEX** 12/56 **CON** 13/50 **LKS** 06/36  
**CHA:** 08/33



**Possessions:** wrap of protection (60 hp), scimitar +1, medium shield +1, rat-whistle, scroll of illuminating torch, scroll of flaming weapon, Carrier's Pendant (new item see p. 45)

**Proficiencies:** scimitar

**Quirks/Flaws:** superstition (lucky#10), sterile

Stats represent Weapon and Shield fighting style using scimitar

**Skills**

Ancient History	19
Animal Training (Rats)	53
Botany	10
Deji	22
Diplomacy	19
Divine Lore	13
Kalamaran	26
Listening	44
Literacy (Orcish)	16
Observation	39
Oration	57
Orcish	67
Religion (Rotlord)	48
Sneaking	25
Swimming	24



Burning Bowels. There are also several sheafs of parchment. Their neat handwriting betrays a non-orc hand. The letter is respectful, but written in simplistic grammar with clear instructions on each step of the brewing process. Gari was of greater mental faculties than his orcish father figure and had totally surpassed him in his knowledge of diseasecraft. Of course, this recipe is written entirely in orcish, so it may be unintelligible to the Party. Amongst these clay jugs is a smallish barrel that is half full of a sloshing concoction that smells strongly of fermented honey and salt.

If Gari is dead or missing, the cure that he made can be given to the Deji medicine woman, Jorada. She will be able to administer the cure by heating it to a vapor and administering it to the ill. By reverse engineering the concoction, she can also make more for future use.

In the southwestern cul-de-sac an obviously distressed man is chained to a piton in the ground. Sweating profusely and doubled over in pain, he calls out to you for assistance.



Chained to the center of the cave is a terrified-looking middle-aged man in tattered and soiled clothes. The terrible stench of potent halitosis and feces wafts from his ragged body. He reaches out, his hand shaking as he chokes out "save me, oh gods, help me."

This is Vanamir Falama, the missing merchant. He is slated to be the next sacrifice to the Rotlord. In preparation, he was infected with The Burning Bowels two days ago and is just now beginning to suffer its full effect. He is unlikely to live more than another 36-48 hours without treatment. Even brief contact with this man will mean exposure to this disease.

He will express his undying gratitude to his rescuers and ask how they knew how to find him. Soon though he experiences another bout of intestinal cramping and quickly ceases his questions and just begs to be taken home.

---

**Vanamir** human merchant: HP 23; Init +2 (+5); Spd 10; Rch 1'; Atk *non combatant*; Def -3 (-6); DR 0; ToP 7/5; Size M; Move 10 ft./s

Relevant Ability scores Str: 10/07 (6/07), Dex 12/08 (8/08), Con 10/14 (6/14) - Stats in red indicate current disease impairment, he suffers an additional loss of d3 ability points to Str, Dex & Con every 12 hours until 72 hours have passed. If an ability reaches 0, he dies.

---

**Mundunooguu** (350 EP) : CE Orc cleric 7; HP 41 ; Init +1; Spd 9; Rch 3'; Atk +6; Dmg 2d8p+4; Def +10; DR d4p; ToP 16/6; Size M; Move 10' ft/sec; Saves: P +8, M +7, D+7

Spells: 1st *Moderate Emotion: Cause Fear*, 2nd *Curse, Petty*, 3rd *Cure Trifling Wound*, 4th *Flaming Weapon*, 5th *Induce Migraine*, 6th *Hold in Place*, 7th *Pestilent Swarm*

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**20 Giant Cave Rats**: (12EP each): HP 9 each; Init +0; Spd 10; Rch short; Atk +0; Dmg d4p+1; Def -1; DR 1; ToP 3/7; Size S; Move 5 ft/sec; Saves: P +0, M +0, D+3 (HoB p256)

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## EPILOGUE

The captive Deji women, if freed by the party, will be too weak to make the arduous hike back to the lumberjack camp or Lovoridu their own. The PCs could transport them by either fixing the old cart or by constructing travois. There are also a great deal of rutabagas in storage apart from the fat hogs (which are worth 3sp each, if sold) which could be slaughtered for their nourishing meat.

Regardless of whether the party decides to rest for the night in the orc village or sets off immediately, they will be pursued by the two orc outriders (unless these orcs were killed during a night attack on the village).

If they discover the PCs in the orc village, they will attempt to ride down anyone foolish enough to be caught out in the open. They will not sacrifice their mobility and significant combat advantages by dismounting and engaging in house to house fighting. Rather, they will light torches and toss them into buildings attempting to burn the village to the ground and, in so doing, compel the occupants to forgo their defensive cover.

The orcs are unlikely to succeed at burning the village down if faced with proactive defenders as individual buildings are considered Class C flammable objects (see *Setting Stuff on Fire*, GMG p. 75-79). A thrown torch left unextinguished for d4p+2 minutes will start a fire in a building – stamping it out earlier removes the threat.

If thwarted in this endeavor, they will maintain observation and trail the group when they leave. Their intent is to harry the party via quick ride-by slashing attacks that deny their opponents a retort. They will maintain these attacks as long as they are successful. If

an effective countermeasure is devised, the orcs will abandon the chase. See page 233 of the *Player's Handbook* for more information on mounted combat.

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**2 Orc Outriders** (37 EP each): HP 31 ea; Init +5; Spd 8; Rch 3' (5' mounted); Atk +3 (+5 mounted); Dmg d6p+d8p+2 (2d6p+2d8p+2 mounted); Def +2 (+8 mounted); DR 4; ToP 13/ 6; Size M; Move 10 ft/s (30 ft/s mounted); Saves: P +4, M +1, D+3; Notable Skills/Proficiencies: laborer, observation (25), listening (25), riding: equine (55); Gear: sabre, medium shield

---

**2 Rounseys** (light warhorses) (0 EP each): HP 42 ea; Init -1; Spd 30; Rch 1'; Atk +4; Dmg d6p-2; Def +3; DR 2; ToP 17/ 6; Size H; Move 30 ft/s; Saves: P +4, M +4, D+4

---

Passing by the lumberjack camp will elicit calls from the lumberjacks to be reimbursed for the food they gave away to the male slaves (if, indeed, the PCs sent the slaves this way). The lumberjacks aren't picky and would happily accept pigs or copious stores of rutabagas. They don't feel particularly grateful to the PCs for killing the orcs (as they felt capable of defending themselves), but they will be glad to hear of the brutes' destruction because it will allow them to make logging forays deeper into the woods. If a PC managed to make social inroads with the lumberjack camp, then Hurrkal will present him with his own stout woodsman's hatchet ideally suited to felling sapling trees or chopping logs.

The arrival back at Lovoridu could play out two different ways.

1) If the PCs have sent the freed slaves back before themselves, then the slaves, being of both Dejj and Kalamaran descent, will have already explained the whole situation to the townsfolk and newly arrived Dejj. If the PCs have brought the cure (or the means to make it) back with them, it will be distributed to the ill (by Jorada, Talhman, Lusinna, and a few volunteers). Those people who are still healthy will come together at the Lumberjack Inn to celebrate the end of the plague. The PCs will be feted as heroes and the Dejj medicine woman, Jorada, will bestow each of the PCs with a beaded belt. Anyone wearing one of these belts will be accepted as a trusted guest in any village of the local Dejj peoples.

2) If the slaves were not sent back beforehand, then Lovoridu will be a state of extreme tension, with the remaining healthy townsfolk practically ready to drive off the Dejj warriors and their medicine woman. The

returned slaves and PCs will defuse the situation, as the slaves will be able to explain what has happened to both groups (if the PCs do not do so first). Subsequently things will proceed as above.

If PCs kill Mundunooguu without killing all of the other orcs of his tribe, a new leader will rise to take control. It will be business as usual for a few months, but it will not take long for the other orc tribes to learn of Mundunooguu's death. After some probing and scouting, it will become plain that the Mundunooguu orcs have lost their protective disease. In a single night, any remnants of Mundunooguu's legacy will be wiped from the face of the Brindonwood when surrounding orc tribes put their hamlet to the torch and slaughter everyone they find inside.

### Story Awards:

- ☐ **Providing a cure for the Burning Bowels plague (2500 ep)**
- ☐ **Rescuing Vanamir Falama and returning him to Robuselido in good health (500 ep)**  
*alternatively, returning his corpse (100 EP)*
- ☐ **Freeing the human slaves (20 ep/slave freed)**

## APPENDIX I

### DISEASES

See GameMaster's Guide Appendix 2 for full rules on handling diseases in HackMaster.

#### The Burning Bowels

*Communicability:* 15

*Severity:* 12

*Where is the disease found?* The Burning Bowels is (currently) only found in the Brindonwood north of Ek'Gakel. It is an extremely potent and vile disease.

*Minor Effect:* Beginning 4d4p hours after contracting the disease, the victim begins to suffer heartburn followed by mild cramping. Within the next 24+d10 hours, major cramping, heartburn, and horrid breath afflict the victim. Victims suffer a 1d3 penalty to strength, dexterity, and constitution until the disease runs its course.

*Full Effect:* Symptoms develop as above, but with much greater severity: the initial ability score penalty is 2d3 with an additional 1d3 penalty every 12 hours for 72 hours. After this time the fever breaks and,



assuming the afflicted is still alive, they recover their ability scores at a rate of +1 every 3 days.

## Mundunooguu Syndrome

*Communicability:* 17

*Severity:* 10

*Where is the disease found?* Mundunooguu Syndrome is found only in Mundunooguu's Hamlet in the northern Brindonwood and can only be contracted by orcs and half-orcs.

*Minor Effect:* 1d4p hours after contracting the disease, the victim begins to feel fatigued and increasingly exhausted. The disease causes the victim to gain a point of fatigue every day for twenty days until he becomes quite unable to anything for himself. After reaching twenty points of fatigue, the disease plateaus for ten days before it breaks and begins to decrease by a point a day until it has totally passed. If the victim receives nursing during this time, it is an easy thing to make a full recovery. However, as orcs do not nurse one another, they usually end up dying of dehydration or starvation during the course of the disease (if their fellows don't murder them first).

*Full Effect:* The disease proceeds as above, but with greater speed. Fatigue increases at two points a day until it reaches twenty points. The syndrome's plateau lasts for fifteen days instead of ten after which the disease proceeds normally.

## APPENDIX II

### Notable NPCs:

**Apothecary Othryn:** Othryn is an old crone who serves as the village's wise woman and apothecary. She is well into her seventies, and cannot hear very well, but there is still a spark of intelligence in her eyes. She is generally disagreeable, and does not take well to others telling her how to conduct her business. Othryn loves to talk of herb lore with anyone who will listen, especially Talhman, who collects forest herbs that she cannot grow in her garden for her.

*Notable Skills:* Language (Kalamaran 68), Botany 65, First Aid 45, Resist Persuasion 32

**Little B'tarin:** Little B'tarin is a ten year old orphan who is employed by the family in the house next door. He has been recently employed at the mill as a ratter, standing guard during the night and killing any rats he

comes across. He is, to put it simply, a bit of a brat – with a whiney high-pitched voice. He is actually quite brave for his age, but his recent encounter with giant rats has left him a bit shaken. Should the party learn of him and pay him a visit, he will gladly help them... for a price. B'tarin loves shiny silver coins, and will always try to finagle some off of the party for even the smallest thing they might ask him to do. He is a clever boy, with a good mind for mechanics and has a specially sharpened pitchfork he uses for rat killing. He will give up his knowledge of the rats for free, including where he thinks their lair might be, and if money is offered, will eagerly follow them there, carrying his pitchfork with him.

---

**Little B'tarin:** Human Laborer (Kalamaran) HP 15, Init +5, Spd 12, Rch 6', Atk +0, Dmg (2d4p)+3, Def -1, DR 0, ToP 5/5, Hon 9, FoS -1, FoA +0; Saves: P +0, D +0, M+0

*Notable Skills:* Language (Kalamaran 59)

*Equipment:* B'tarin's Pitchfork, rat bait.

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**Syan:** Syan is a hunter living in house on the western edge of Lovoridu (area #16). He has thus far remained healthy during this period of illness because he eats only what food he catches and gathers for himself in the forest. He makes a tidy living selling wild game to the lumberjack inn, where the players might also meet him dropping off the day's spoils. Syan is easily identified by his outlandish clothing, consisting entirely of fur and buckskin. He is gregarious and easygoing, and would be glad to accompany the players on some small mission (hunting rats, for instance, or scouting in the forest), although would take a great deal of convincing to go up a truly dangerous threat (such as orcs) without good reason. Syan is a competent marksman with his short bow, which he keeps strung and at the ready whenever he ventures out of town.

---

**Syan:** NG Human (Kalmaran/Dejy) fighter 3; HP 32, Init +4, Spd 6 (RoF 10), Rch 1', Atk +3, Dmg 2d4p+1 (2d6p+1), Def -2, DR 2, ToP 12/6, Hon 30, FoS +1, FoA +1; Saves: P +3, D +3, M+3, *Notable Skills:* Forestry 21, Hunting 45, Tracking 34, Profs/Talents: Skinning/Tanning

*Equipment:* Dagger, Short bow, Leather Armor

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**Crazy Koltar:** Koltar is a local legend. He supposedly spent almost five years living with the wild

tribes of the Vrykarr Mountains, and tells fantastic, if unbelievable, tales of his adventures including battles with giants. However, that was all a long time ago. The many injuries Koltar sustained during his travels have left his body all but broken and he has become quite blind. He has a good memory but rambles and seems to get confused when telling his tall tales. The villagers take care of him as he can now do little on his own. Gari was quite fond of him, and used to listen to his stories for hours. Koltar taught Gari many things about the mountains and the surrounding lands and peoples, including Orcish language and customs. This knowledge saved Gari when the orc tribe found him. Koltar was once skilled with a sword but his disability and senility now makes him essentially a non-combatant.

**Crazy Koltar:** lvl 5 Human Fighter (Kalamaran) HP 45, Init +2, Spd 8, Rch 1', Atk -7, Dmg d6p+1 (knife), Def -7, DR 0, ToP 22/8, Hon 33, Fame 16; Saves: P +5, D +5, M+5

Notable Skills: Language (Kalamaran 73, Orkin 42), Listening (28) Proficiency: Etiquette/Manners: Orcs

**Gedril & Brudrel:** Gedril runs the general store and cares for her husband Brudrel. Brudrel was crippled several years ago when a tree fell on him. He is still very sharp mentally, and remembers everything that has ever happened in Lovoridu. He reads constantly, and can read the Orcish language but won't want to admit it unless absolutely necessary.

**Brudrel:** Notable Skills: Language (Kalamaran 70, Orkin 36), Literacy (Kalamaran 35, Orkin 31)

**Gedril:** Notable Skills: Language (Kalamaran 79), Literacy (Kalamaran 24)

**Jalenar and Suvett:** They, along with their two daughters, run the Lumberjack Inn. Suvett is quiet and shy. Jalenar is loud and very opinionated, especially





after drinking (most of the time). Their daughters, Magette and Ilubek, serve patrons of the Inn and are fat, lazy and horrendously ugly.

**Larken:** Larken is the village blacksmith and ax sharpener. He tends to all the workhorses and mules used to drag the logs from the forest to the river. He is old and, slow, but still amazingly strong. He is also still quite dangerous with an ax, and would make a good addition to a fight. Larken owns a suit of chainmail, a battle-ax and a shield but has not donned them in years. He is Lusinna's father.

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**Larken:** NG Human fighter 4; HP 38, Init +4 (+6), Spd 11 (13), Rch 3', Atk +5, Dmg 4d3p+6, Def -2 (+2), DR 1 (5), ToP 15/6, Hon 30, FoS +11, FoA +0; Saves: P +5, D +4, M+4, Notable STPs: animal husbandry (equine) 23, appraisal (arms & armor) 21, blacksmithing / metalworking 37, language (kalamaran 67), maintenance/upkeep, laborer

Equipment: battle axe (*stats in italics used should he inexplicably don armor & shield*)

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**Malardin:** Malardin is a venerable old farmer whose root vegetable field is a chief supplier of food to the town. He employs young children in town to help him, and is generally considered a lenient taskmaster. Malardin loves to hear the sound of his own voice, and anyone who pays him a visit should be prepared for him to prattle on at length about his various family members, relationships and fields. He grows mostly turnips, but also some cabbage, carrots and potatoes.

**Balar and Teelai:** Gari's parents still live in Lovoridu with their other children, their spouses, and a couple of grandchildren. They never talk about Gari, but Balar will sometimes say a prayer to Rotak the Wanderer asking for his son to someday find his way back home.

**Talhman and Lusinna:** Talhman and Lusinna live at the Temple of the Stars. They have four children, all adopted. They are very distraught that they can't find a cure for the disease. Lusinna has not thought about Gari for a long time, but occasionally wonders what ever happened to him. Although there is no actual priest running the Church at the moment, Talhman has received training in the ways of the Temple of the Stars and hopes to become an ordained priest within a year.

It is slow going though because there is no one in Lovoridu to conduct this training and he does not wish

to be away from his family for extended periods of time. He is currently considering a hasty trip to Robuselido in order to seek help in curing the disease but fears there will be no survivors left when he returns. Talhman has received some training in the use of a club and keeps one in his house. He has thus far been unable to diagnose the cause of the disease, but consults often with Othryn about the nature of the sickness and has even agreed to help gather herbs from the forest for her. Even if he did discern the origin, he likely could not cure it using these homeopathic techniques, as it is quite virulent.

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**Talhman:** NG human (Kalamaran) ½ level cleric of the Traveler; HP 27, Init +4, Spd 10, Rch 1½', Atk -1, Dmg d6p+d4p, Def +1, DR 0, ToP 9/6, Hon 10, FoS +0, FoA +0; Saves: P +1, D +0, M +1

Notable Skills: astrology 13, boating 21, cartography 26, divine lore 24, language (Kalamaran 58, Deji 21), literacy (Kalamaran 45), religion (the Traveler 34), riding 15, survival 22, survival, urban 12, swimming 26, weather sense 14

Profs/Talents: club, light armor, hiking/roadmarching

Typical Spell: *Diagnose Injuries*

Equipment: club, divine icon

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## CREDITS

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## Pendant of the Carrier



The worshippers of the Rotlord face a strange conundrum. While their goal is to sow disease amongst the healthy, they also do so amongst their own ranks. To prevent this practice from becoming completely self-defeating, many priests of the order wear pendants such as these in order to mitigate the problem.

Any disease the wearer of the Carrier's Pendant is exposed to is treated as having -4 to its severity and +2 to its communicability. Further, the wearer exhibits no visible symptoms of any diseases he is infected with. This small, round disc is made of solid copper and hangs from a leather strap. On its face is a series of broad stripes and dangling, putrid rushes.

Mundunooguu's own master, an orcish priest of the Rotlord named Trungak, was gifted this particular pendant some thirty-five years ago. Trungak dug up a cache of the pendants from underneath a dead tree after experiencing a vision he believed to have been sent by the Rotlord himself. Trungak decided to distribute the pendants to his best

pupils, a motley mixture of orcs of many tribes squatting in dank caverns studying the art of diseasecraft.

The least skilled of these pupils was Mundunooguu himself, then aged only sixteen winters. Working long nights at his studies, Mundunooguu lagged behind the other students and, despite his efforts, Trungak refused to grant the orc a pendant of his own. Without the pendant, Mundunooguu suffered many discomforts from his infections that his "peers" were exempt from. Mundunooguu's jealousy grew as time passed and soon his covetous nature got the best of him.

One night, near dawn, Mundunooguu stole into chamber of another orcish pupil and clubbed him to death with a table leg. Mundunooguu stole the creature's pendant and then retreated into the woods, running eastward. Slowly, Mundunooguu was able to gather other outcast orcs around him until they were able to form a new, unusually disgusting tribe.

