

# *Against the Orcs!*



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# Against the Orcs

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Requires the Savage Worlds rules, available at [www.greatwhitegames.com](http://www.greatwhitegames.com)

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This fantasy adventure for *Savage Worlds* is designed to provide an introduction to some of the basic aspects of the game, including combat, magic, and mass battles.

The adventure is independent of any Savage Setting, and can easily be used to form the first adventure in your own campaign. Feel free to change any of the names to suit your game world.

Six pre-generated characters can be found at the back of this adventure. If you want, your players can create their own characters. No special races or skills are required, though a balanced party stands a better chance of success.

Throughout the adventure you will find text in italics. This should be read or paraphrased to the players.

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# Part One: The Siege of Roxbury

## Background

The Eastern Marches of Aspiria are a land of high, rolling hills littered with dense copses. As one progresses east, the hills form the foothills of the mighty Granite Mountains. Decades ago the land was inhabited by fierce tribes of orcs. A crusade led by the then-king of Aspiria, Halgroth IV, drove the orcs from the Marches.

Slowly at first, but with gathering speed, new villages sprang up on the many hills once held by the orcs. For the most part the villages grew and prospered, and within a few years the memory of the orcs was all but forgotten. For the first time in centuries, the land was peaceful.

All that changed several months ago, when trappers and hunters spotted large parties of orcs roaming the borders of the Marches. Shortly afterward, the orcs began attacking remote villages and farms, slaughtering all who stood in their path. After almost half a human lifetime, the orcs had returned.

Halgroth V, the current king, lacks his father's ambition and foresight. He would rather hunt than plan a military campaign, dance with ladies of the court than soil his blade in war, and hide among his books than admit the orcs are returning.

Even the recent tide of refugees streaming in from the Eastern Marches has done nothing to stir his hand. The Eastern lands are awash with human blood and echo to the war cries of the savage orcs.

Though loyal to the crown, Baron Kyle Loxlyn, a powerful noble with lands in the Eastern Marches, has decided to take action. While Loxlyn musters his troops for war, he plans to send hired adventurers to evacuate a village lying in the path of the advancing orcs. Enter the heroes.

## A Lord is Hiring

*You have each responded to posters placed around the area by Baron Loxlyn, the local landowner, for worthy adventurers. The posters were vague, failing to describe the baron's need in any detail, but the rich reward promised, 100 pieces of gold, drew your attention.*

*On arriving at the baron's keep, you were shown into an audience room and asked to wait while the baron finished with urgent business. You are the only people present.*

The players should take this opportunity to introduce their characters. Proceed when they have done so.

*The doors at the end of the chamber open. A middle-aged man dressed in chainmail and robes of ermine walks into the room flanked by two guards. Judging by his face he has not slept in many days, though his eyes burn with a fierce passion. He takes a seat at the end of the high table and bids you to sit.*

*"I am Baron Loxlyn," he begins, "lord of this domain. I thank you for attending my call. Time is pressing, so I shall get straight to the details. Orcs are once more harassing the Eastern Marches. Many villages have fallen to their swords and the king has failed to act. Our people are being butchered while he attends court functions.*

*"Three days to the east of here lies the village of Roxbury. It's a small settlement of just 30 souls built around a temple to the god of agriculture, but it lies in the orcs' path. I need you to travel to Roxbury and help defend the settlement. My army is mustering, but by the time it gathers it may be too late to save the village.*

*"The headman is a priest by the name of Adelmarr. He served my father before founding Roxbury after the orcs were driven back. When the Marches were settled*



the king ordered all the villagers to erect stout wooden palisades. Should orc scouts attack, the wall will give you some protection.

*"I shall provide you with provisions for the trip, as well as detailed maps. If you accept, you must leave within the hour. Any delay could be fatal."*

Assuming the characters agree to accept the mission, Baron Loxlyn summons his seneschal. He leads the characters to the stores and gives each of them three days of food and water. Once equipped, the characters are handed a map and sent on their way.

## *Ambushed on the Road*

This section is a small skirmish designed to familiarize your players with the *Savage Worlds* combat system before the main action later in the adventure. The figure flats contained in this adventure should be used to portray the combat on the tabletop. *Savage Worlds* is designed to make using miniatures fast, furious, and fun.

*The journey so far has been more tedious than difficult. For the last two days you have traveled along a trail which led through agricultural land into the hills that mark the start of the Eastern Marches. Since leaving behind the cultivated lands you have seen little sign of life save for the occasional rabbit, deer, or flock of birds.*

*Rain has been your constant companion, however, and the comfort of Roxbury, with its promise of a warming fire and hot food, lies only a few hours march away.*

*In the last few miles the open hills have given way to heavily wooded copses, which stand close to the path. As you trudge along the well-used trail you have the feeling that you are being watched.*

*Without warning, a fierce cry fills the air and a group of well-muscled, green-skinned creatures with bestial faces burst from the vegetation on the side of the road. With a savage snarl, they fall upon your party.*

The characters have been ambushed by an orc scouting party. Check for Surprise as normal. If your players are using their own characters, one of them may have the Danger Sense Edge. If so, have them make their Notice roll after you have finished reading the text but before checking for Surprise.

Once the orcs have been dispatched, have each character make a Common Knowledge roll. With a success, the characters know that orcs would usually not attack in such small numbers without very good reason.

Characters with Knowledge (Orcs) may choose to use that skill instead. With success they recognize them as members of the Flesh Eater tribe, a particularly nasty bunch with a taste for sentient flesh, especially that of dwarves.



## *Orcs (1 per 2 characters)*

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8

**Gear:** Leather armor (+1), short sword (Str+2)

### **Special Abilities**

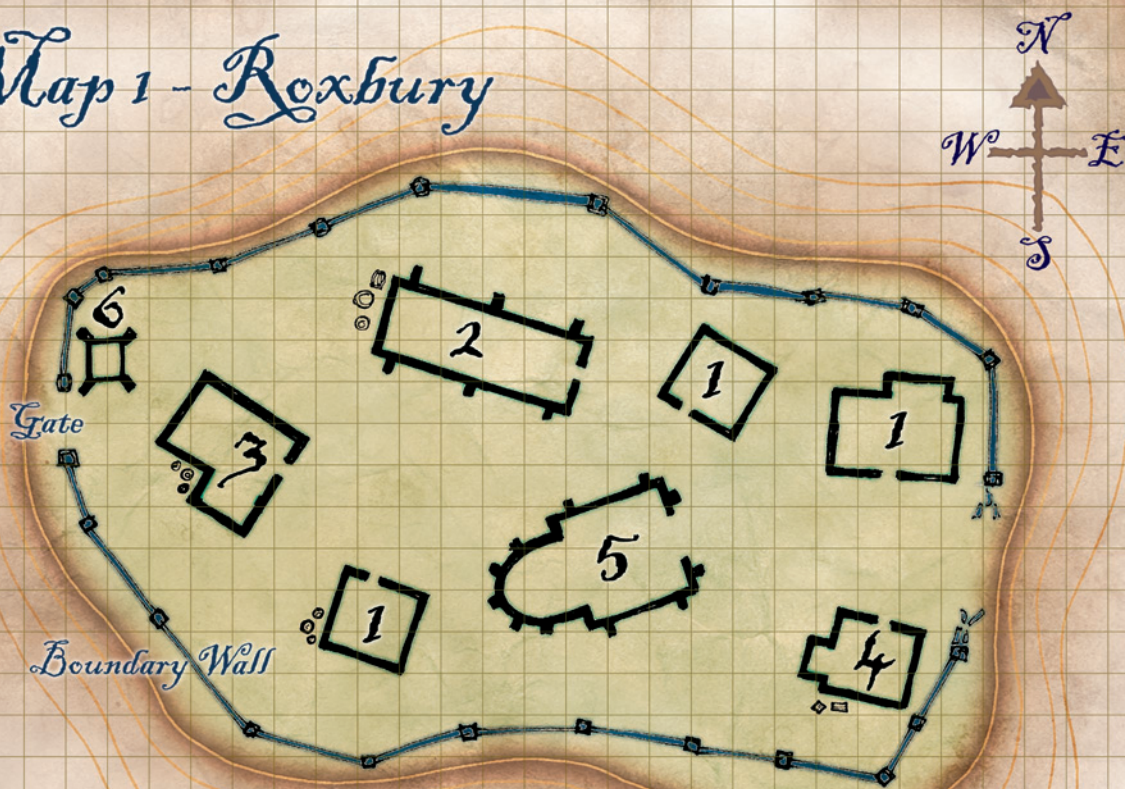
- **Size +1:** Orcs are slightly larger than humans.

## *The Village*

By the time the characters reach the village it is late afternoon. Have them make Notice rolls as they approach. With a success they see that Roxbury sits atop a gently sloping hill. Though slightly steeper on the eastern side, it presents no obstacle. The wooden fence surrounding the settlement is two yards high, allowing average-sized humans to see over only by standing on tiptoe. However, it is only a foot thick and presents no barrier to a determined attacker. A stout double gate bars access.



## Map 1 - Roxbury



- |             |               |                             |
|-------------|---------------|-----------------------------|
| 1 - Houses  | 2 - Long Hall | 3 - Smithy                  |
| 4 - Granary | 5 - Temple    | 6 - Watchtower (incomplete) |

On a raise, the characters spot large gaps in the fence and what appears to be the base of a watchtower—the villagers never finished erecting the defenses!

Don't worry if no one scores a raise. The state of the defenses becomes readily apparent as soon as the heroes enter the village.

The following details are clearly visible to all the characters. Don't describe the game mechanics to them—that is something they will learn about should they venture into the areas described below.

Surrounding the base of the hill on three sides are empty fields, the crops having been gathered for this year. From the looks of it, recent heavy rains have turned the fields into bogs.

Attempting to move through the quagmire counts as Difficult Terrain (it costs 2" of movement to move 1"). Beyond the fields is a cleared area some 20 yards wide. Small tree stumps litter the terrain, but are too far apart to hamper movement.

Past the cleared area lies the forest, a dark wall of wood and ground vegetation. From their current

position, the characters cannot see more than a few dozen yards into the gloom.

So thick is the canopy that even in daylight there is a penalty for Dim Lighting (−1 penalty to attack rolls). At night the forest is as dark as a cave, even with a full moon, and counts as Pitch Darkness (−6 penalty). The thick ground vegetation counts as Difficult Terrain.

### Gaining Entrance

No guards patrol the gate. The characters can either knock or call out, or enter through one of the gaps in the fence. No one answers if they knock at the gate or announce their presence verbally, no matter how long they wait or how much noise they generate. Pushing the gate causes it to swing open with no resistance—the locking bar is not in place.

Within the partially finished barricade (it becomes readily apparent now if no one noticed it on the approach to the village) are seven buildings—a great hall, a small smithy, three houses, a granary, and the temple. The buildings are constructed from wood with thatched roofs.



Due to the recent rains, the thatch is wet and not considered flammable. See the map for an overview of the village layout and give the players a copy.

Once inside, the heroes quickly realize there are no sentries of any sort. Smoke rises from several of the buildings, but there is no one to be seen. The buildings are not described in any detail. Each contains appropriate trappings to its purpose. None is currently occupied, as the villagers are all in the temple.

## *The Headman*

Let the characters explore as they see fit. Whatever actions they take, read this section just before they reach the temple.

*As you near the temple the door flies open and a youth of no more than 13 summers staggers out, a spear clutched tightly in his hands. On seeing you he stops, then raises his spear menacingly.*

*"Halt strangers," he calls out. "What business do you have in Roxbury? Speak now or I'll skewer you like a wild pig!"*

The youth has more bravado than skill and has no intention of carrying out his threat. Any character who draws a weapon or responds with verbal aggression causes the youth to drop his spear and flee back into the temple in absolute terror. A few moments later six burly farmers armed with spears arrive at the door to see what has caused the disturbance.

Mentioning the purpose of the visit elicits a more helpful response. The youth lowers his spear and welcomes the characters to Roxbury. He pushes open the door to the temple and gestures that they should enter. If a prompt is needed, he says, *"Everyone is gathered here for evening prayers."*

Inside the temple the villagers have gathered to pray. The villagers number 12 adult males, 9 adult females, and 9 children below fighting age. The congregation is facing toward the altar, in front of which stands an elderly man dressed in cleric's robes.

*As you enter, the congregation turns to face you, a mixture of trepidation and hope on their faces. The priest lowers the chalice he is carrying and addresses you.*

*"This is a temple," he says bluntly. "You have no need of weapons here. I am Adelmarr, the headman. Who are you and how can I help you?"*

Once the introductions are out of the way, Adelmarr asks the characters to sit at the back while he finishes the prayer meeting. No amount of protests can persuade him to change his mind and making threats does not endear any of the heroes to the locals.

Some twenty minutes later, the service ends and Adelmarr invites the characters to join him in the main hall to talk over a meal.

## *Talking to Adelmarr*

In the main hall a whole wild boar roasts over a roaring fire as Adelmarr addresses the characters.

*"I know of Baron Loxlyn. I served his father for many years before moving to Roxbury to found this temple. I also know of the approaching orcs, but we are trapped.*

*"At first we considered leaving, but what hope did we stand in the open? We have animals and children to care for, and our wagons would be slow moving over the hills. One family did try to leave, against my wishes. We found their heads planted on stakes in the fields two days later. Since then we have tried to fortify the village and have prayed daily for help.*

*"I know what you are thinking. Why did we not fortify the village earlier? We meant to shortly after we arrived, but first we had houses to build and crops to plant. Weeks turned to seasons, seasons to years, and before we knew it we had settled into a peaceful routine. It is only recently we have begun constructing the barricade.*

*"I aim to stay here, with my people, until the baron's men arrive to escort us. I will not be responsible for leading my people to certain death."*

Adelmarr has no intention of leaving the relative safety of the village without more troops. While he is grateful for the characters' arms, he doubts that six adventurers and a few farmers armed with spears can hold off a determined orc force in the open.

If no character suggests it, Adelmarr proposes the heroes help finish the barricade in the morning and prepare to hold on until the baron's men arrive in a day or two. Tactically it is a wise decision.

Let the characters make Smarts roll. Any who succeed realize that the village is defensible against a relatively large number of orcs. The muddy fields present an obstacle to advancing troops and the barricade, while not particularly high, does afford some protection.

## *Evacuation*

Should the characters become insistent the village be evacuated, have them make a group Persuasion roll. Each success and raise convinces a quarter of the inhabitants to abandon the village and head for the baron's keep. Adelmarr only agrees to leave if all his people opt to follow the heroes (three raises).

Unfortunately, Adelmarr was correct in his summation that the villagers would present an easy target once outside the barricade. Barely two hours after leaving the village the characters spot a force of orcs at least a hundred strong maneuvering to block their path. If they continue, the orcs attack. The result is likely to be a total massacre. Turning back is the only sensible option.



## *Defending the Village*

By the time the characters have finished speaking with Adelmarr it is too dark to work on the barricade. Adelmarr suggests work begin at dawn and he promises every available hand will be assigned to the task. He then posts four men to guard the perimeter during the night. Should the characters offer to help with guard duty Adelmarr is very grateful and promises to pray for their safety.

Because of the risk of attack, all of the villagers now sleep in the main hall, and any heroes not opting to perform guard duty are welcome to sleep here.

Shortly after midnight the orcs launch a surprise attack. Though few in numbers, the orcs do not realize the villagers have received reinforcements and expect an easy fight. Fortunately they have a secret weapon to help ensure this—an ogre.

The orcs attack the breach in the barricade, running across the open terrain and bog until they reach their objective. The main orc force is still over a day away, and a seventh orc remains hidden in the forest to report on the first attempt to assault the village.

If the attack succeeds, the army can be diverted to another location, but if it fails it heads to Roxbury as planned. At no point does the scout reveal his presence and if spotted he immediately runs away.

The ogre emerges from the forest nearest the main gate, charges toward it, and proceeds to batter it down. The gate has a Toughness of 10.

Should none of the heroes go on guard, the alarm is not raised until the orcs and ogre are inside the fence. Two of the sentries posted by Adelmarr are dead.

If the characters need help, shouting brings the male villagers to battle at the rate of 1d4 per round until the entire male population is present. Assign them to the heroes as Extras as evenly as possible.

The sky is cloudy, but there are enough breaks to let through some moonlight. Treat it as Dark (–2 penalty).

**Orcs (6):** see page 3.

### *Ogre*

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

**Skills:** Guts d8, Fighting d8, Intimidation d8, Notice d4, Throwing d6

**Pace:** 7; **Parry:** 6; **Toughness:** 11

**Gear:** Thick hides (+1), massive club (Str+3)

#### **Special Abilities**

- **Size +3:** Most ogres are over 8' tall with potbellies and massive arms and legs.
- **Sweep:** May attack all adjacent foes at -2.

## *Male Villagers (12 total)*

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d4, Notice d4, Shooting d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** Spear (Str+2)

## *Building Fences*

Shortly after dawn the villagers gather to begin work on the fence. Lumber must be cut, post holes dug, and stakes sharpened before any further length can be erected.

The group should nominate one character to supervise the project. There is approximately 12 hours of daylight available and each four hours the character should make a Persuasion roll. He may opt to use Intimidation instead, but the villagers do not respond as well and the roll suffers a –2 penalty.

Each success and raise means the villagers have constructed 10 yards of fence. A total of 30 yards are needed to breach the gap. Additional fencing can be used to create redoubts within the village.

Another option for excess lumber is to create piles of logs held in place by pegs attached to a rope. These can be placed outside the main fence and used to crush approaching foes as the logs roll down the hill. Each 10 yards of lumber creates one such trap. The area affected by the logs is 3 game inches wide and extends for 12" in length when activated. Foes caught in the avalanche suffer 2d6+5 damage.

A second option is to turn the fence posts into stakes. While the orcs are not stupid enough to run onto the stakes, they count as Difficult Terrain, slowing the advance. Each 10 yards of logs creates an area of stakes 3" long and 2" deep.

A player who comes up with either trap on his own should be awarded a benny for his ingenuity.

## *The Second Assault*

The second night in the village passes quietly. Orc forces begin mustering deep in the forest during the night, but make no move against the village. The orcs plan to attack only when their total force has gathered, but as dawn nears scouts bring two vital pieces of information to the chieftain's ears.

First, the villagers have been working on the perimeter fence and the assault will not be as easy as anticipated. Second, human reinforcements are only a few hours away (these are Baron Loxlyn's men). Given this news, the chief decides the attack must be



launched immediately if it stands any hope of success.

This fight should be run as a skirmish using figure flats or miniatures. The orc force totals 20 standard orcs and a chieftain. The defenders include the characters and 12 adults, less any killed during the attack the previous night.

The orc force splits into two groups. The first group, comprising eight orcs and the chieftain, attacks toward the main gate while the second group of 12 orcs assaults the site of the new fortifications. The orcs are not suicidal and know that reinforcements are due shortly. As such, either force flees if they suffer seven or more casualties.

Scaling the fence counts as 4" of movement but does not involve a Climbing roll so long as there is an orc adjacent to the climber—he simply gives him a bunk up.

**Male Villagers (12):** See page 6.

**Orcs (20):** see page 3.

### *Orc Chieftain*

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

**Pace:** 6; **Parry:** 7; **Toughness:** 11

**Gear:** Plate chestplate (+3), chain arms and legs (+2), great axe (Str+4)

#### **Special Abilities**

- **Size +1:** Orcs are slightly larger than humans.
- **Sweep:** May attack all adjacent foes at -2 penalty.

## *The Battle of Roxbury*

The Battle of Roxbury uses the **Mass Battle** rules. Make sure you're familiar with them before running this section.

Whatever the outcome of the previous battle, the true battle for Roxbury is yet to take place. Two hours after the skirmish ends Baron Loxlyn's men arrive in the village. The commander, Captain Dux, asks to speak with the characters in private.

*"We expected to find you on the road yesterday. When we saw no sign of you we feared the worst and headed here at full march."*

*"I see from the mess that the orcs have made their presence felt. Scouts reported to me shortly before we arrived here that a much larger force is presently moving through the forest toward our position. From what they say, the orcs are approaching on all sides, trying to stop us fleeing."*



*"We weren't expecting a war, but I have a squad of archers, some spearmen, and a few medium cavalry troops at my disposal. You know this terrain and the defenses better than I, so I'm turning command of my men over to you. Who is your appointed commander?"*

Dux isn't an idiot—he quizzes any volunteer on their skill as a leader. Assuming the character has at least a d4 in Knowledge (Battle), Dux is happy to relinquish command of his forces for the forthcoming engagement.

If none of the characters has the skill or none volunteer, Dux leads the army himself. He has Knowledge (Battle) at d6.

### *Battle Modifiers*

The orc chieftain has Knowledge (Battle) of d8 and has the larger force. The orcs receive 10 tokens, the defenders only five.

However, the terrain favors the defenders. For the first three rounds the orcs suffer a -3 penalty to their Battle rolls (-1 for advancing over bog and then up a hill and -2 for the fortifications). On the fourth round, the orcs breach the barricade and fight on open ground.

The allied commander receives a +1 bonus to his Battle roll during this time because he can use his archers to attack the orcs, who lack missile fire. Again, once the orcs breach the barricade the advantage is lost.



Wise or clever use of cavalry should grant a +1 or +2 bonus to the allies, depending on how they are used. For example, allowing them to charge out of the main gate down into the orc force before they breach the fence is worth +2, but having them charge once the orcs are inside is worth only +1 as the crowded conditions limit their ability to reach full speed.

Other Battle Plan modifiers can be assigned based upon the actions of the allied commander. For their part, the orcs simply surge forward with little tactical ability.

The allies are surrounded and cannot retreat, giving them a +2 Morale Modifier. The orcs have no special modifiers. Let battle commence!

## *Aftermath*

If the allies lose the battle, the adventure is over. Roxbury falls to the orcs, the remnants of the allied force are scattered, and the victorious orcs move on to their next objective. All is not lost, however. Have your players generate new characters and proceed with part two of the adventure.

Assuming the heroes are victorious, Captain Dux takes the characters aside once more.

*"We've won this battle, but the war isn't over. I never had the chance to tell you before, but there's a way of ending the orc threat without all-out war."*

*"Baron Loxlyn has learned from his scouts that the orcs have banded together under a powerful chieftain by the name of Norgrug. His lair lies in the Granite Mountains a few days further east."*

*"The baron has offered to double your retainer and allow you to keep anything you find in the lair if you'll kill Norgrug. Orcs require a strong leader. His death will cause the tribes to fractionalize again, thus ending the threat before it gets out of hand."*

*"My men are needed to handle the evacuation of the village, but from what I've seen you're more than capable of handling this situation. What say you?"*

Captain Dux does not know exactly where the orc lair is located, but indications are it lies near a plateau just above the snowline. Reaching it will not be easy, but the baron is paying well and his offer to let the heroes keep all the booty is not to be sniffed at—if Norgrug is as powerful as it is claimed, he is likely to have plenty of treasure.

Assuming the characters accept, Dux hands them a small bag containing four Potions of *Healing* (each potion cures a single wound or a nonpermanent injury). *"Compliments of the baron,"* he says.

Should the characters refuse, the adventure is over. Dux allows the heroes to accompany him and his men back to the baron's keep. Baron Loxlyn keeps his word and pays the 100 gold coins to each character. Award each character 2 experience points if they end the adventure here.





# Part Two: The Lair of Norgrug the Foul

The journey to the plateau takes four days. For each day draw a card from the Action Deck. If the card is a face card, the group has an encounter. Roll on the table below to determine the nature of the encounter. If the card is a Joker, the group has two encounters. Shuffle the deck after each draw.

You should try to shape the encounters to fit the general state of the party as well. If the characters are suffering wounds, feel free to tone down the encounters or have encounters with monsters be in the heroes' favor.

For instance, maybe the goblins are encamped and reveal their location with a campfire. The heroes then have the chance to surprise the goblins. Conversely, a strong party may be attacked without warning by foes using well-developed tactics.

## Encounters

d20	Encounter
1-4	Wild game
5-7	Goblin patrol
8	Deserted cabin
9-12	Dire wolves
13-15	Trappers
16-19	Orc patrol
20	Dwarven patrol

### Wild Game

The characters tumble across wild game, such as rabbits, deer, wild boar, or game birds. If the characters are hungry, they can make a group Survival roll. Each success and raise gathers one man-day of food.

### Goblin Patrol

A force of  $1d6+2$  goblins in the employ of the orcs are scouring the mountain for intruders and sources of food. Often the two go hand in hand.

They are not normally a brave race, but Norgrug has given express orders that all intruders be killed. Out of fear of his wrath they try to ambush foes. See page 11 for goblin stats.

If the party manages to take a goblin alive, they can interrogate it. Have one character make an Intimidation roll. With a success, the goblin tells the party that Norgrug's lair is located "on the plateau, in a place of great power, once held in high esteem by foul elves and men."

With a raise, the goblin reveals that there is a secret entrance located beneath the plateau. See page 10 for details. He fails to mention the secret entrance is guarded by a giant spider.

### Deserted Cabin

Nestled in the trees is an old log cabin. It has not been used in many months and contains nothing of value other than a pile of firewood and some musty furs. It can, however, be used as a secure shelter for the night. The cabin is used by hunters during the summer.

### Dire Wolves

The orcs use dire wolves as guard dogs and, in some cases, as mounts for their goblin troops. A group of  $1d4+2$  dire wolves have been let loose in the area to hunt down anything not smelling of orc or goblin. See page 11 for stats.



## Trappers

Despite the orc threat, trappers still operate in the area. The value of fur has actually increased since the orc attacks began and the trappers can earn the same in a week as they used to in a month. Roll on the **Reaction Table** to determine the trappers' initial feelings toward the party.

If they are friendly they offer the group food and drink. They have seen heavy orc activity around a ruined building on top of the plateau, but have no idea of the orc strength or the purpose of the structure. A neutral reaction results in the trappers sharing food and drink, but no information. Hostile trappers simply ignore the party.

## Orc Patrol

Norgrug may rule this stretch of the mountains, but he has many enemies. He sends constant patrols out to protect his borders and keep watch for intruders. The characters encounter a patrol of 1d6+1 orcs (use stats on page 3). The orcs have no hesitation in attacking but will flee if more than half their number are killed.

## Dwarven Patrol

The Granite Mountains are home to many races, including dwarves. Norgrug's rise to power has imperiled their realms and patrols are sent out daily to hunt down orcs. The characters have encountered 2d6 dwarves. Roll on the **Reaction Table** to determine the dwarves' initial feeling toward the party, adding +2 if there are any dwarves in the party.

Friendly dwarves inform the characters that Norgrug's lair is believed to be in the old school of magic situated atop the plateau. The school has been disused for centuries, but the dwarves believe Norgrug's sudden rise to power is due to magical artifacts he found in the school.

## The Orc Lair

Norgrug's lair is indeed located in and beneath an old school of magic. Founded during an age when magic was not as tolerated as it is now, the school was a centre of learning for many decades.

As magic became more acceptable, schools sprang up in the major cities, and few students saw the need to travel into the mountains to learn magic. Student numbers fell, though the death knell did not come until the crusade of Halgroth IV.

Pushed back into the Granite Mountains, the orcs took their fury out on anything to do with humans, and

that included the school. Many hundreds of orcs died storming the building, but in the end the orcs won out and the wizards were slaughtered. Only in recent years have the orcs bothered to explore the ruins they call home, and what they found enabled Norgrug to unite the orc tribes under his banner.

## Upper Level

The mainstay of Norgrug's immediate followers used the upper level of the lair as their barracks, but have all departed to join in the war. A band of goblins has taken over the level temporarily.

If the characters do not know of the secret entrance, read the following text on the fifth morning of the characters' journey.

*Finally you reach the top of the escarpment. Across the plateau in front of you stands the front of a worked structure. A recessed doorway, blocked by two stout gates, leads into the cliff.*

### 1. Entrance

When the heroes get within a few yards they see the doors are carved with mystical symbols. A successful Knowledge (Arcana) roll reveals the symbols are mostly meaningless glyphs, but hidden among them is a glyph of opening. Touching it causes the doors to swing open (inward).

Should the heroes try to batter down the doors, they have a Toughness of 10. Any banging automatically alerts the goblin guards in the chamber beyond.

Three guards rush to stand behind the doors, ambushing the noisy characters when they finally gain entrance, while the fourth opens the doors to the wolf den (Room 3).

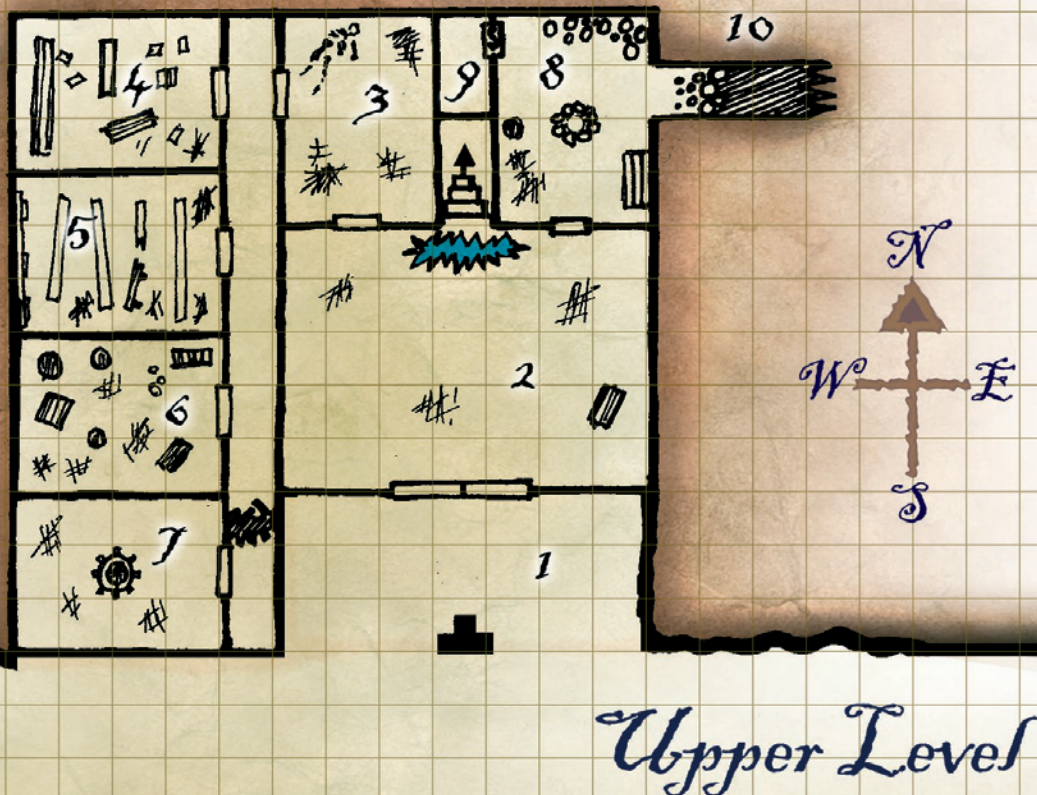
### 2. Entrance Hall

Beyond the gate is a large open hall with two doors at the far end, between which stands a veil of crackling blue energy. Behind the veil, stairs descending into the earth are visible.

The chamber is guarded by four goblins. Supposedly on guard duty, the goblins are more interested in sleeping than protecting the site from intruders (of which there have been none in the past few years). If the characters open the doors using the glyph, the goblins are huddled together in the northeast corner. Opening the door quietly still results in sunlight flooding the chamber, startling the dozing guards. Check to see if the goblins are Surprised as normal.



## Map 2 - Norgrug's Lair



The veil completely blocks the stairwell beyond. It acts as a solid object to everything but light, and delivers 2d6 damage to anything touching it. Deactivating it requires knowledge of the secret password, which can be found elsewhere in the upper level. Don't worry if the group becomes distracted trying to circumvent the barrier—they'll get bored eventually and continue with the adventure. The goblins do not know how to deactivate the veil.

### Goblins (4)

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

**Skills:** Climb d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6

**Pace:** 5; **Parry:** 5; **Toughness:** 4

**Gear:** Short spears (Str+2)

#### Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3-4' tall.

### 3. Wolf Den

The goblins keep a pair of dire wolves in here as mounts for their scouts. The floor is littered with dirty straw, wolf droppings, and the remains of previous meals, some of which might be dwarves judging by the bones.

### Dire Wolves (2)

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

**Skills:** Guts d8, Fighting d8, Intimidation d8, Notice d6

**Pace:** 10; **Parry:** 6; **Toughness:** 6

#### Special Abilities

- **Bite:** Str+2.
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Fleet-Footed:** Dire wolves roll d10s instead of d6s when running.



#### 4. Former Library

The once-great library has been turned into a barrack for the current occupants. Hundreds of volumes have been ripped apart and their pages used as bedding. Damp, neglect, bodily waste, and sweat have ruined the vast majority of them.

A successful Notice roll reveals a bone scroll case, used by one of the goblins as a makeshift pillow. Inside is an intact spell scroll containing the *blast* power with a fire trapping. The reader must use his own Spellcasting skill to activate the spell, but the Power Points required to empower the spell come from the scroll itself. The scroll has 6

Power Points, resulting in a *blast* of 3d6 damage in a Large Burst Template. Once used, the scroll crumbles to dust.

Six goblins are currently occupying the room. They are arguing over the division of spoils, trying to divide 20 gold coins equally.

**Goblins (6):** page 11.

#### 5. Former Classroom

The room contains the remains of benches and stools, many of which have been hacked apart for firewood. Someone has nailed a series of boards across the west wall.

Removing them requires a Strength roll and something to lever them with, such as a sword.

Behind them is a chalkboard with a single word written on it in blue chalk—*Opporto*.

When spoken in front of the blue veil in Room 2, it deactivates the veil. Speaking it again reactivates the barrier.

Norgrug discovered the chalkboard soon after sacking the school, but the magic

on it prevented him from erasing it (even with weapons and fire). To prevent lesser minions from discovering the secret, he boarded it up and told his followers the writing underneath was a deadly curse. Being superstitious, and not overly bright, they bought the ruse.

#### 6. Makeshift Storeroom

The occupants use this room as a storeroom. Loaves of moldy bread, casks of stale water, joints of meat of questionable origin, and a rack of spare short spears line the walls.

The corridor beyond this chamber is blocked by a makeshift barricade of tables and stools. It is not particularly sturdy, and can be pushed over with a successful Strength roll at –2 penalty.

#### 7. Summoning Chamber

Aside from a large, burning brazier in the middle of the room the chamber appears empty. Have each character make a Notice roll. On a success, they spy the faint outline of a door on the far wall with an indentation the size and shape of a human hand in the center.

A character passing a Knowledge (Arcana) roll knows the door is protected by a special mage lock. To open the door, the character must place his hand in the indentation and expend a Power Point. Once this is done, the door swings open to reveal a small cupboard.

Inside is a Potion of Mana (restores 2d6 Power Points up to the imbiber's maximum) and a magical long sword (adds +1 to Fighting rolls and damage totals).

The brazier is home to a fire elemental. When the mages were fighting their final battle against the orcs they summoned the creature to guard the treasure depository. The elemental was ordered not to leave the room under any circumstances and to defend the treasure from all thieves.

As soon as a character enters the room, the elemental rises from the brazier and begins its attack. Unless the characters have stated they are watching the brazier, check for Surprise as normal.

#### Fire Elemental

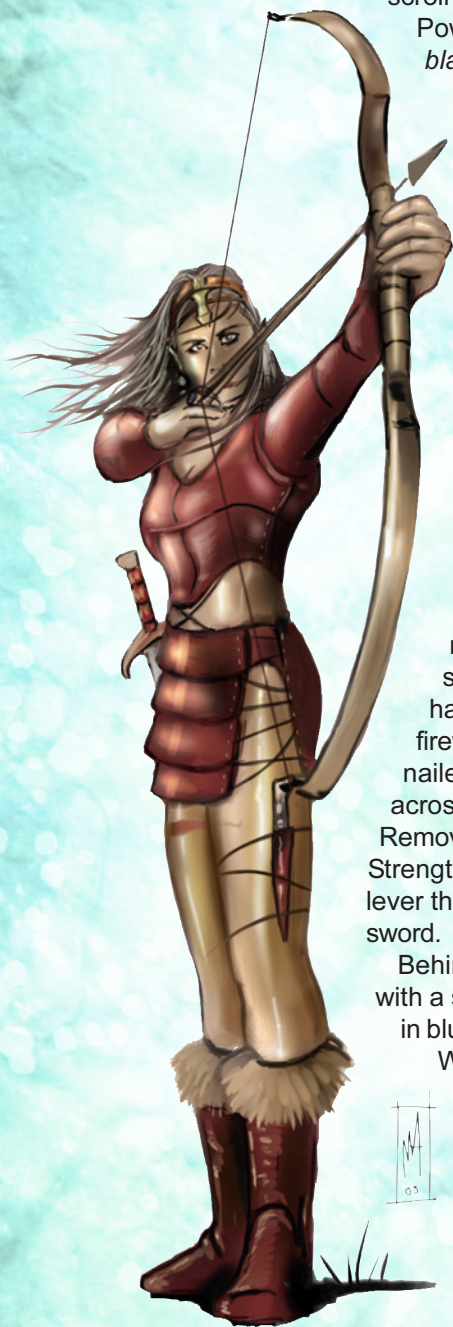
**Attributes:** Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Climbing d8, Fighting d10, Shooting d8

**Pace:** 6"; **Parry:** 7; **Toughness:** 5

**Special Abilities:**

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Fire Elementals are immune to all non-magical attacks, but suffer 1d6 damage





when doused in at least a gallon of water, +2 per additional gallon.

- **Fiery Touch:** Str+2; chance of catching fire.
- **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

## 8. Kitchen

This room contains a roughly carved fire pit surrounded by large hearth stones. An iron pot containing a stew of unidentifiable ingredients hangs over the hot embers. Smaller pots, each encrusted with filth, are stacked against the north wall.

The secret door can be detected with a successful Notice roll and 10 minutes of searching.

## 9. Secret Chamber

Lying within this small chamber is the skeleton of a long-dead mage. Though pierced by many spears, his robe is intact and appears to have born the ravages of time especially well. He is actually wearing a mage robe, a lightweight form of protection favored by wizards.

The robes contain the *armor* power. The item is enchanted with Spellcasting of d8 plus a Wild Die and 10 Power Points which recharge normally. Any character who knows the robe is magical can activate the power as an action. The robe weighs 3 pounds.

## 10. Collapsed Area

Opening the door reveals a mass of collapsed rubble. The mages fought their last stand here, eventually bringing down part of the mountain with powerful spells. Excavating the area would take many months, and anything of value has been crushed beyond use.

# The Lower Level

The lower level was once the basement and cellars of the magic school. Norgrug took these chambers for his personal use, leaving his bodyguard to occupy the upper level.

There are two entrances—down the main stairs, and through the secret passage at the base of the plateau. The latter option is only available if the characters captured and interrogated a goblin on their journey to the school.

## 1. Guard Room

Situated at the base of the stairs is a small guardroom containing two orcs. While the blue veil at the top of the stairs prevents sound from reaching the lower level, the glow pervades into the depths. As soon as the characters deactivate the veil, the guards are alerted.

So long as the characters are relatively quiet, the guards assume the veil has been switched off by one of Norgrug's lieutenants. After all, as far as most orcs are concerned the secret to opening the veil is in Norgrug's hands.

Should the heroes make an excessive amount of noise, the guards become suspicious and take up position on either side of the stairwell, ready to surprise intruders. Neither of them is particularly bright, and alerting their master to potential danger does not enter their heads.

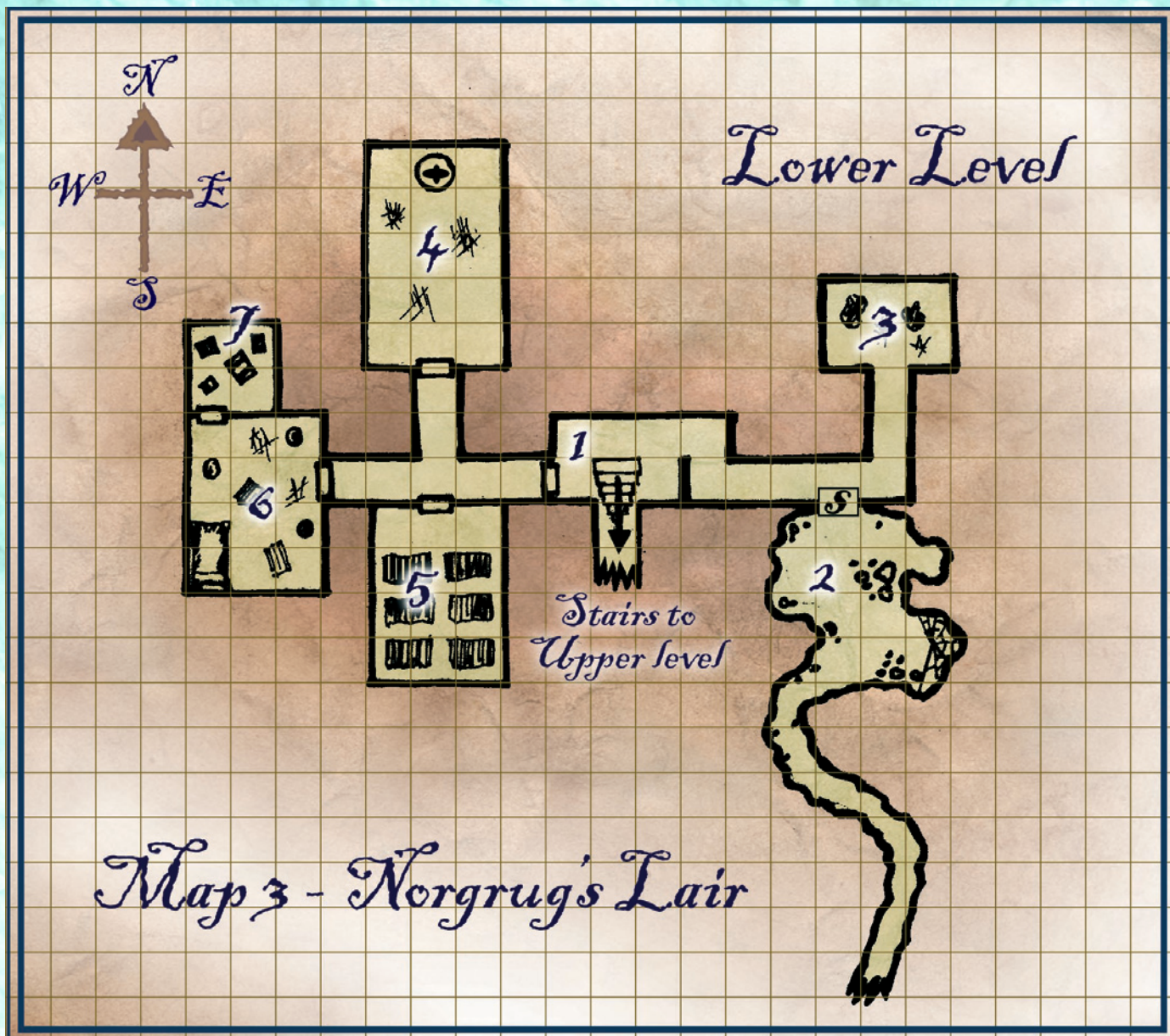
**Orcs (2):** see page 3.

## 2. Secret Entrance

The secret entrance mentioned by the goblin leads from the base of the plateau to the cellars via a narrow tunnel. Near the far end of the tunnel is a small chamber, which is home to a giant spider. While its presence is revealed by the webs lining the walls and the scattered bones of former meals, the spider is hiding in a tangle of webs on the ceiling. It attacks the first character to enter the chamber (in either direction), gaining Surprise.







*Map 3 - Norgrug's Lair*

### *Giant Spider*

**Attributes:** Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

**Skills:** Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Special Abilities:**

- **Bite:** Str+1.
- **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.
- **Webbing:** The spider can cast webs from her thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

### *3. Empty Chamber*

A small number of orcs usually reside in this chamber, but they are currently with the army sacking the Eastern Marches. Aside from some mangy furs, there is nothing of interest here.

### *4. Temple*

Orc religion is as brutal as other aspects of their society. Their gods demand regular sacrifices of sentient creatures to appease their hunger.

This chamber serves as a makeshift temple. A large statue at the far end depicts a four-armed orc with truly savage features. Each hand grasps a battle axe. The eyes of the statue are rubies, each worth 100 gold coins. Defacing the statue is an act of sacrilege and any surviving orcs will endeavor to hunt



down the characters and make them suffer for their crime (a possible follow-on adventure for the GM to devise).

In front of the statue, paying homage, is a shaman and two orc guards. Despite being priests, shamans practice hedge magic and do not receive divinely inspired powers.

**Orcs (2):** see page 3.

## Shaman

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Spellcasting d8, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Gear:** Leather armor (+1), spear (Str+2; Parry +1; Reach 1)

### Special Abilities

- **Infra-vision:** Orcs halve penalties for bad lighting when attacking living targets.
- **Spells:** Shamans have 15 Power Points, and typically know *bolt*, *fear*, and *smite*.

## 5. Barracks

This large chamber houses six orcs. They are not paying much attention to anything other than their meal, and unless the characters generate a lot of noise (such as using a *blast* spell or shouting at the top of their lungs), they do not hear the sounds of battle elsewhere on the level.

Because they are eating, they are not carrying their weapons. They must draw them if they wish to fight.

**Orcs (6):** see page 3.

## 6. Norgrug's Room

Norgrug's chamber is, by orc standards, a palace. The floor is covered in furs, valuable works of art stolen from captured settlements stand on small benches, and he even has a proper bed.

Norgrug is in conference with three of his bodyguards when the characters enter the chamber. The bodyguards attack any obvious spellcasters before tackling the fighters, as these present the greatest threat to their master. For his part, Norgrug aims to close with opponents as quickly as possible to limit the possibility of area effect spells being used against him.

Norgrug knows that if taken alive he will be tortured before being executed. This is a fight to the death.

**Orc Bodyguards (3):** Treat as non-Wild card chieftains (page 7).

## Norgrug, Orc General

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d12

**Skills:** Fighting d12, Guts d8, Intimidation d10, Notice d8, Shooting d8, Stealth d6, Throwing d8

**Pace:** 6; **Parry:** 7; **Toughness:** 12

**Gear:** Magical plate chestplate (+4), chain arms and legs (+2), magical great axe (Str+5, +1 Fighting, -1 Parry, 2 hands)

### Special Abilities

- **Size +1:** Orcs are slightly larger than humans.
- **Sweep:** May attack all adjacent foes at -2 penalty.

## 7. Treasure Chamber

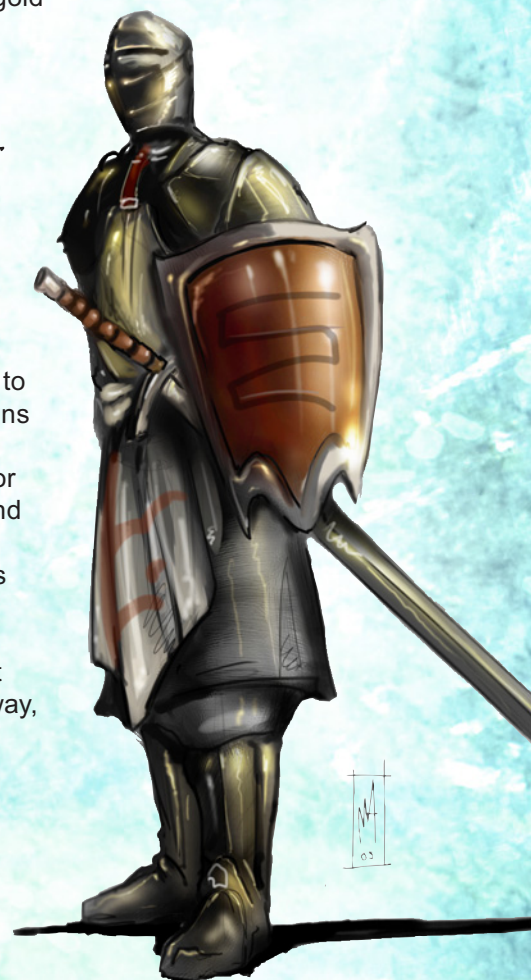
The iron-banded door to this chamber is locked. It can be picked with a successful Lockpicking roll or battered down. It has a Toughness of 12.

Inside is Norgrug's personal treasure contained in several small chests. There are two Potions of *Healing*, a Potion of *Quickness*, a pair of Archer's Gloves (+1 Shooting to wearer), and 1,000 gold coins of various nationalities.

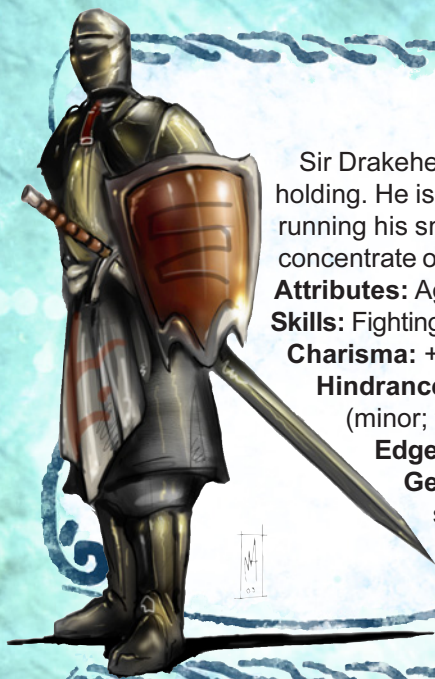
## The End

Once Norgrug is dead, the orc alliance quickly collapses. The remaining orcs rapidly retreat back to the Granite Mountains to lick their wounds and plot revenge. For now at least, the land is safe.

Baron Loxlyn pays the characters as promised. For a few weeks, until the next quest takes them away, the characters are treated like minor dignitaries.







## Sir Leopold Drakehelm

Sir Drakehelm is a knight of the realm and rules the small village of Drakehelm, his ancestral holding. He is chivalrous, and always tries to see the best in people. He prefers fighting evil to running his small keep, and lets his seneschal handle day to day affairs, leaving him time to concentrate on thwarting evil.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Guts d6, Knowledge (Battle) d6, Notice d4, Persuasion d6, Riding d8, Taunt d4

**Charisma:** +2; **Pace:** 6; **Parry:** 8; **Toughness:** 8

**Hindrances:** Code of Honor, Quirk (always assumes ladies need his assistance), Vow (minor; to be a just and noble knight)

**Edges:** Brawny, Noble

**Gear:** Chain hauberk (+2), closed helm (+3), small shield (+1 Parry), long sword (Str+3), dagger (Str+1), lance (Str+4, AP 1, Reach 2), riding horse, saddle, and tack, signet ring

## Sigisund Thorinsson (Dwarf)

Sigisund is a dwarf from the Granite Hills. His violent nature and unsanitary personal hygiene resulted in him being expelled from his clan. Since that day, Sigisund has journeyed the land as a mercenary, joining any cause which promises combat against orcs and other evil races. For the last few months he has made his way through the Eastern Marches to more civilized lands. Here he hopes to find employment worthy of his axe.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Gambling d4, Guts d6, Intimidation d6, Knowledge (Orcs) d4, Notice d4, Shooting d6, Survival d4, Tracking d4

**Charisma:** -1 **Pace:** 5; **Parry:** 7; **Toughness:** 8

**Hindrances:** Bloodthirsty, Habit (minor; never washes), Loyal, Slow

**Edges:** Berserk, Low Light Vision, Tough

**Gear:** Chain hauberk (+2), buckler (+1 Parry), battle axe (Str+3), crossbow (Range 15/30/60, Damage 2d6, 1 action to reload)



## Aspen Thistledown (Elf)

Aspen is an elf ranger from the Whitewood Forest. She is a skilled tracker and hunter, as well as a reasonable warrior. After a particularly brutal battle against a tribe of orcs she suffered a serious wound and during her lengthy recuperation became addicted to healing mushrooms. Her addiction resulted in the death of a friend during an ambush and she left her elven home to find her own way in the world.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d4, Fighting d6, Healing d4, Knowledge (Flora) d4, Notice d6, Shooting d6, Stealth d6, Survival d8, Tracking d8

**Charisma:** 0 **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Hindrances:** All Thumbs, Cautious, Habit (major: healing mushrooms), Poverty

**Edges:** Agile, Low Light Vision, Woodsman

**Gear:** Leather armor (+1), short sword (Str+2), bow (Range 15/30/60, Damage 2d6), dagger (Str+1), 1d6 days of healing mushrooms



## Belinda Warmheart

Belinda lost her parents to plague when she was but a child. Convinced she has been blessed by their deity, the priestess of Regia, goddess of healing, adopted her and taught her the ways of medicine and healing. After completing her training she set out into the world to spread the word of peace and bring comfort to those in need. Although she often teams up with adventuring parties, she does so to provide healing and to try to teach them that violence is not the only option.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d4, Faith d8, Guts d6, Healing d6, Notice d6, Persuasion d6, Streetwise d4, Taunt d6

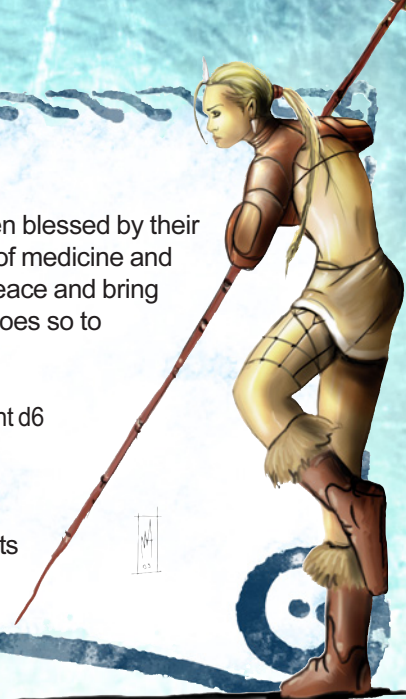
**Charisma:** 0 **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Hindrances:** Heroic, Pacifist (minor), Vow (minor; be merciful to all creatures)

**Edges:** Arcane Background (Miracles), Healer, Power Points

**Powers:** *Detect/conceal arcana* (prayer of revealing), *heal* (prayer of healing); 15 Power Points

**Gear:** Leather armor (+1), staff (+1 Parry, Reach 1, requires 2 hands), healing herbs



## Cassandra Lightfingers (Half-Folk)

Born and raised in the gutters of Silvermarsh, Cassie joined the local Thieves' Guild as a pickpocket and worked her way up the ladder. Following the robbery of a notable merchant she boasted once too often and found herself hounded by assassins. Fleeing Silvermarsh, she set herself up as an adventurer, robbing ancient tombs and other ruins. Confident that there is no trap or lock that can defeat her, she hires herself out as a "master thief." The one thing she never learned to do was read and write.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d6, Gambling d4, Lockpicking d8, Notice d6, Stealth d8, Streetwise d6, Throwing d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Big Mouth, Illiterate, Overconfident, Small

**Edges:** Luck, Spirited, Thief

**Gear:** Leather armor (+1), rapier (Str+1, +1 Parry), four throwing knives (Str+1), lockpicks



## Alfros Bladesinger

Alfros Bladesinger is a combat mage, a wizard who uses magic to enhance his martial prowess. Born and raised among the nomadic tribes of the Burning Desert, Alfros' talent for magic was revealed in prophesy at his birth. His parents sent him to be educated in the fabled City of Mages. Unfortunately his arrogance and stubbornness failed to impress his masters, and Alfros was expelled after only two years. Now he travels the world, showing off at every opportunity and seeking to make a name for himself, as befits his unusual talents.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Guts d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d8, Survival d6

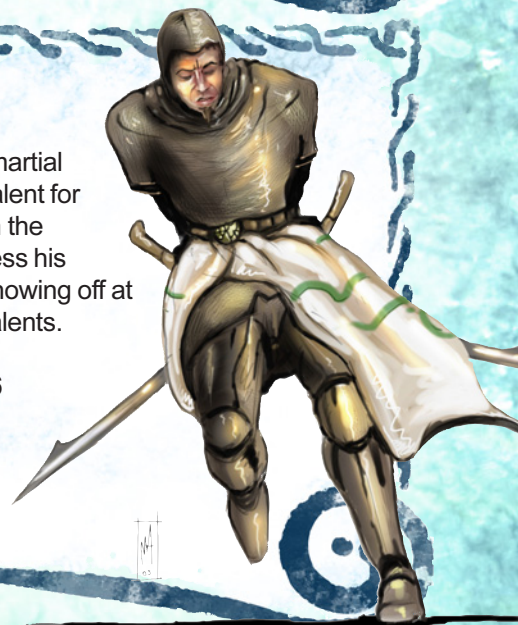
**Charisma:** 0 **Pace:** 6; **Parry:** 6; **Toughness:** 7

**Hindrances:** Arrogant, Loyal, Stubborn















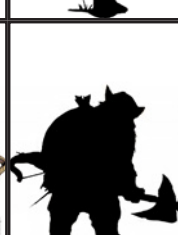


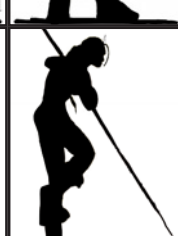



**Edges:** Arcane Background (Magic), Two-Fisted


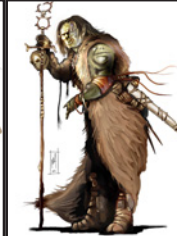
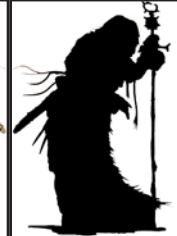
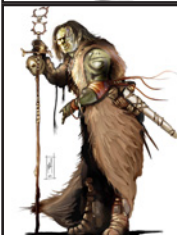
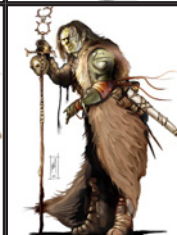
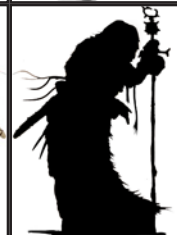


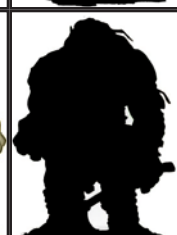

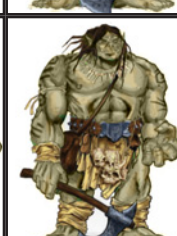
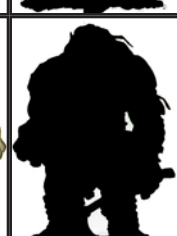

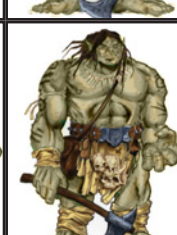






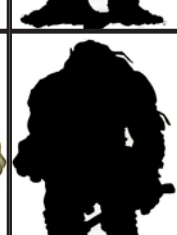
**Powers:** *Armor* (glowing armor), *fear* (battle cry), *smite* (glowing sword); 10 Power Points

**Gear:** Chainmail hauberk (+2), two scimitars (Str+3)















































			Alfros Bladesinger
			Sir Leopold Drakehelm
			Cassandra Lightfingers
			Aspen Thistle-down
			Sigisund Thorinsson
			Belinda Warmheart
			Norgrug






















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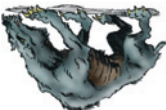
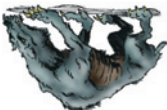
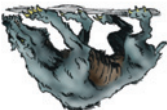
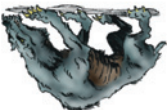
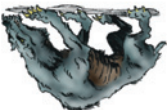
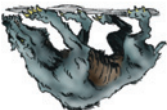
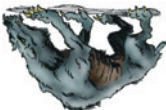







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			Goblin
			Goblin
			Giant Spider

						
						
Dire Wolf	Dire Wolf	Dire Wolf	Dire Wolf	Dire Wolf	Dire Wolf	Dire Wolf

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# Fantasy Toolkits!

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Great White Games is pleased to announce the pending release of the first in a range of Savage Worlds Toolkits. Each of these books is designed to help you flesh out your own settings with minimum of effort. Rather than containing official rules, they give advice, guidelines, and detailed examples. Your setting can go from idea to reality in no time flat!

## Gear

Rules for making magic items, from scrolls and potions to magic weapons and armor containing Edges as well as powers and trait bonuses. Hundreds of detailed magic items, ranging from potions to weapons, intelligent items to powerful relics, new guidelines for non-standard weapons and armor, as well as rules and examples for using fortifications and siege weapons. [Get it all in the Fantasy Gear Toolkit!](#)

Tips for creating monsters, as well as over 100 pregenerated beasts ready to use straight off the page. Populate your world with all the classics as well as some new twisted creatures!

[Get it all in the Fantasy Bestiary Toolkit!](#)

## Bestiary

Tips and examples of how to create a fantasy setting. As well as having guidelines for creating the world, it covers creating Professional Edges, detailed guides and examples on how to make the Arcane Background (Magic) Edge unique to your world, sample gods, how to create pantheons, and much more. [Get it all in the Fantasy World Builder Toolkit!](#)

## World Builder

A complete system for randomly generating characters. Every aspect of your character, from his parents' marital status to the outcome of battles, is covered in a series of easy to use tables. Whether you're stuck for ideas or just want to take a risk and roll the bones, this toolkit will define your character in detail. Get lucky and you might wind up with immense power. Or if Fate is unkind you might wind up with some nasty enemies, or even dead.

[Get it all in the Fantasy Character Generator Toolkit!](#)

## Character Generator

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