

THE SIEGE OF ORTHEQUE

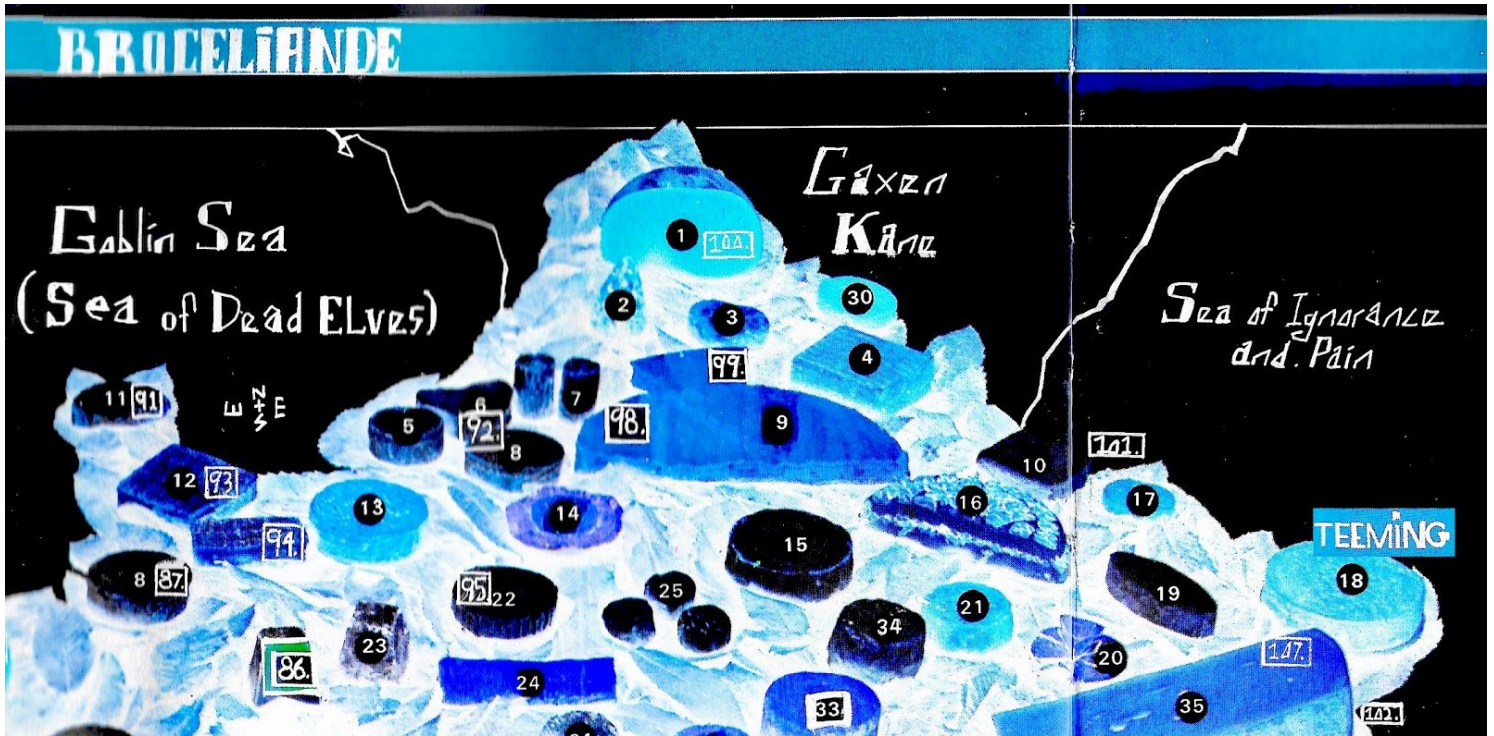
This adventure has three different parts:

-In the first part the party discovers the port town of Ortheque, in the region of Teeming, has been blockaded and taken over by chaos bandits. The party is given the opportunity to plan an assault and liberate the town. Unaltered, it's suitable for a mid-level party.

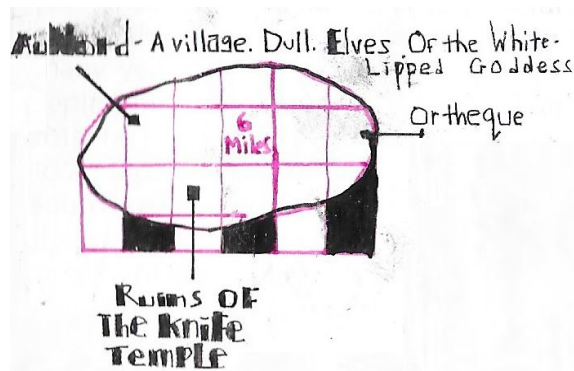
-When and if the party succeeds, the scenario opens up: all kinds of NPCs are excited to ask the heroes for help doing things they were going to do before the blockade both in Ortheque and in the larger town of AuNord on the other side of the region.

-There are a few things to do in and around Teeming, including a small dungeon, and I've thrown in some random generators I use in situations like this.

In the DM notebook I use at home, the heart of this scenario fits on one page, I'll show you that page and then provide notes here on anything that's obscure, hard to read, or otherwise wouldn't make sense unless you were me. I've also provided a few different versions of the image of Ortheque so that it's easier to use in play.



TEEMING



Context

This can be run in any fantasy setting, but if you want to use parts of the larger Cube World here's where you are: this map—which is full of locations not described in this packet—shows the northern half of Broceliande (a place of jousts, elves, chivalry, greenery, etc) the upper half of it (covered in Cube World #5: Warbox Broceliande, where areas 1-8 are described) borders on-, and is always at war with-, Gaxen Kane, the Goblin Empire. The various numbered blocks are duchies, counties, kingdoms and fiefdoms of Broceliande separated from each other by forest. Teeming, where this adventure starts, is that disc-shaped fiefdom at 18 on the far right/East of the map. Ortheque, on its eastern edge, was a relatively important port, despite its size, until its blockade by the chaos pirates of Annihilus Neroxx—who is in league with the goblins who eternally besiege the border. No-one has been able to get in or out of the harbor without paying tribute to Neroxx.

Right now, the only ships on the coast are raiders and pirates. NO shipping goes in or out.

Ozu If the ports can be made safe, he has an important shipment to Sleeping Crane Castle (+75)

Vist Seeks adventurers to infiltrate the Witchhunter Society. (75) A wise old woman of dubious lineage.

North - Seerinx Elven hunters offer a bounty of impressive size for monster heads taken in the wilderness.

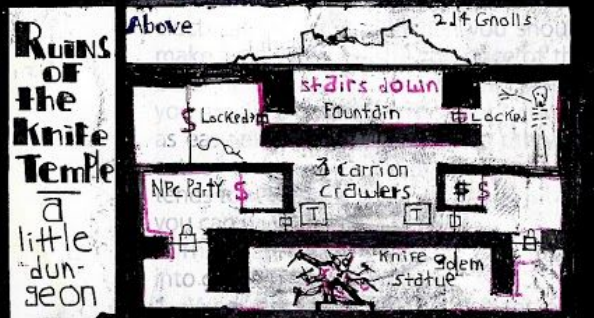
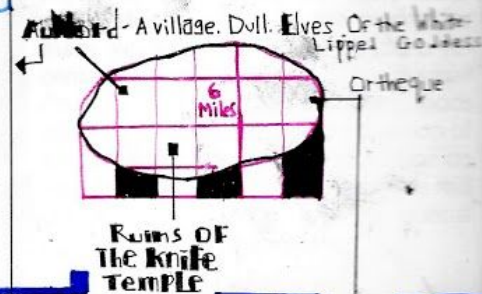
Scorla the Cartographer Offers 1gp per mile carefully mapped (i.e. at walking speed) plus 100 per danger discovered.

Dolt Emissary of Princess Diahira of Dalafesh Ornow (132)

Porcelino Drunk friend of a PC and their ex, she is now a duke/duchess and needs help (16). Hollis

Aja An Amazon of the North seeks a ride home. She is pursued by aquatic vampires so seeks a land route.

Quest-dispensing NPCs of Teeming wait for ports to open and Prosperity to return.

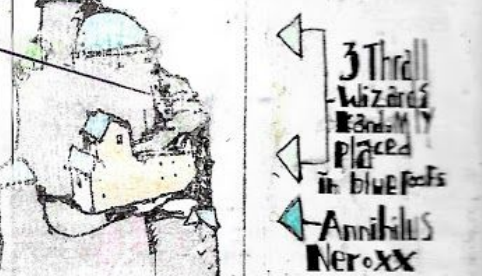


Many coastal towns have been taken by Chaos warbands. The loot they've taken is in here

Prisoners include: Orsa Arcturus: High Priestess of Tittivilla, she'll want you to head south and defeat the spawn king. She knows not where he lives (in 55 th).

Duke Spivet: GO NORTH and Kill Goblins. Grinder [mincer] A chef.

Cultists (12) shove a pair of spawn off these roofs down at intruders (they have prisoners)

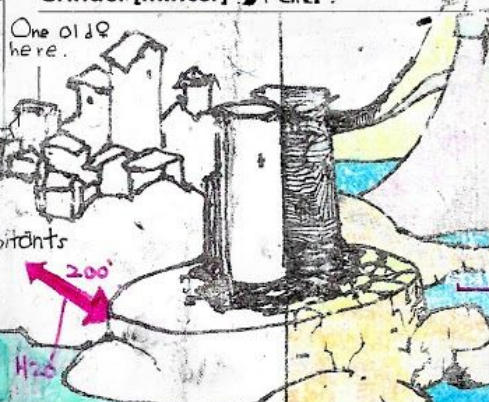


- Warband has taken the town of Ortheare, a once-thriving port
- 3 Thrall Wizards randomly placed in blue feet
- Annihilus Neroxx
- 2 Drider Archers
- 3 Beastmen leap from cliffs with axes

The Depressing Horse
Owner: NADST Petchoe
Frightening and tempting Schnapps
Garlic Rabbit in bone broth
boiled in beans
Crowd Seaman Soldiers, Tattoos
Barmaid
Promised to a 100t Drug dealer near the Front.
They have 2 war dogs.

they collapse if collar is removed

Small Tittivilla Temple on a cross a mile away - good place for PCs to start, they can see the



Annihilus NEROXX
ATK: +10 D10/D12
LOHD - immunity to normal missiles (Shield collects them, only works for him, but worth 1000 gp)
He'll flee if his band is slain, accompanied by cultists



- They'll roll an iron ball down the (20' diam) road
- Rune trap on house activates within 30' - 5d6 Fireball
- A Minotaur with huge chains & anchors chucks tethered chains onto invading ships BHD. at least
- 2 Goblins with a giant road fire arrows
- 3 of the archers & beastie carry 100-1 bombs (500' radius) to prevent amphibious attack

Starting the Siege

Take a look at the notebook page: the top, with a lot of blue, is about Teeming in general, there's a small dungeon in the middle on the right, and the bottom is about the siege. We'll start at the very bottom:



You can start the scenario at the humble Tittivilan temple on the crag there. Tittivila is a goddess of flesh (including both mutation and healing) and the patron deity of the town. The priestesses who have fled there from the much grander basilica in the port (the blue dome) will beg you for aid, promise to pay you, etc etc whatever gets your players moving. They haven't much magic but if asked they have two d6 heal spells and 4 vials of holy water. They also have a small fishing boat if the players think to ask.

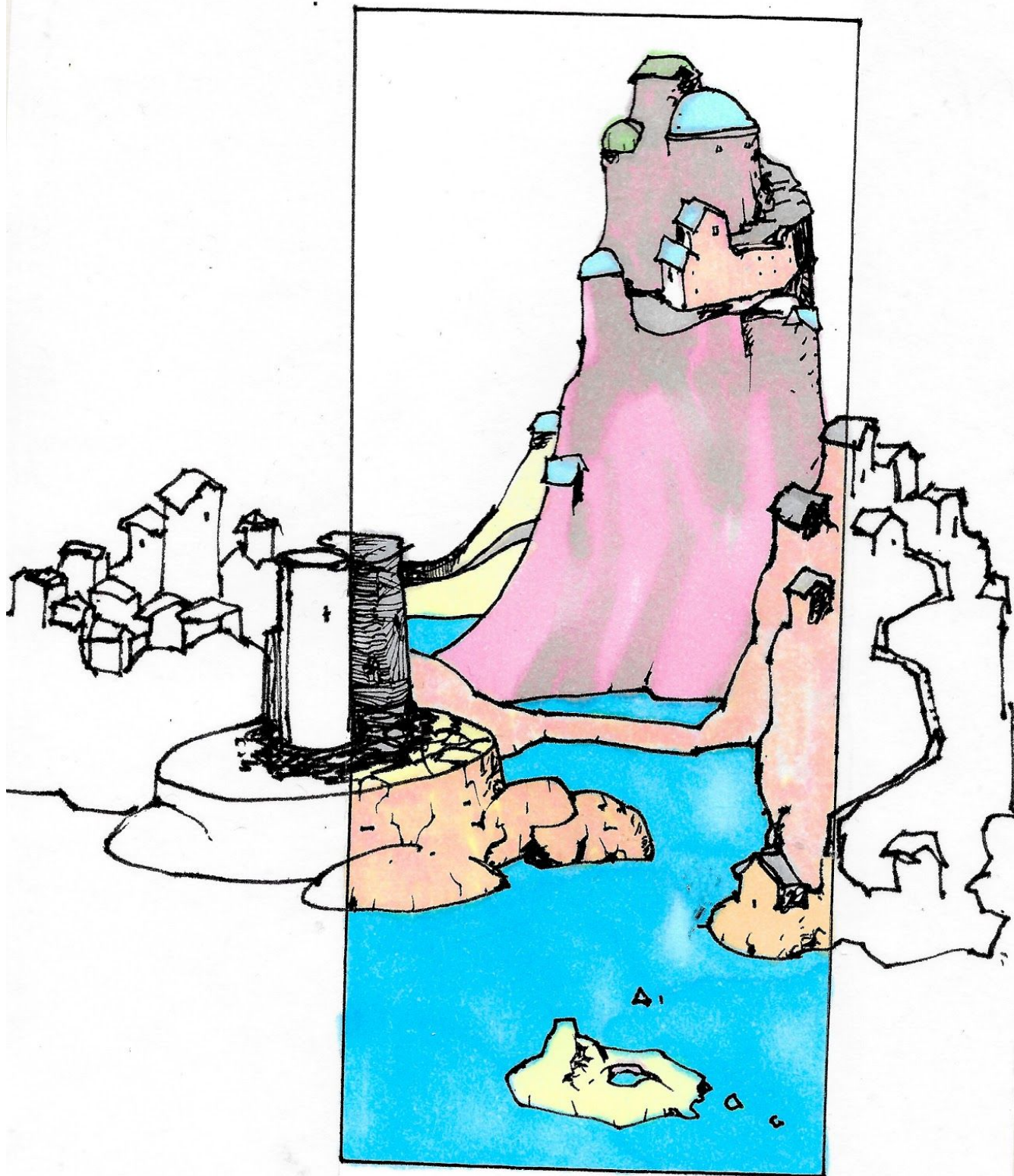
The important thing here is that this small temple offers a very complete view of the besieged town. Show the players `Cube6_players_map`. The blue dome is the basilica of Tittivila, the green roofs are the Duke's residence, the turrets are what's left of an old castle. The players should (and might?) begin to plan how they'll scout and then address the situation. Be open with information, this is the heart of this adventure: the party using small unit tactics against a superior foe.

The priestesses will explain that the warband came in two days ago, burned much of the town and imprisoned most of the important citizens in the duke's palace and the basilica.

Note also, from left to right looking at the spread:

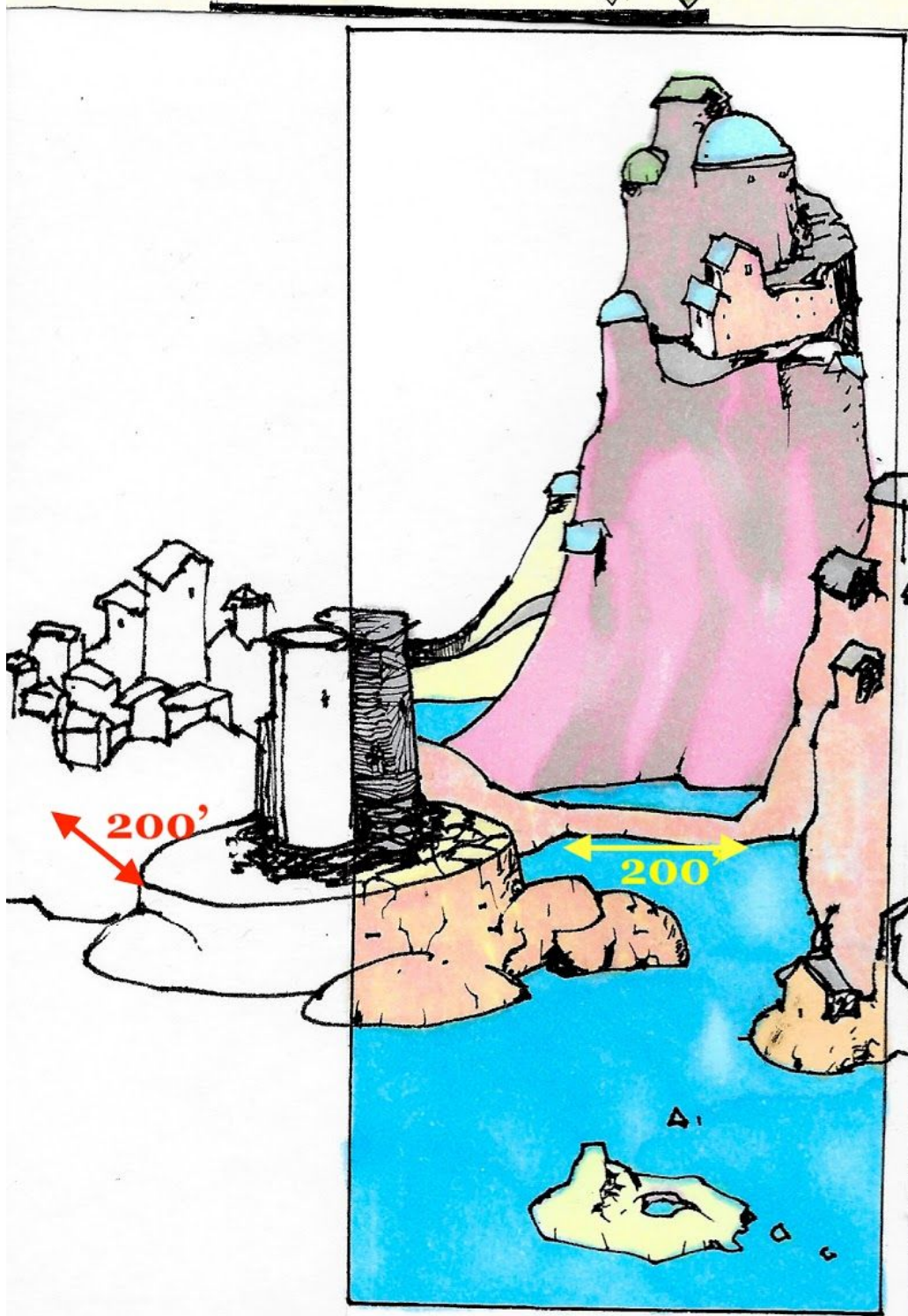
- there's an inn on the edge of town still open
- the blacksmith's is largely undamaged (a possible source of supplies)
- there are still some terrified people in the town, including an old woman
- there's 200' of water between the main part of the town and the island with the silos
- the loot is in the basilica
- there's a narrow causeway (20') connecting the two parts of the town

Whether the island with the basilica and palace is connected to the island to the east is up to you: one option is easy, one is hard.



Cultists (12) shove
a pair of sporn off
these roofs down at
intruders

A warband has
taken the town
!



3 Thrall
Wizards
Randomly
placed
in blue roofs

Annihilus
Neroxx

2
Drider
Archers

3 beastmen
leap from
cliffs with
axes

They'll
Roll an
Iron ball down the
(20' diameter) Road

Rune trap
on house
activates
within 30' -
5D6 fireball

A Minotaur
with huge chains
& anchors chucks
tethered chains
into invading ships

2 Goblins
with a
giant
toad
& fire arrows

3 of the archers
ARRY 120-9 bombs
(500' radius) to
prevent amphibious
attack

The Warband

I've provided cube6_Ortheqe_gm_sheet to give you a cleaner look at the bad guys and where they are. In most cases I made the color of the arrow the same color as the place the creatures are standing. Assume the floorplans of the buildings are pretty simple and boring.

From the bottom going clockwise:

Minotaur (on the island with the silos, they hold one end of their chain, the other end is tethered near the rune trap)

HD 8 HP 32 Speed 120' Armor 15 Morale 11 Attack +8 to hit gore d12

Goblins (on giant toad on that small yellow island)

HD 1 HP 4 Speed 120' Armor 13 (high dex) Morale 6 Attack: +1 d6hp short sword or 2d6 hp fire arrows Skills: Stealth 3 Special:

Walk on walls and ceilings as *Spider Climb*

Giant toad (10' long, the goblins can control it but once they're gone it doesn't care about you)

HD 5 HP 25 Speed 240' (hop) 120' (swim or walk) Armor 15 Morale 5 Attack: +5 swallow take d4 and you're inside the toad's mouth, digestive juices do d4 per round

Note in the lower right corner: Ice-9 turns water into a form of room-temperature ice. It doesn't work on, like, the moisture and water inside someone's body, just on open water. The GM sheet says 3 of the archers carry it, my notebook says the beastmen carry it to: decide whether you want things easy or hard, I guess.

Rune trap: A perceptive character will notice something carved into the house before they're close enough to activate it.

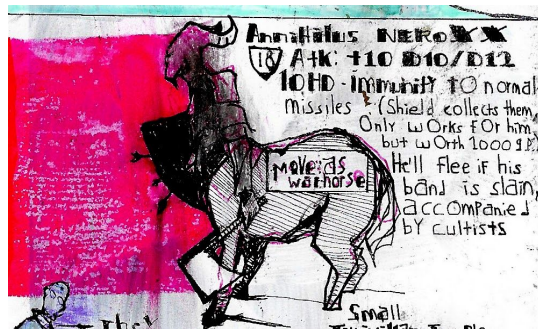
Iron ball: Save to jump out of the way, or take d20 damage

Beastmen (6-8' with goat heads, goat legs, and baroque, nasty-looking armor)

HD 3 HP 12 Speed 120' Armor 16 Morale 11 Attack +4 to hit d8hp axe

Dri...I mean Spider-Elf archers (Upper body of an elf lower body of a giant spider)

HD 4 HP 16 Speed 120' (including climbing) Armor 15 Morale 10 Attack +4 to hit d8hp long bow, d6hp shortsword or... Special: cast a *Web* (as spell) at will, or *Darkness* 2' day.



Annihilus Neroxx Black-armored horned centaur like the picture. Will flee with his cultists if everyone else is defeated so that he can come back as a recurring villain.

HD 10 HP 40 Speed 240' Armor 18 Morale 11 Attack Two attacks: +10 to hit axe d10, kick d12 **Special:** His shield makes him immune to normal missiles, collecting arrows. It only works for him but is worth 1000gp.



Thrall Wizards controlled by the collars around their necks--if the collars are removed they collapse from exhaustion

HD 4 HP 14 Speed 120' Armor 12 Morale 12 Attack +0 to hit punch d2 Spells: (1/day) *Stinking Cloud*, *Forget*, *Sleep*, 2 have *Charm*, 2 have *Magic Missile*

Cultists and Spawn

The cultists are 1hd losers with no armor or to-hit bonus, the mutant spawn they hurl down are grotesque dog-sized creatures that will do d6 damage if they hit someone and cause them to save to avoid falling in the water.

Prisoners include:
Orsa Arct Orus: High Priestess Of
Tittivillā, she'll want YOU to
head south and defeat the
SPAWN KING - she knows not
where he lives (in 55 tbh).
Duke Spivet: "GO North and Kill Goblins"
Grinder [mincer]: A chef.

After the Siege

The town fathers will award 9000gp worth of treasure to the heroes as reward for saving them (assuming they survive).

High Priestess Arsa Arctorus can Heal Serious Wounds and advises the party to head south and destroy the Spawn King, who she believes birthed these heretical perversions. He'll be in a later installment.

Duke Spivet wants you to go north and help the elves kill goblins, they can do that using the material in Cube World #5..

The chef is really good.

If the party needs anything, the town is pretty low on supplies and comforts of civilization, for new equipment or anything the party will have to travel to AuNord, five forested 6-mile squares away to the west.

If they go to Au Nord, Count Ithris (gender up to you a gray elf) will want to meet the heroes who opened the port and will fall in love with a PC of your choice.

If the PCs want magical items or potions citizens look wary and recommend Chaorce which is a fucked-up faerie place to the west which will be described later but if you want to invent your own you can use the Goblin Market for now:
<http://dndwithpornstars.blogspot.com/2015/10/goblin-market-works-like-this.html>

The NPCs listed down the left-hand-side of the page can be met in Ortheque, AuNord or anywhere in between, and all want something, for now you can ignore the numbers:

Ozu is directing the party toward an adventure in what the locals call the Far East. I will offer it for sale eventually, but first it'll involve a lot of sailing, so if you want you can use the seaborne adventures in Cube World #4.

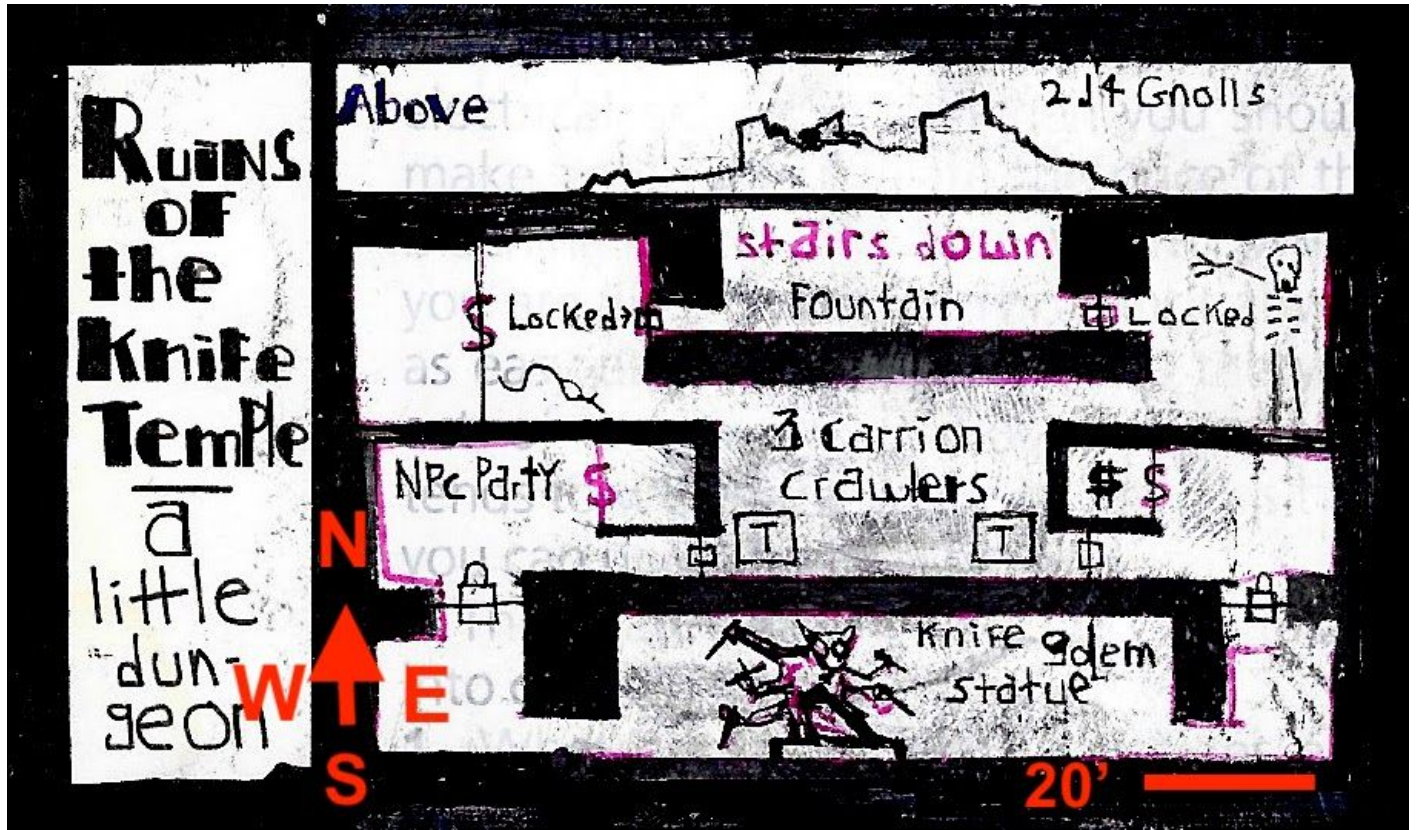
Vist is a witch and needs the PCs to pretend to be witchhunters, this is another adventure you'll have to wait for or write yourself.

Nakh Seerinx and Scopula the Cartographer both have jobs that can be filled just by tromping around the wilderness here and in Cube World #5.

Oolt is directing players toward the Drownesia adventure in Cube World #4.

Porcelino will turn out to be an old friend of the PC belonging to the player most likely to be interesting in a love triangle and direct them to Castle Terravante in Cube World #1.

Aja is in a similar situation to Nakh and Scopula but is taking a much longer journey. You can invent something or wait for me to produce a few more supplements. Her adventure will end in the lands described in *Frostbitten & Mutilated*.



Ruins of the Knife Temple

From above this area just looks like some nondescript ruins but a few gnolls lol about guarding the evil NPCs while they root around inside. The part below is a standard birds-eye-view map.

The S is a standard secret door—yields to a standard check.

The little snake is a snake—a snub-nosed viper.

The T is for trap.

The boxes with lines are doors.

The doors that say “locked” or have a lock drawn on them are locked.

The \$ is treasure.

Carrion Cr...uh...Pit Grub

A fat, centipede-like creature 10' long with a face full of paralyzing tentacles. A subterranean scavenger.

HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attacks : d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Gnolls

HD 4 HP 16 Speed 120' Armor 15 Morale 10 Attacks : +d4 to hit d8hp various hand weapons

Snub-nosed viper

HD 1 HP 4 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 and save vs Poison each round until a save is made, taking 1hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take 4hp every morning until it is treated.

Knife Golem (a 6-armed statue of the Knife God, built by the elves during the Second War)

HD 8 HP 40 Speed 90' Armor 20 Morale 12 Attack 3 Atks per round +8 to hit d6hp each

The Traps: runes on the floor the left one makes you double in size the right one halves your size. Lasts an hour.

The NPC party and treasure are whatever you want. I put 2500gp and a 4th level wizard with 4 goblin henchmen.

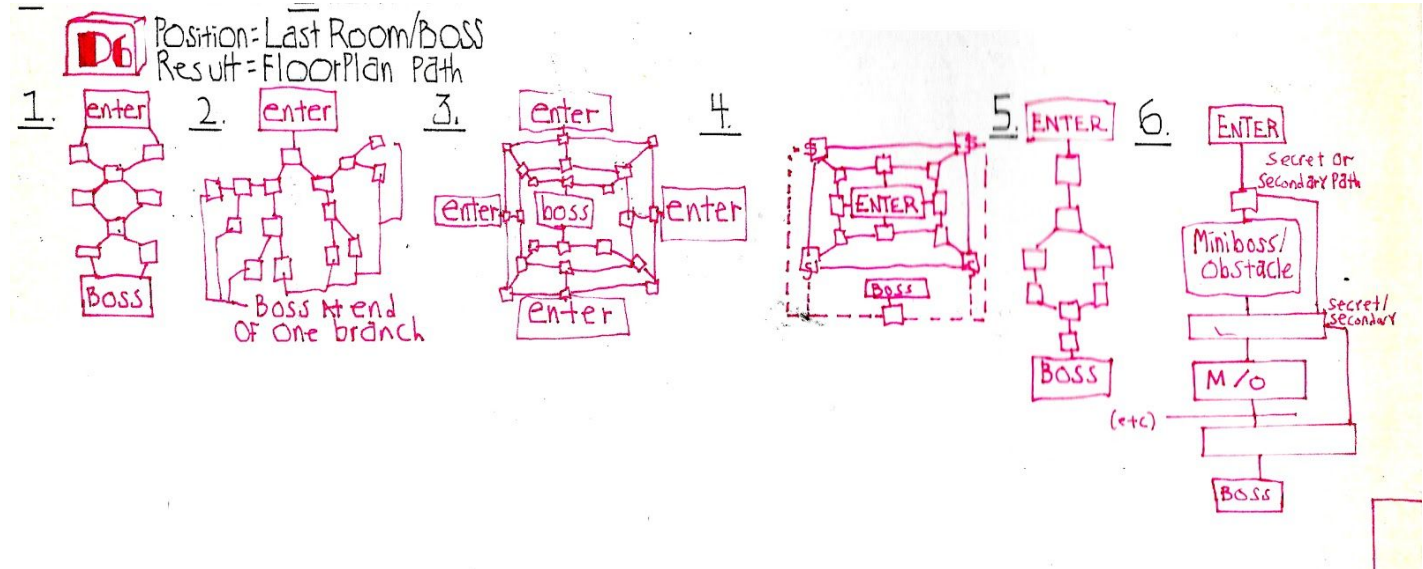
To Make More Small Dungeons Around Here...

1. Drop a standard set of dice on a piece of paper
2. Circle the position of each
3. Label the circles according to the scheme below where it says "Position"
4. Without changing which side is face up, slide the dice aside
5. Interpret the results on the faces as below where it says "Result"
6. Connect the closest rooms to each other, or in whatever way makes the most sense.
7. Season to taste.

D4

Position= Last room
Result = Type of Boss

- 1-From Brute Boss List (below)
- 2-From Mastermind Boss List (below)
- 3-From Brute and Mastermind Boss List (below)
- 4-From Puzzle List (below)



D6

Position= Entrance
Result = Floorplan Path

- 1 Entrance <><><> Boss
- 2 Tree, enter at bottom, boss at tip of random branch
- 3 Wagon wheel, multiple Entrances on rim, boss in core
- 4 Wagon wheel, enter in middle but a secret door holds the funnel to boss and treasure
- 5 Enter at top, railroad cars, one split, spit heals a few levels later, then boss
- 6 Obvious path from entrance to boss blocked by major creatures/obstacles but secondary paths can circumvent them

d8

Position= Empty Room
Result= Special Characteristic of dungeon

1. Something just happened before PCs arrived—maybe someone else infiltrated it
2. Meta-Weirdness, the whole dungeon is a puzzle
3. No Creatures/Only one creature
4. Universal Rule (No Divine Magc, Too Hot For Metal Armor, Can't Hear Anything, Can Hear Everything, etc)
5. Dungeon is mobile or some rooms are
6. Ticking clock—things change if things don't get done quickly
7. Staged access (usually requires going backward)—you need to achieve one thing to get to the next room
8. Roll twice or none

d10

Position = Trap

Result= Form of the dungeon

1. Tower
2. Compound (multiple buildings)
3. Typical Large Building (Cathedral/Castle/Large Building)
4. Ruin or Caves
5. Partially above ground (roll d4 above)
- 6-10. All belowground

The Other D10

Position = Trap

Result = Cannon fodder

1. Goblins
2. Skeletons
3. Snakes
4. Giant Centipedes
5. Dark Creepers (see Fiend Folio)
6. Devil cats (like regular cats, but slightly worse)
7. Ratmen
8. Humans/Elves/Dwarves/Halflings
9. Hypnotized civilians
10. Automated golems

d12

Position=Major Locked

Door/Choke Point

Result = Rationale

- 1-Sadistic Architect
- 2-Meritocratic Architect (it's testing you)
- 3-Fuck You That's Why
- 4-Active Institution (institutions, toll D20 below)
- 5-Lair/Home
- 6-Caged Threat (to keep it in)
- 7-A Safe (to protect valuables inside from things outside)
- 8-Abandoned Then Later Infested Place
- 9-Active Then Later Infested Place
- 10-Not A Dungeon To Them (this place only seems weird because its responding to alien imperatives)
- 11-Roll D10 on this table twice reroll duplicates
- 12-Roll D10 on this table thice reroll duplicates

D20

Position = Something in this room is important in another room, maybe the D12 room. The simple is a key in this room opens the door where the D12 landed.

Result depends on D4 roll above

Brute Boss.

- 1-Abomination
- 2-Giant Diseased Butterfly
- 3-Giant Bat
- 4-Beast of Tittivila (8-eyed goat)
- 5-Blindheim
- 6-Cyclops
- 7-Demon Fly
- 8-Demon
- 9-Ettin
- 10-Fire-Breathing Golem
- 11-Giant
- 12-Mouth mound
- 13-Purple Worm
- 14-Minotaur
- 15-Octopus
- 16-Ogre
- 17-Toad Demon
- 18-Troll
- 19-Vomiter
- 20-Xortoise (see Vornheim)

Mastermind Boss.

- 1- Beastman
- 2-Eye tyrant
- 3-Death Knight
- 4-Toad demon
- 5-Demon
- 6-Witch or Hag
- 7-SpiderElf Queen
- 8-Dwarf King
- 9-Vampire
- 10-Fae
- 11-Fox Woman
- 12-Sorcerer: Elven, Drow, Halfling, Thog
- 13-Grey Jester
- 14-Knight: Elven or Half-Orc
- 15-Necromancer
- 16-Horned She-Jackal (as Lich basically)
- 17-Lich
- 18-Sphinx
- 19-Succubus
- 20-Werewolf

Puzzle Boss

- 1 Banshee
- 2 Time Golem
- 3 Basilisk
- 4 Cockatrice
- 5 Crypt Lord (See Cube World #3)
- 6 Doppelganger
- 7 Golem
- 8 Iron Cobra
- 9 Lodestone Golem (magnetic)
- 10 Medusa
- 11 Self-Locking Saw-style Room
- 12 Hydra
- 13-20 ???

Institutions

- 1 Alchemist's lab
- 2 Armorer/Blacksmith
- 3 Museum
- 4 Asylum
- 5 Cathedral/Temple
- 6 Assassin's den

- 7 Monastery
- 8 Guild hall
- 9 Spymaster's headquarter's
- 10 Zoo
- 11 Livestock dealer/breeder
- 12 Market hall
- 13 Nest of criminals

- 14 Orphanage
- 15 Scholar
- 16 University
- 17 Library
- 18 Theater
- 19 Prison
- 20 Arena

Novel Rooms To Throw In

- 1-Floor Rotting Away
- 2-Undead in Crypt
- 3-Monster Corpse w/Vermin inside
- 4-Roll extra complication
- 5-Storage room
- 6-Careful, easily broken things
- 7-Kitchen/food storage
- 8-Laboratory
- 9-Exit/Monster/Gap/Entrance
- 10-Lever controls nearby room
- 11-Lost lunatic
- 12-Powerful magic item, guarded
- 13-Provision-destroying vermin or weird effect
- 14-Shooters on either side of passage
- 15-Corpse
- 16-One way window into prison cell
- 17-A battle was just fought here
- 18-Hole down to next level
- 19-Rubble or jnk
- 20-Library
- 21-Oven/Hearth/Forge
- 22-Evidence of scheme
- 23-Ambush from below
- 24-Rare substance or puzzle
- 25-Boring objects in suspicious isolation
- 26-Room is a trap
- 27-Cell or prison
- 28-Altar
- 29-Monster in mid-meal
- 30-Armory
- 31-Ominous Room
- 32-Dead edible monster
- 33-Monster/Caught in Trap
- 34-Pool
- 35-Same as nearest room
- 36-Trap makes it impossible to return how you came
- 37-Bedroom
- 38-Large broken device
- 39-Flooded
- 40-Trash/debris room
- 41-Guard room
- 42-Rotting stairwell
- 43-Safe, defensible room
- 44-Poison (1 dose)
- 45-Pillared hall
- 46-All monsters converge here
- 47-Stairwell
- 48-Floor rotting away secretly
- 49-Semi-accurate map of this place
- 50-Crypt
- 51-Key 50%
- 52-Must climb up or down 100' to next room
- 53-Battle in progress
- 54-Seems safe and defensible but is a trap
- 55-Monster making noise you can hear
- 56-Foe above in crow's nest shooting down
- 57-Feral version of intelligent monster or intelligent version of feral monster
- 58-NPCs hiding/harmless
- 59-Weird pool
- 60-Shriekers or other alarm system
- 61-Limited visibility smoke/dst/darkness spell/etc
- 62-Flame hazard if there's a fight
- 63-Sleeping monster
- 64-Colossal guardian monster
- 65-Weird effect room
- 66-Echoes from another room
- 67-Fountain
- 68-Whatever the PCs are looking for
- 69-Amazing treasure in every adjacent room, doors are locked
- 70-Art room/gallery
- 71-All entrances to here are concealed
- 72-Statues
- 73-Exit to surface/next level
- 74-Nursery: Eggs/Young
- 75-Traps everywhere but also treasure
- 76-Throne room-only one obvious entrance
- 77-Furniture w/healing potion
- 78-You can hear anything nearby here
- 79-Secret door here
- 80-Hiding monster/Ambush
- 81-Guard Room
- 82-False Treasure Trap
- 83-Bridge over chasm/channel
- 84-NPC party
- 85-Injured monster begs for mercy
- 86-Nearby creature alerted to your presence
- 87-Tar-like trap captures you, monster comes
- 88-Chute/Teleporter
- 89-Cursed Item
- 90-Clockwork Device (innocuous)
- 91-WC or other boring room
- 92-Zoo/captured creatures
- 93-Triggerable guardian creatures
- 94-Slippery floor (debris? caltrops? goo?)
- 95-Vermin-infested
- 96-Door locks behind you
- 97-Livestock/slaves
- 98-Sphinx/Oracle
- 99-Demon in circle or puzzle
- 00-Sluts (any gender or none)

Wandering the Wilderness

These are the random encounter tables for Teeming and the forest around it. They're the same as the ones in Cube World #5 if you have that, so I'm not charging extra for them, but it would suck if you bought just this and didn't have them.

Random Encounters (d20)

Travelling parties roll every 6 miles on foot or 12 on horseback, camped and resting parties roll every 4 hours.

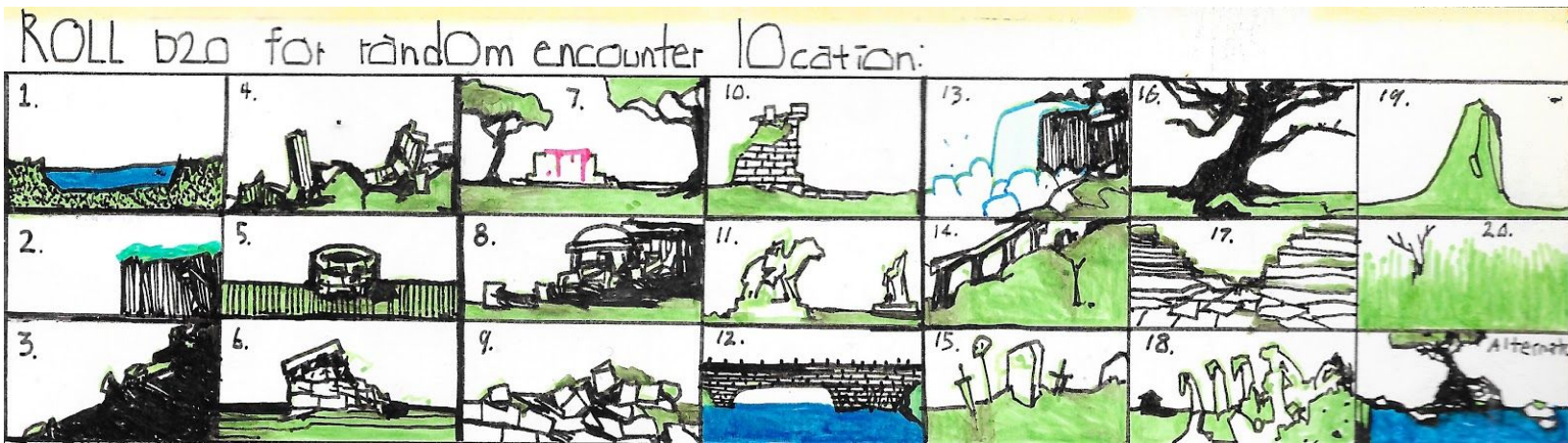
Forest Outside Teeming

1-4 Monster **5** Civilian **6-12** No Encounter **13-20** Pick an animal (fox, raven, deer etc) --harmless but spooky.

Within Teeming Itself

1-2 Monster **3** Civilian **4** Fae of some kind (pick) **5-12** No encounter **13-20** Elven civilian

On these tables, if there's a monster you don't recognize you can google "dndwithpornstars" and the name or just skip it.



Civilians (species)	Civilians (motive)	Monsters
1-2 Human	1-2 Hunters	(1-5: Implies a warband, roll d6 here for leader) 1 Dark Elves 17-18 Mermaids (implies a pond, etc) 45-46 Harpy 71-72 Werewolf 86 Needleman
3 Elf	3-4 Pilgrims	2 Beastmen 19-20 Caryatid 47-48 Hobgoblin 73-74 Witch 87 Humunculus
4 Dwarf	5-8 Merchants	3 Orcs 21-22 Talking crow 49-50 Nilbog 75 Small Water Elemental 88 Horned she-wolf
5 Halfling	9-13 Stereotype of species, dwarf miner, elf poet, etc	4 Centigors 23-24 Spider-elves 51-52 Mushroom men 76 Vomiter 89 Gray jester
6 Mixed species	14 Escapees	5 Necromancer + d6 undead 25-26 Giant Butterfly 53-54 Pit Grub (see Cube World 2) 77 Flagellant religious zealots 90-91 Lizardmen/Reptile women
	15-16 Entertainers	6 Wizard 27-28 Treant 55-56 Nymph 78 Vampire 92 Mouthing Mound
	17 Relocating	7 Humans 31-32 Fey 57-58 Ogres 79 Unicorn 93 Giant
	18 Weird motive	8 Halflings 33-34 Quickling 59-60 Narcissus Peacock 80 Tower golem 94 Doppelganger
	19 Visiting friends	9 Dwarves 35-36 Foxwoman 61-62 Scarecrow 81 Thogs 95 Disenchanter
	20 Inspector	10 Gray elves 37-38 Giant gloom moth 63-64 Shriek fungus 82 Succubus 96 Demon
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