



ORC REPRISAL

A Fantasy Quick Adventure
by Dave Martin



THE STORY

The Orcs have had enough! Tired of being hunted every spring, seemingly for sport, the orcs of the eastern mountains and vales have banded together in large war parties. Intent on allowing the wholesale slaughter of their young warriors and families to continue no longer, the orcs have decided to attack the village responsible for the yearly genocide of their people.

Set for just hours after the Quick Adventure "Orc Hunt," this adventure can be played either in conjunction with or separately from that adventure.

FEAST INTERRUPTED

After the Orc Hunt, the party joins the rest of the village in the grand hall for the end of the hunt feast and proceeds to eat, drink, and share stories of the hunt. A few hours into the feasting, the warning horns sound from the watchtowers, and commotion from outside the grand hall can be overheard. A soldier enters the hall and announces, "The orcs are coming! More than we can count. Two days march from the village walls!"

Dolfang Grundo stands, calling those who participated in the hunt to help defend the village, and rushes out of the hall with the rest of his town watch. The players can choose to help directly with the defense of the village or try to escape what appears to be a hopeless fight.

If the party attempts to escape from the village, they will encounter heavy amounts of orcs in the woods and eventually be routed back to the village. How long and which route this regression takes is up to the GM, but the party should not find it easy at all, indeed it should be as close to impossible as can be. When they get back to the village after attempting to escape, they will have to explain why they left and will have some hefty explaining to do to Dolfang Grundo before he

welcomes them back to the village as defenders.

If the party chooses to stay to help defend the village from the beginning, they will help man the walls, patrol the outer territory, and help build more defenses like spikes, holes in the ground, and other traps or anti-siege weaponry. The village has only a few hours to prepare, though, so the more elaborate methods and constructions will not be possible.

Either way it happens, the next section will continue as is despite what happens first.

DEFEND THE VILLAGE

As the orc war band approaches, Dolfang organizes the defenders into specific jobs. He asks for volunteers to be part of the scouting parties who are tasked with harassing the orcs and slowing their approach, looking very sternly at the party when he asks for such assistance. If the players feel compelled to help the scouting parties, they will encounter several larger groups of orcs that need to be dealt with quickly before other groups or larger parts of the war band catch up. These delaying actions can take any form and may include pitched fights in the forest, guerilla fighting, traps, illusions, or anything else the party can conceive to stall the orcs' advance on the village.

If the party chooses to remain behind and help build the defenses of the village, they will have to deal with the social aspects of several of the defenders wanting to break and run as well as finding alternative plans for hiding the children or finding them an escape route should the battle go badly. It is possible some of the men will go mad and will attempt to harm others in the village.

When all is set and the party has either returned from their delaying actions or have united the defenders in the village, the orcs will arrive. Over one thousand orcs strong, the war band is angry and ready to fight. They will attack almost

immediately, and the defenders will have to kill them in waves, repairing and strengthening defense points and other structures as the battle progresses. These sub-encounters should include fights with orcs who have breached defenses, scaled walls, or magic duels from afar.

The party will have many opportunities to Notice that there are two primary leaders in the orc war band, a mighty warrior and a shaman who guides the other magic users to support their attack. Through either their own general knowledge of orcs or discussing the discoveries with Dolfang, they party finds out that killing the two leaders of the war band will likely result in the routing of the orcs.

LAST STAND

The party will need to end the siege by forming a plan to kill the orc leaders. It could be a night stealth mission, a ride out and attack mission, or something even more elaborate. The orcs will not retreat until both of the leaders are killed. Once both have been killed, they are demoralized and will run back towards their homes on the eastern peaks.

WRAP UP

As the orcs retreat, the village takes stock of what has been lost. The defenders are heavily depleted, and Dolfang is the only elder of the village still alive. He asks the party to stay with the village longer to help them rebuild, until they can convince new families to settle there.

MONSTERS



ORC WAR LEADER

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:** 8; **Toughness:** 11(3)

Treasure: Meager

Gear: Plate chestplate (+3), chain arms and legs (+2), battle axe (Str+d10)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.
- **Infra-vision:** Half penalty for poor light versus heat-producing targets.



ORC 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 d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Treasure: Meager

Gear: Leather armor (+1), Spear (+1 Parry, Reach 1)

Special Abilities

- **Spells:** Shamans have 15 Power Points and typically know *armor*, *bolt*, *fear*, and *smite*.
- **Infra-vision:** Half penalty for poor light versus heat-producing targets.

ORCS

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 (1)

Treasure: Meager, per 3 orcs

Gear: Leather armor (+1), short sword (Str+d6)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.
- **Infra-vision:** Half penalty for poor light versus heat-producing targets.

(Orcs, from *Fantasy Companion* page 141-142)