

Bloodmaw's Marauders



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Bloodmaw's Marauders

Based out of Drak Wald forest, Bloodmaw's Marauders are a feared presence in the northwestern region of the Empire. For ten summers Bloodmaw Nozrunner has led the Marauders in numerous raids against the pansy elves and humies. Many have died while trying to collect the bounty on his head. For some just mentioning the name Bloodmaw is enough to turn a person's knees to jelly. The Marauders are unlike other orcs, because of their small numbers and their rather intelligent boss. Bloodmaw, beside his constant running nose, is gifted with a keen intellect (well keen for an orc). His grasp of tactics and organization is unmatched by the majority of his race. Unlike most bosses, Bloodmaw steers clear from direct confrontations, and relies on his 'sneaky tactics.' He has endlessly drilled his boyz in the art of hit and run ambushes, which is dubbed 'The Green Wave.' That is not to say that Bloodmaw's boyz are a bunch of pansy elves. They are able to slaughter and maim with the best, but Bloodmaw recognizes the benefits of his 'sneaky tactics.'

The major benefit is that the boyz don't die as quickly. By fighting from the shadows and ambushing their enemies the boyz live to enjoy the spoils. As Bloodmaw likes to say, 'wins breeds wins,' and this is the second major benefit of 'sneaky tactics.' The enemy never sees them coming. By springing attacks using the cover of the woods, Bloodmaw and the boyz quickly overwhelm their enemies and win the battle. These tactics also prove helpful when fighting other boyz. Where other's blindly charge in, Bloodmaw's Marauders stay at the rear and harass the advancing enemy with steady bow fire. When the enemy breaks, the boyz grab their weapons and start the killing. Though the success rate is high, many orc bosses have begun whispering that the Marauders are nothing more than overgrown gobbos. Bloodmaw has ignored this, but his son hasn't.

Horntooth the Marked is Bloodmaw's only son. Unlike his father Horntooth is not that bright. No matter how hard Bloodmaw pounds his son in the head Horntooth has not gotten any smarter. Despite his father's success, Horntooth feels that his father is a weak coward. He, and his loyal toadies, have begun to plot against Bloodmaw. It is Horntooth's desire to replace his father as boss of the Marauders. Lacking the necessary brainpower to devise a plan himself, Horntooth has been aided by a gobbo known as Glow Eyes.

Glow Eyes is unlike other gobbos, and this is due to his cunning intellect, command of magick, and his devotion to Tzeentch. For the past few years has been working in the Drak Wald Forest spreading the seeds of Chaos. He has turned beastmen against beastmen, and has fueled inner tribal conflicts among the orcs and gobbos.

He has caused much mischief along the roads, and has

even run afoul of the elves in the Laurelorn Forest. Glow Eyes has dreams of being a major power, and wants to rise above his gobbo stature. His work has proven his worth and his master has rewarded him with power and mutations.

Seeing the limited brain capacity of Horntooth, Glow Eyes began playing to Horntooth's ego and slowly manipulating him. Craving power Glow Eyes saw the potential of the Marauders being led by Horntooth. Slowly the gobbo filled Horntooth's head with visions of grandeur, and feed his ego. The orc has been fed a steady diet of being told how great he is, and how he would make be a better boss than his father. Glow Eyes' words have been effective, and Horntooth believes he should be the Marauders' boss. Sensing that the time is right Glow Eyes put the final part of his plan into motion.

Bloodmaw possesses a banner, which is not only the symbol of the tribe, but a powerful magic item as well. With the banner Bloodmaw has led the Marauders to numerous victories, and more importantly have not experienced defeat in years. Glow Eyes realized that if the banner was missing, the rule of Bloodmaw could be subverted. The orcs would feel that they were cursed, and begin to speak out against their boss. If the Marauders were forced to fight without the banner they would lose, which would anger the tribe even more, because after all boyz like to win. This would give Horntooth the perfect opportunity to take control of the Marauders. If Horntooth also happened to have the banner, his leadership would be cemented. The plan was perfect and, with the aid of a nearby tribe of beastmen, would succeed. All Glow Eyes had to do was convince Horntooth to steal the banner and flee.

At first Bloodmaw did not realize the banner was missing. Then he began hearing reports of beastmen roaming the area. To head off the trouble, Bloodmaw went to assemble the boyz and lead them against the enemy. It was then that he realized the banner was missing. To make matters worse, his rock for brains son and his ten followers were missing as well. Not wanting to let on what was wrong, Bloodmaw called his most trusted bodyguards. He told them of the missing banner, and about Horntooth's disappearance. Ordering the six to find the banner, he told them that they had two days to find it and return with it. Swearing them to secrecy, Bloodmaw told them that if they failed, they would be fed to the snotlings.

Bloodmaw's Marauders is a one round tournament adventure designed for six orc PCs. The players must recover the missing banner and return it back to Bloodmaw. The PCs have two days to find the banner, and if they fail, face certain death. The adventure is set in the Drak Wald Forest near the southern edge of the Schadensumpf.

Introduction

Read or paraphrase the following to the players, before passing out the character sheets.

"You were called into the tent of the boss. When Bloodmaw calls, you answer. Those who fail, never fail again. Unlike most, you are lucky that you serve Bloodmaw as his bodyguards. You are his most trusted in the Marauders and your position is relatively stress free. As bodyguards you get the second choice of plunder and the best choice of food. Your loyalty is rewarded and the job is not that hard, due to the boyz generally being happy with Bloodmaw as the boss."

Things have been tense for the past few days. Beastmen are advancing into your territory, and there has been increased fighting with them. Adding to this, Bloodmaw's son Horntooth has disappeared. He and his lackeys have not been seen in three days. Though he is dumber than a rock, Horntooth is not that dumb to get lost. All of this has made the Marauders edgy and restless.

You approach the tent of Bloodmaw and are surprised to see that the flaps are down. Entering, you sense the tension in the air, and see numerous snotlings tossed about. It appears they have suffered the wrath of the bosses' anger. Bloodmaw sits brooding on his throne and his eyes glow red in anger.

Bloodmaw has been the boss for close to ten summers, and is the smartest orc there is. Some of you helped him gain control of the tribe. It was you who helped convince the Marauders about Bloodmaw's 'sneaky tactics.' Under Bloodmaw's leadership the tribe has become feared and rich off their victories. In all your time you have never seen Bloodmaw this angry.

Seeing you, Bloodmaw violently kicks the snotling he was using as a footstool. The snotling flies through the air and lands with a sickening thud at your feet. Before you can laugh, or say anything, Bloodmaw yells.

'About time you come. I called you here because you are needed. If you six were doing your jobs none of this would have happened. Someone has stolen the banner!'

Updater's Note: In WFRP2 there are no such things as half-orcs, so how the Orcs reproduce remains a mystery. If you don't like that Horntooth is Bloodmaw's son, replace that relationship with anything else you can come up with.

Bloodmaw Nozrunner



Bloodmaw is a large powerfully built orc whose constant running nose is the reason for his last name. Bloodmaw is a careful leader and thinks everything through before he acts.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
63	55	47	58	50	38	49	18

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	19	4	5	4	0	?	0

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Greenskins) +10%, Dodge Blow, Intimidate +10%, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Lightning Parry, Menacing, Night Vision, Quick Draw, Sixth Sense, Street Fighting, Strike Mighty Blow

Special Rules:

Animosity: See rulebook page 230

Choppas: See rulebook page 230

Armour: Leather Jack, Chain shirt, Plate Helmet

Armour Points: Head 2, Arms, 1, Body 3, Legs 0

Weapons: Choppa, Shield

Trappings: Bloodmaw's Banner (Once per day the banner can create an effect similar to Beacon of Courage divine spell found on rulebook page 166)

The Missing Banner

Bloodmaw is angry over the banner's theft and is yelling at the PCs about this. Talking with him the PCs learn that after returning from a raid against a humie village, Bloodmaw threw it in a chest and locked it. Only one person has the key, and it hangs around Bloodmaw's neck. He was going to assemble the boyz this morning and lead them in a raid against the beastmen. When he went to the chest, and though it was still locked, the banner was gone. Bloodmaw has had the banner many years and the PCs know that with the banner the Marauders have not lost a battle since Bloodmaw has been boss.

At first Bloodmaw thought one of the snotlings stole it, but questioning them turned up nothing. One of them did state that they saw an orc sneak into the tent a few days ago. The orc was Horntooth and he had with him a piece of glowing metal. Horntooth touched the chest and the lid opened. He then took the banner, closed the chest and ran. Bloodmaw yells again and kicks one of the snotlings who is trying to get up. The snotling flies through the air and lands with a wet thump on the ground. Bloodmaw knows about Horntooth's disappearance, and thinks it is more than a coincidence that he and the banner are gone. Bloodmaw states that he heard Horntooth and his boyz were last seen heading east.

Bloodmaw tells the PCs that they have two days to find the banner and return with it. The banner is needed if the Marauders are going to fight the beastman. Bloodmaw knows nothing else. Before the PCs leave he warns them not to say a word about what has happened. If any of the boyz find out that the banner is missing there will be trouble. He warns the PCs that if they fail in getting the banner, they will be fed to the snotlings. Bloodmaw's last words to the PCs are that there is no excuse for failure.

Asking around the camp about Horntooth, the PCs learn that three days ago he and his ten lackeys were heading east. The group said they were scouting the enemy and that Bloodmaw sent them personally. No one doubts this, but a few of the boyz laugh that perhaps Horntooth misunderstood the orders. After all, everyone knows that a snotling has more brains than Horntooth. A successful **Easy (+20%) Gossip** test has one of the orcs mentioning that Horntooth was carrying a large bundle. When asked about it, Horntooth said it was nothing.

A successful test has the PCs also learn that Horntooth has been spending a lot of time alone in the woods. For the past three months he has gone into the woods in the morning and not returning until dusk. Every time someone questioned him about this, Horntooth said he was scouting.

A successful **Very Easy (+30%) Intelligence** test has the PC remember that Horntooth is not known for being a good scout and in fact can not find his way out of a tent!

Examining the area and making a successful **Follow Trail** test, the PCs discover a set of orc tracks near the East end of the camp. The area is well traveled and a half-hour away from the camp the PCs discover another set of about twenty tracks leading away from the camp. The tracks head east, and another successful **Follow Trail** test reveals about ten separate sets of orc tracks, as well as close to eight sets of snotling tracks.

Mutie Humies

Two hours away from the Marauders' camp, the trail turns and continues North-East. A successful **Follow Trail** test has them notice that another set of tracks is mixed among the orcs and snotlings. These tracks appear to be animal tracks, and by looks of them the animal was stalking after the Horntooth and his boyz. A PC with the **Follow Trail** skill can make an unmodified **Intelligence** test, and success reveals that it appears to be a large snake. The tracks continue North-East for an hour and as the PCs make their way through the woods they notice the area is quiet. A **Sixth Sense** test tells the PCs something is not right, and they have a feeling of being watched.

Close to noon the PCs see a small clearing up ahead. The tracks led into the clearing, but the PCs may notice on a successful **Perception** test that there appears to be more animal tracks scattered among the orc ones. A **Follow Trail** test reveals that there are a total of five animal tracks. Soon the PCs come to a clearing about 50 yards in diameter. If they are not being cautious the PCs barge in on a group of muties feeding on the remains of six dead humies. Since both the PCs and the muties are surprised, no one has an advantage. One round after combat has started four more muties emerges from the woods and join in the battle. PCs who proceed with caution do not blunder into the ambush and can observe the clearing from hiding.

Looking into the clearing the PCs see eight muties fighting over the remains of six dead humies. One of them, who appears to be the leader, has a mane of black hair and a bone crest on top of her head. Her long claws slash at an albino hunchback who is attempting to steal some of the remains. On the edge of the clearing is a headless creature covered in blue and green fur. One mutie, resembling a humie-like bird, is fighting with a pointed head woman with extremely long legs. Off to the one side the PCs can see what appears to be a walking humie head. Meanwhile resting in the sun is another humie, with a head of an ant. The final figure in the clearing is a one-eyed man whose arms stretch.

The PCs can attempt moving away from the clearing. PCs who specify that they are alert can make a hearing based **Perception** or **Sixth Sense** test, with success indicating that they hear some one approaching from behind. Because of this PCs are not surprised by the muties who are trying to ambush them. If the PCs are not being alert and attempt to walk around they are surprised by four muties who ambush them from behind. One of the muties looks to be normal expect for his pitch-black skin. Another has tentacles instead of arms, and a cloud of flies follows his every move. The third mutie is a woman, and her skin is transparent, showing her internal organs and muscles. In addition her eyes dangle from two eyestalks and spines grow from her body. The last mutant looks to be a living statue of a pansy elf woman, who cries out alerting the other muties in the clearing. The muties in the clearing stop what they are doing and move to kill another meal.

Updater's Note: Please note at this point that Mutie #11 causes *fear*.

Combat proceeds until either half of the muties are killed, or their leader is slain. Killing half the muties forces the rest to test versus **Will Power** among the survivors. Any, who fail the test, panic and flee off into the woods. Killing the mutie leader also forces the **Willpower** test as well. PCs can try to pursue, but soon lose them in the woods.

Searching the remains of the dead humies the PCs see that the bodies have been stripped of anything valuable, are torn apart and partly eaten. If the orcs were pansy elves or humies, the scene would disturb them. For them, they have done much worse on the battlefield, and the scene has no affect on the orcs. Searching the ground in the clearing with a successful **Follow Trail** test has the PCs notice a set of three-day-old tracks, which are of Horntooth and his lackeys. Another unmodified **Intelligence** check has the PCs notice that the snake track is still among them.

Mutie #1 (Leader)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	41	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!

Mutations: Cloven Hooves, Head Crest, Mane of Hair, Razor Sharp Claws (Treat as Natural Weapons Talent with Armor Piercing quality)

Mutie #2 (Big Head)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Unsettling

Mutations: Walking Head (Treat all Body hits as head hits instead), Fangs (Damage: SB-2, Precise quality)

Mutie #3 (Whitey)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	23	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Menacing

Mutations: Hunchback, Albino (-d10% Toughness loss (adjusted, -5% penalty to vision based tests in areas of bright light))

Weapons: Sword (Hand Weapon)

Mutie #4 (No Head)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Menacing

Mutations: Headless (Treat all head hits as body hits instead, -10% to all vision based tests), Furry (blue&green fur)

Weapons: Club (Hand Weapon)

Mutie #5 (Birdy)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Menacing

Mutations: Feathered Hide, Beak (Dam: SB -1), Bird's Leg X2

Mutie #6 (Stick)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	22	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	5	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Menacing

Mutations: Long Legs (+1M, adjusted), Pointed Head (Reduce Int by d10%, adjusted)

Armour: Rusty Mail Shirt, 2pts Body

Weapons: Sword (Hand Weapon)

Mutie #7 (Stretch)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	16	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Menacing

Mutations: Cyclops (halves BS, adjusted), Elastic Limbs (In any given round, this mutant can extend the reach of his arms by 1d10x2 yards, enabling him to make melee attacks against anyone in range. Likewise, opponents may attack him, but successful attacks hit only his arms)

Weapons: Axe (Hand Weapon)

Mutie #8 (Buggy)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	16
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Keen Senses, Natural Weapons, Unsettling

Mutations: Bestial Appearance-Ant (whole head replaced, stats and talents adjusted accordingly)

Mutie #9 (Sneaker)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Unsettling

Mutations: Midnight Skin (+20% to Concealment tests), Additional Eye (+5% to vision based tests)

Armour: Leather Jacket, 1pt Body & Arms

Weapons: Sword (Hand Weapon)

Mutie #10 (Fly)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Unsettling

Mutations: Cloud of Flies (opponents gain a -10% penalty to WS), Tentacle-like Arm (-30% to all tests involving fine manipulation of objects, total of +10% to all Grappling related tests)

Mutie #11 (See-Through)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Frightening

Mutations: Eye Stalks (gain +1d10 on initiative rolls), Long Spines (When engaged in melee combat, all opponents must succeed on an Agility test each round to avoid taking a Damage 1 hit), Transparent Skin

Weapons: Club (Hand Weapon)

Mutie #12 (Crystal)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	52	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	3	5	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Unsettling

Mutations: Crystalline Body (Increased T, lowered W, adjusted)

Weapons: Club (Hand Weapon)

Sneak Attack

After the fight with the muties, the PCs see that the tracks continue heading North-East. By late afternoon the PCs come across the bodies of four dead snotlings lying in the middle of the trail. A successful

Intelligence test tells the PCs that the snotlings have been dead for three days. Closer examination, reveals that the snotlings heads have been bashed in.

Horntooth's favorite past time is 'hit the rock,' it is a game he developed that involves hitting a snotling with a club. The objective of the game is to see how far the snotling can fly. All four of these snotlings appear to have been the latest 'rocks' in Horntooth's favorite game.

At dusk the PCs notice the ground is becoming wetter and springier. The air is filled with clouds of biting flies and an over powering stench. Despite their night vision it is becoming too dark to push on, and a campsite is going to be needed for the night. The ground is wet, but the PCs can find some high ground that would serve as a good campsite.

Evening passes quietly and nothing out of the ordinary happens. In the distance the occasional roar and scream can be heard. On the perimeter of the camp the PCs see numerous glowing eyes hovering in the darkness. The eyes stare at the PCs and watch their every movement. If they try to Move towards them, the eyes disappear, only to reappear in another spot.

During the night the PCs, if they set a watch, hear rustling on the perimeter of the campsite. The rustling continues and the PC on watch suddenly smells a sharp odor. Investigating the noise and smell the PC surprises a scavenging skunk. The skunk is frightened by the PC and squirts its musk as it runs off into the woods. The odor wakes everyone who is sleeping. Besides being very strong the PCs who was squirted suffers a **-10% to all Fellowship tests, in addition to a -10% to all skills that are stealth based (i.e., Concealment, Silent Move, Shadowing, etc.)**. The odor will last on the PC for d10/2 days, and stays with the PC through the rest of the adventure. Other than the skunk, nothing else happens during the night.

One Large Cat

Morning breaks quickly and other than being sprayed by a skunk the boyz have had a good nights sleep. The trail can be picked up again, and it continues on to the northeast. An hour from their camp the PCs reach the edges of the Schadensumpf. This large swamp stretches as far as the eye can see. A thick white haze drifts above it, and clouds of flies can be seen buzzing across the landscape. The tracks that the PCs have been following skirt along the edges and continue towards a group of hills in the North-East. After a half-hour of walking, a successful **Perception** test has the PC notice a plume of smoke drifting lazily into the air. An **Intelligence** check reveals to the PCs that the smoke appears to be from a campfire and is coming from up in the hills.

Approaching the hills the PCs notice that they are very rocky. Trees dot the top of the hills, but the ledges in some places are nothing more than sheer cliffs. These hills are home to many strange things and there is a large population of beastmen and mutants who live among the rocks and small valleys. The hills also have small deposits of warpstone, and this has affected the animals that call the hills home. One of these animals is a large hill cat that has been mutated by eating warpstone-tainted game, and drinking warpstone- laced water.

This cat, noticing the PCs, begins to stalk them. A careful hunter, the cat springs from the cover of the rocks and attacks a PC. As the PCs hike in the hills the cat stalks them on a ledge and waits to pounce on one of the passing boyz. The cat surprises the PCs on a successful opposed **Concealment** test against the PCs' **Perception**.

Once the cat springs its ambush, the PCs get a clear look at it. Close to six-feet in length and powerfully built, the cat is black and its single red eye glows with an inner malevolence. Its tail whips around constantly and the PCs can see a mace-like bony growth at the tip of the tail. Because the cat suffers from Blood Lust, it will fight to its death.

Mutie Cat

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	0	44	37	30	10	43	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2/3	9	4	3	8	0	0	0

Skills: Concealment +10%, Perception +20%, Scale Sheer Surface +20%, Silent Move, +10%

Talents: Keen Senses, Natural Weapons, Night Vision, Unsettling

Mutations: Mace Tail (Pummeling quality, SB Damage), Blood Lust (Frenzy), Midnight Skin (+20% Concealment)

Horntooth's Camp

A successful **Perception** test has them discovering a recently blazed trail cutting through the undergrowth and heading East through a small ravine. Following the trail the PCs come to the lip of a large crater. The crater is nearly 100 feet deep and is ringed on all sides by hills. In the center of the crater the PCs see a small camp of about ten tents, and one of them is set off from the others. By the totems and markings on the tent the PCs can tell it belongs to a shaman.

Observing the scene below the PCs see a few boyz milling around. All of them appear to be Horntooth's lackeys. Scanning the campsite, the PCs do not see any sign of Horntooth, but they can see a few guards keeping a lazy watch on the camp's perimeter. Observing the camp for more than 10 minutes, the PCs suddenly see Horntooth emerging from the shaman's tent. He is yelling, and following after him is a small

gobbo wearing ratty brown robes. What is even more surprising is that the lower half of the gobbo's body is a snake.

The gobbo slithers behind the raging Horntooth. Also emerging from the tent is a beastie that stands taller than an ogre. The gobbo says a few words to Horntooth who immediately stops yelling and listens attentively to what the gobbo has to say. After a few minutes, Horntooth starts barking orders to the remaining boyz. All but two take a trail leading out of the crater to the south. Horntooth, the gobbo, and the beastie then leave the camp heading north.

The PCs need to sneak into the camp and find the banner. Sneaking into the camp requires successful opposed **Concealment** and **Silent Move** tests against boyz' **Perception**.

Unless they observe the camp for more than fifteen minutes, they do not notice the eight snotlings in the camp. Four of the snotlings are collecting firewood and they are on the southwest side of the camp. One snotling is busy cooking a meager meal over a campfire, and is being tormented by the orc guard standing close by. Near the southeast end of the camp two snotlings can be seen digging a pit. The PCs also see that an orc guard is standing in front of a tent that clearly belongs to Horntooth. Inside the tent is Horntooth's personal snotling servant who is busy polishing a new suit of armour.

The boyz who left camp were sent by Horntooth to go hunt for food, and will be gone for four hours. Meanwhile Horntooth, Glow Eyes and the beastie left to meet with the beastman's leader. Glow Eyes, who wants the tribe's agreement that they will support Horntooth, will not be back until dusk. That gives the PCs a few hours to sneak into the campsite, find the banner, and leave.

The orc guards can be easily dealt with if they are surprised. Attacking the guard by Horntooth's tent there is a 50% chance that the other orc guard hears this and comes to investigate. Attacking the guard by the fire is risky with the snotling there, and the snotling screams if not dealt with in the first round. The snotlings, who are digging a pit and collecting firewood, though weak, are deadly in small groups. If they are not killed quickly they alert the rest of the camp of the PCs presence. A successful **Intelligence** test gives the PC the idea that an option would be to use subterfuge and take the snotlings out one by one, with arrows, and then move in to the camp.

The PCs might decide to subdue the two orc guards so they can question them. The guards are difficult to question, and this is not due to their loyalty to Horntooth, but their fear of Glow Eyes. A successful **Intimidation** or **Torture** test has the orcs talking and revealing what they know. The orcs want Horntooth to be the leader, but they do not like him snatching the boss's banner. Another thing they are not happy with is the fact that the gobbo seems to be the boss. The orcs do not trust Glow Eyes and they make this very clear. However they are very scared of the gobbo and they say he is a very powerful shaman. They complain that the gobbo is always around and that it is very friendly with the beastmen. The fact that he has no legs, and instead is part snake, is another reason not to trust him. They state that it was Glow Eyes that led them to this valley, and they also think it was Glow Eyes that had Horntooth steal the banner.

The orcs refuse to say where the banner is. They state that Bloodmaw is weak and that Horntooth is stronger and would be a better boss. Another successful **Intimidation** or **Torture** test has one of the orcs admitting that the banner is in Horntooth's tent. The orcs know nothing else, and despite the fact that they are caught continue stating their opinions on Bloodmaw's weakness.

Searching Horntooth's tent the PCs find the banner has been thrown in a corner of the tent. The snotling, who is polishing a suit of armor, yells at the PCs and attempts to stop them from stealing the banner. He makes an attempt to grab the banner before the PCs can reach it, and if successful the snotling makes a run for the exit. The PCs can easily stop the snotling and grab the banner. This requires an **Easy (+20%) Agility** test, and a success has the PCs beating the snotling to the banner.

Examining the armor that the snotling was polishing, the PCs notice that it has many strange symbols carved on it. The symbols resemble some of the symbols that the PCs have seen beastmen display. The armor is made out of a black metal that seems to suck all the light into it. The armor also has an evil feel to it. A successful **Sixth Sense** test tells the PCs that the armor is evil and should not be touched. If it is touched the PC suffers a Strength 4 surge of electricity.

The only other tent of interest in the camp is Glow Eyes'. The tent is covered with numerous symbols, and strange totems can be seen all around. Examining the symbols closely the PCs see that a few match the ones on the armor. Entering the tent the PCs see that the only light in the tent emanates from a small metal stand. The stand resembles an animal claw gripping a glowing green stone. The tent contains many strange things, but nothing in it would be of use any to the PCs. The whole tent has an overwhelming sense of evil in it.

Snotlings (8)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
15	0	12	15	30	12	10	10
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	4	1	1	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Fearless, Night Vision

Weapons: Small picks, Shovels and knives. Treat them as Daggers.

Boyz (2)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	35	35	45	25	25	30	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Common Knowledge (Greenskins), Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Chain Shirt, Leather Jack, Leather Skullcap, Head and Arms 1, Body 3.

Weapons: Choppa, Shield



A nighttime run in the woods

As soon as the PCs get the banner, they should begin heading back to the Marauders camp. It is about two hours after noon, and the PCs know that they need to travel all night to reach the camp by morning. Nothing happens for the rest of the afternoon as the PCs travel through the woods. What the PCs do not know is that two hours after they leave the camp, the boyz return from their hunting. Discovering what happened they begin to look for evidence of those who were responsible. An hour after this, Horntooth and Glow Eyes return to the camp. Horntooth begins yelling and punching the nearest one to him, but Glow Eyes quickly calms him down. The group then finds the PCs' trail and begin to follow it. Glow Eyes, who sees his plan crumbling around him, tells Horntooth he will go for help and leaves.

Near dusk the PCs begin to notice that the woods have grown very quiet. Suddenly off in the distance they hear faintly beating drums. Unknown to the PCs, Glow Eyes has contacted the beastie tribe, who are now searching the woods. This is a tense time for the PCs and throughout the night they can see patrols of beastmen. The PCs can hide from them and this requires successful **Concealment** tests. Play up the tension, and as the night progresses, the PCs see more and more patrols. You can have a lot of fun with this encounter by having the PCs avoiding patrols and hiding. Nothing other than the one combat below should cause any harm to the PCs though. You just want to get across the fact that the woods are teeming with beastmen searching for the PCs.

Sometime during the night the PCs are surprised by beasties. The beasties, catching the PCs' scent, have been trailing them for an hour. They wait until the party stops to rest, and then ambush them. A beastie resembling a goat yells a savage war cry and his followers rush the PCs. The second beastie resembles a bat and carries a long rusty sword. Running next to him is a beastie resembling a giant white rabbit. The fourth resembles a boar and moves in with the leader. The beasties fight to the death, and once combat is over the PCs only have a few minutes to catch their breath and bind their wounds before they hear more drums in the distance.

Near dawn the PCs realize that in an hour they will be back at the Marauder's camp. As they enter familiar territory the PCs still hear beating drums, but they are fainter and in the distance. Just when they least expect it, seven orcs emerge from the woods in front of them. The orcs are none other than Horntooth and his remaining lackeys. The seven look refreshed, and they draw their weapons and move toward the PCs. Horntooth yells that they will die and that soon the tribe will be his. There are no tactics to Horntooth's attack, he and his boyz simply charge in and attempt to overwhelm the PCs. The boyz fight until Horntooth is killed. If this happens the boyz flee into the woods. Attempting to capture the fleeing traitors requires a successful **Agility** test. Failing the test, the PC does not capture the fleeing orc. The PCs might also decide to capture Horntooth and his lackeys. This is possible if the PCs can subdue the group and tie them up.



Beastie #1

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Horns (SB-1 Damage), Bestial Appearance-Goat

Weapons: Sword (Hand Weapon), Shield

Beastie #2

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Bat, Spit Acid (As a full action, Beastie #2 may spit a blob of acid at an opponent up to 10 yards away. Use BS to resolve the attack. On a successful hit, Beastie #2 deals a Damage 5 hit. Beastie #2 must wait 1d10 rounds before it can spit another blob)

Weapons: Axe (Hand Weapon), Shield

Beastie #3

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Rabbit

Armour: Mail Shirt, 2pts Body

Weapons: Spear

Beastie #4

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Natural Weapons, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Boar

Armour: Breastplate, 2pts Body

Weapons: Sword (Hand Weapon)

Horntooth the Marked



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	47	59	40	24	29	18
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	4	0	0	0

Skills: Common Knowledge (Greenskins), Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Breastplate, Plate Bracers, 2pts Body & Arms. Horntooth's breastplate has a special quality. Whenever Horntooth is hit, roll 2d10 for damage and pick the lower result.

Weapons: Two-handed Choppa, SB +1, Impact and Slow qualities

Boyz (10)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	35	35	45	25	25	30	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Common Knowledge (Greenskins), Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Chain Shirt, Leather Jack, Leather Skullcap. Head and Arms 1, Body 3.

Weapons: Choppa, Shield



The Last Stand

Once combat is over the PCs arrive back to the camp an hour after sunrise. The camp is tense and as the orcs see the PCs they are bombarded with questions. Having heard the beating drums all night, the boyz are tense, and they have been told a large force of beasties is approaching from the East. If Horntooth and his lackeys were captured, the PCs are asked numerous questions about this.

All the boyz have an opinion on the capture but there are two general opinions. The younger ones like Horntooth, and feel that he would be a better boss than Bloodmaw. Among the older boyz the opinion of Horntooth is not that great. They feel he is weak, and that he contributes nothing to the Marauders. Some even feel that it was Horntooth who stole the banner, and if the PCs confirm this or even say it then the debate escalates.

As is typical among orcs, debate strategy is for both sides to fight, and whichever side is left standing is the winner. Soon the camp is a sea of swinging fists and rolling bodies. A few minutes, and a couple of bloody noses later, the debate dies down and the side that thinks Horntooth is behind the theft is the winner.

As the PCs push their way to Bloodmaw's tent, they hear many boyz yelling their support or hatred for Horntooth. Reaching Bloodmaw's tent the guards on duty appear nervous. They tell the PCs that the boss has been in a bad mood since yesterday, and that he has not slept since they left. If Horntooth and his followers have been captured the guards are shocked and begin to question what is going on. Before anything else can be said Bloodmaw yells for the PCs to "GET IN HERE!!"

Entering, the PCs see five snotlings scattered on the ground and moaning in pain. The PCs also see Bloodmaw pacing, and he looks tired. He does not look at the PCs when he asks them if they have the banner. As soon as they give it to him, Bloodmaw relaxes and simply tells the PCs they have done okay, for idiots. He then yells at them for taking their sweet time in returning back to the camp.

Once he finishes his tirade, he then asks the PCs about his son. Telling him that Horntooth was indeed behind the theft causes Bloodmaw to grow quiet. He asks the PCs if they dealt with the traitor. Telling him yes, Bloodmaw is silent. If the PCs managed to capture Horntooth and his lackeys, Bloodmaw glares at his son for a long time. Horntooth, too dumb to know when to be quiet, brags about his intelligence and the fact that he stole the banner. During this Bloodmaw tightly holds his axe till he knuckles whiten. Once Horntooth is finished with his tirade, Bloodmaw says nothing as he quickly kills the boyz who were associated with his son. Once finished Bloodmaw yells for his guards and he tells them to string up the overgrown snotling for a son. Bloodmaw looks at Horntooth and states that he will be an example.

Telling Bloodmaw about Glow Eyes, and the beasties, snaps Bloodmaw out of his dark mood. He listens closely to what the PCs say, and wants to know how many of the beasties the PCs saw. Before the PCs can answer any more questions, they hear the blast of horns and screams coming from outside. A guard runs in and tells Bloodmaw that the camp is being attacked by beasties. Bloodmaw calmly ties the banner to a pole, and tells the PCs to stay by his side.

Outside the tent, the scene is mass confusion. Beastmen and the boyz are fighting and it looks like the boyz are close to breaking. As soon as Bloodmaw steps out of the tent, the banner catches the morning breeze, and the mood changes. The orcs begin to fight with discipline and desperation is replaced with grim determination. Play up the combat. The PCs are caught in the middle of a battle, and all around them is fighting and death. As Bloodmaw walks to the center of the camp he tells the PCs that they have the honor of fighting by his side. The PCs can turn this honor down, but it angers Bloodmaw. Once in the center eight beastmen led by Glow Eyes appear, and states that though the PCs disrupted his plans, he will have his revenge. He orders the beasties to attack, while Glow Eyes uses his magic to kill Bloodmaw. Combat proceeds until either Bloodmaw, or Glow Eyes is killed.

Bloodmaw's death has an impact on the tribe, they lose their nerve to fight and begin to flee. At this, the Beastmen overwhelm the orcs and soon the tribe is killed. The PCs can fight their way out and can rally the troops which requires a successful **Intimidation** test. Eventually after six rounds of fighting the PCs make it away from the melee and can escape. Glow Eyes' death, on the other hand, causes the beastmen to panic and retreat. Bolstered by the fleeing enemy, the orcs press the attack and soon the beastmen are either killed, or on the run.

Glow Eyes

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	25	31	35	30	52	28	18
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	2	0	0

Skills: Channeling, Common Knowledge (Greenskins), Concealment, Magical Sense, Outdoor Survival, Perception, Prepare Poison, Silent Move, Swim, Scale Sheer Surface, Speak Language (Dark Tongue, Goblin Tongue)

Talents: Dark Lore (*Chaos/Tzeentch Cardinal*), Dark Magic, Lesser Magic (Aethyric Armour), Night Vision, Petty Magic (Hedge/*Chaos*), Public Speaking, Unsettling

Special Rules:

Animosity: See rulebook page 230
Elveses is Scary: See rulebook page 229

Mutations: Zoological mutation (torso and legs of a snake), Fangs (SB-2 Damage, Precise quality), Massive Intellect (increased intelligence, adjusted)

Weapons: Staff, Knife

Updater's Note: The Talents in italics are from Tome of Corruption. If you have access to ToC, I strongly suggest that you use the Talents described there. In the original adventure Glow Eyes was not capable of summoning daemons and I think that it is not appropriate now.

Beastie #1

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Natural Weapons, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Bear

Weapons: Handaxe (Hand Weapon), Shield

Beastie #2

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail +10%, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Dog

Weapons: Handaxe (Hand Weapon), Shield

Beastie #3

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Excellent Vision, Keen Senses, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Eagle

Armour: Mail Shirt, 2pts Body

Weapons: Sword (Hand Weapon)

Beastie #4

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Natural Weapons, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Weasel

Armour: Breastplate, 2pts Body

Weapons: Sword (Hand Weapon)

Beastie #5

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Natural Weapons, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Boar

Armour: Mailshirt, 2pts Body

Weapons: Axe (Hand Weapon)

Beastie #6

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Horse, Cloven Hooves

Armour: Mailshirt, 2pts Body

Weapons: Hammer (Hand Weapon)

Beastie #7

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	13	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Natural Weapons, Rover, Specialist Weapon Group (Two-Handed), Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Boar, Cyclops (BS halved, adjusted)

Armour: Mailshirt, 2pts Body

Weapons: Two-Handed Axe

Beastie #8

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	51	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	5	5	0	0	0

Skills: Concealment, Follow Trail +10%, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Acute Hearing, Keen Senses, Natural Weapons, Rover, Unsettling

Special Rules:

Silent as the Beasts of the Woods: See rulebook page 229

Mutations: Animalistic Legs (+1M, adjusted), Bestial Appearance-Wolf, Blood Substitution-Acid (If beastie #8 suffers damage in melee combat, it's attacker suffers a Damage 3 hit that ignores all Armour Points. This effect can be dodged, but not parried. If Beastie #8 is slain, it's body explodes, spreading the corrupted blood for 1d10x2 yards, in all directions.)

Weapons: Handaxe (Hand Weapon)



Aftermath

Once Glow Eyes is slain the tide of battle changes and the tribe has won a very hard fought victory. Read the following out loud to the players:

"As the body of the snake gobbo shaman falls to the ground, the tide of battle turns. The beasties with their leader gone, begin to panic, and start to retreat. The boyz with blood in their eyes, see victory close at hand, and press the fight. Soon the organized retreat of the beasties turns into a rout as they flee into the woods. Following at their heels are the Bloodmaw's Marauders.

With the victory, and the banner back in his possession, Bloodmaw's position as leader is once again safe. The Marauders celebrate far into the night. No one asks what happened to Horntooth, and the entire camp now knows that Horntooth was in league with the beastmen and the gobbo. Your actions have raised your status in the Marauders.

Everyone saw your stand with Bloodmaw, and your deeds have been rewarded. Each of you has been made lieutenants, and in the morning, you have been assigned to lead a raid against a humie village. This does not sound so bad, after all compared to what you went through today, killing humies is easy work."

- The End -

Updater's notes: Although Bloodmaw's Marauders is originally a convention adventure, you can easily adapt it to suit most groups. Simply increase or decrease the amount of opponents; or if you have fewer than six players you could consider handing out more than one character per player.

Thanks goes to Sami Uusitalo for assistance in proofreading and a special thanks to Steven Lewis, for giving me the spark to find and retrieve this 'almost lost' scenario.

Vorger Smallfeet

Height: 5'11"

Weight: 240 lbs.

Eyes: Black

Hair: Green

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	55	35	38	20	28	39	18
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	10	3	3	4	0	0	0

Common Orcish Skills: Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Personal Skills: Dodge Blow, Follow Trail, Shadowing

Common Orcish Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Personal Talents: Excellent Vision, Marksman (Adjusted)

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: None

Weapons: Bow with 20 arrows, Axe (Hand Weapon), Knife

Trappings: Backpack, Flask of Fungus Beer, Wheel of Moldy Cheese

Background

You have been with Bloodmaw from the first day he took command of the Marauders. For ten summers you have worked to ensure that the boyz stay an effective force. Though you are not a leader you carry much respect with the Marauders. All know you as a fierce warrior and successful in fighting off all threats to your position.

When you were younger your life was filled with constant battle. Many humies and stunties fell to your axe and to your bow. After a while you wanted something more and it was on a scouting mission that you meet Bloodmaw. Never in your life did you meet such a fierce orc, and even more surprising was how smart he was. He told you of his plans and you were convinced that the orc could lead many to greatness. So the two of you worked together and orchestrated the events that led to Bloodmaw becoming leader of the Marauders.

Once in charge you watched many flocked to his banner. Unlike most leaders, Bloodmaw was choosy on who could join. After a summer Bloodmaw had a group of orcs numbering close to 100 swore to his banner. All during the winter you trained using 'Sneaky Tactics,' and when the snows melted the Marauders were ready.

For ten summers you have served as one of Bloodmaw's bodyguards. You are looked upon as a leader among the group and you always fight at Bloodmaw's right side. You have done something not typical among your kind; you have given your loyalty to Bloodmaw. Bloodmaw is the one orc you trust, and the one orc you would die for.

You are smart and crafty. Though not as smart as Bloodmaw, you still have a solid grasp of tactics. You do not rush into situations blindly, and you always think before you acting. You lead by example and expect your orders followed without question. You dislike orcs second-guessing you, and have no patience for testing of your authority. You are the second in command of the Marauders, and no orc disputes this.

Lately you have noticed Horntooth acting suspiciously. Though he is Bloodmaw's son, the boy has no respect. He is outspoken about Bloodmaw's leadership, and has even gone as far to claim he would be a better leader. You have had many discussions with Bloodmaw over Horntooth's actions, but still nothing has been done. If he was any other orc he would have been killed by now, but Bloodmaw has done nothing. Out of respect and loyalty to your leader you have done nothing to punish Horntooth. Yet if his actions continue, and if he continues to undermine the leadership of Bloodmaw you will be forced to act. The fact that you are even thinking about going against Bloodmaw's orders troubles you.

Your party includes:

Grimjack the Mighty: He needs to stop and think with his head and not his axe. He is reckless and barbaric, and though that helps in a fight, it is not good at other times. He needs to learn to keep his rage in check.

Uthuak Greeneyes: A good warrior who knows how to take orders and knows when to shut up. He would make a good boss, but he likes the position he has. You know Uthuak the longest and you enjoy fighting by his side.

Bortart the Sneaky: A sneaky and fast orc, and he is a big help to Bloodmaw. Bortart is very cunning and sometimes you wonder if he does not want to be the boss. You trust his skills to find things out for you, but you do not trust him.

Gorm Sureshot: He has proven his worth for the five summers he has been with the Marauders. He has taught many to be better with the bow, and he also remembers everything. He has become the keeper of glory for the Marauders and this is a great thing.

Bagher Fungus-digger: there is something about this one you do not trust. He is very quiet and his skills makes your flesh crawl. You do not mind torture, and it is a handy tool. Yet Bagher likes torture too much, even for an orc.

Grimjack the Mighty

Height: 6'3"

Weight: 340 lbs.

Eyes: Red

Hair: Green

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	25	59	52	37	23	29	10
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	5	5	4	0	0	0

Orcish Skills: Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Personal Skills: -

Orcish Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Personal Talents: Luck, Specialist Weapon Group (Two-handed), Wrestling

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Sleeved Mail Coat (2 pts Body & Arms)

Weapons: Two-handed Axe, Knife

Trappings: Pouch of elf teeth, 6 stuntie scalps tied to belt, flint & steel, drinking cup carved from a halfling skull.

Background

You are strong; you are fearless; you are Grimjack the Mighty! You earned your way into the Marauders by being strong. You have fought many battles against the humies, pansy elves, and stunties. You have stood toe to toe with beastmen, and killed one with your bare hands. You are Grimjack the Mighty and your axe has carved a path of death for all to follow.

You joined the Marauders five summers ago when you switched sides during a battle. You saw the weak willed leadership in your tribe, and decided that you would fight for a leader who was brave and strong. You started at the bottom in the Marauders and at first were opposed to Bloodmaw's 'Sneaky Tactics.' Fighting from hiding and using tiny bows are the tactics of the pansy elves, not of orcs! Fighting should be done in front where the blood flies and the enemies die. Your attitude changed when you saw the Marauders win victory after victory.

The spoils have been good, but the fighting is even better. Though you may start fighting from cover, you always end up in the middle of battle swinging your axe. Things have been good for you as well, and you are now one of the few chosen to be Bloodmaw's bodyguards. This has been great and allows you first choice of everything and the respect of all.

Lately the actions of Bloodmaw's son, Horntooth, anger you. Horntooth has started to speak out against his father. The whelp thinks he would be a better leader, but this is impossible since Horntooth is dumber than a rock. You want to do something about the troublemaker, but so far you have not been allowed to act. If this overgrown snotling continues to cause trouble he will taste your axe.

You are a warrior and for you the easiest way to deal with a problem is by confronting it. If someone is causing trouble you punch them till they stop. If they continue to cause problems you kill them. You never back down from a fight and you pursue your enemy relentlessly. Some would like to think things through, and not act quickly, but you disagree. You need to act quickly to keep your enemy guessing. For you, life is a constant battle, and you are only happy when you are fighting.

Your party includes:

Vorger Smallfeet: You respect him even though you want to punch him sometimes. He is old and has seen many things in his summers. When he gives an order you obey, and next to Bloodmaw himself, Vorger is the only orc you respect.

Uthuak Greeneyes: A good warrior and knows his place. He never questions an order and holds his own in a fight. Though you are a mighty warrior, Uthuak is your better. Of all the boyz he is the one you would not want to cross swords with.

Bortart the Sneaky: A small and weak orc who crumbles in a fight. He is not a true warrior and is like a snotling because he sneaks around the battle. He always hides things and there is something about him that makes you want to punch him.

Gorm Sureshot: He has been with the boyz a short time, but you respect him. He rescued Bloodmaw and is fearless all the time. He never worries when he is in a fight, and he seems to have ice for blood because he never is afraid. He also remembers everything about the glories of the Marauders.

Bagher Fungus-digger: You do not trust him and you do not like him. He keeps secrets and looks at everyone like he is measuring them for butchering. He knows about poisons and torture, and these skills are important but you do not respect them. Bagher is not a true warrior and when he talks about poison your nose runs.

Uthuak Greeneyes

Height: 6'0"

Weight: 230 lbs.

Eyes: Green

Hair: None

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	19	50	54	20	18	29	10
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	5	5	4	0	0	0

Orcish Skills: Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Personal Skills: -

Orcish Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Personal Talents: Frenzy, Strike to Injure, Strike to Stun

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Mail Shirt, Plate Helmet (2 pts Body & Head)

Weapons: Spear

Trappings: Backpack, flask of wine, 12 meat snacks, 12 gold bits, set of bones

Background

You are a warrior and you go where you are told. When you are told to fight, you fight. Fighting is all you know and you are very good at it. You know nothing else except the constant call of battle.

Ten summers ago you along with Vorger helped Bloodmaw overthrow the then current boss. Your spear ensured that Bloodmaw would rule and made sure that no one would betray him. You have been by his side ever since and never regretting your decision to join with him. You realize that Bloodmaw is smarter and you have seen how well he leads. Bloodmaw has offered you many chances to lead a war party, but you have turned him down all the time. You are good at what you do, and you lack the basic understanding of 'sneaky tactics.' You wait for the battle to come to you, or till you are told to bring the battle to the enemy.

Lately you have noticed Bloodmaw's son speaking out against Bloodmaw's leadership. Hornetooth is a weak whelp that should be made to learn respect. If he cannot learn, he is of no use and should be done away with. A weak warrior can cause much harm to the Marauders, and Hornetooth is weak.

You may not be smart, but you rely on your instincts. When you are unsure of what to do you think about what Bloodmaw would do in your place. Your summers of war have taught you to trust your instincts, and they have never been wrong. You are a simple orc who enjoys a few things. Your first love is fighting. Nothing makes you happier when you are hip deep in enemies and killing with your spear. You also love to drink and eat, and you have never missed an opportunity to indulge your hunger and thirst.

Your party includes:

Vorger Smallfeet: You have known Vorger from the start and it was the two of you who helped Bloodmaw be the boss. You respect him Bloodmaw and he is the only one you are loyal to. You listen to Bloodmaw all the time, and never disobey his orders.

Grimjack the Mighty: He is a strong warrior and is deadly with his axe. He is very mighty, but he needs to know when not to start a fight. Grimjack is very strong, maybe stronger than a ogre, but he always brags about it. All bragging gets you in challenges to prove your strength.

Bortart the Sneaky: He is sneaky and this will get him into trouble one day. He likes to hide and you have caught him a few times hiding and spying on others. Maybe you should want this overgrown snotling more closely.

Gorm Sureshot: He is deadly with the pansy bow, and since he became a Marauder the boyz have become better also. Gorm is smart and remembers everything, and that is why he is the Keeper of Glories. You like him, but the pansy bow is not a weapon the boyz need to use.

Bagher Fungus-digger: He worries you and he enjoys poisons too much. He is Bloodmaw's torturer and Bagher does the job well. Bagher keeps to himself, but he holds his own in a fight. You always get a weird feeling when he talks to you.

Bortart the Sneaky

Height: 5'6"

Weight: 180 lbs.

Eyes: Brown

Hair: Green

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	25	30	33	50	29	39	28
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Orcish Skills: Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Personal Skills: Concealment, Gossip, Pick Locks, Silent Move, Shadowing, Sleight of Hand

Orcish Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Personal Talents: Contortionist, Lightning Reflexes (Adjusted)

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Leather Jack (1pt Body & Arms)

Weapons: Sword, Dagger

Trappings: Backpack, pouch of ash, shiny piece of red glass, 10 yards of rope

Background

As long as you can remember you have been sneaky. There has never been something you could not steal or a camp you could not infiltrate. This has served you well as you been a member of the Marauders. For four summers you have served Bloodmaw as a scout and spy. When Bloodmaw needs to know about the enemy it is you who sneaks off to discover it. Your success has lead to great rewards and now you are one of Bloodmaw's personal bodyguards.

The job is easy and that is due to the Marauders liking Bloodmaw's leadership. If there is trouble in the ranks, then it is your job to deal with it. That is why Horntooth's actions anger you. Horntooth, Bloodmaw's son, has been vocal about his father's weak leadership. To make matters worse the upstart is stating he would be a better leader. This would be impossible since a snotling is smarter then Horntooth. You have argued that the boy should be taught a lesson, but this has not happened.

You are good at what you do and have the ability to act quickly. You can look at a situation and automatically know what is the best course of action. You may not be as strong as the others, but you are faster. You can dart in and out of combat before the enemy has a chance to hit you.

Lately you have begun to think that you deserve a higher position. You do not want to replace Bloodmaw, but you do want to be the second in command. The problem is that the

current orc in this position is Voger. So far you have done nothing but wait till the time is right. Though you respect Voger and get along well with him, he is old. He has started to slow down some, and may be a liability in the future. So far you have kept your suspicions to yourself. Still you think that some day soon Voger may drop in battle. After all mistakes have happened in war.

Your party includes:

Vorger Smallfeet: He is one of the founders of the Marauders and all the boyz respect him. You do to, but he is getting old and it is time for new blood to take charge. It is nothing personal, but it soon will be time to make your position better.

Grimjack the Mighty: He does not like you, and he feels you are weaker than a snotling. You might not be as mighty as this rock for brains, but you have other skills. You ignore his words, but one day you will grow tired of them. When that day comes, Grimjack will see his is not so mighty.

Gorm Sureshot: You like this one and you respect him even though you respect no one. Gorm is very smart and he remembers everything. He uses the pansy bow, but he is good with it. You trust no one, and though you do not trust him, you could depend on him.

Uthuak Greeneyes: Smart and deadly with the pansy bow. He has not been with the Marauders as long as most, but all the boyz respect him. You do not know if you could trust him, but you want to stay on his good side.

Bagher Fungus-digger: He scares you and that is due to what he does. He is skilled with poisons and is Bloodmaw's torturer. He keeps to himself and you have seen him sometimes staring at the others form outside the fires. You leave him alone and you try not to anger him.

Gorm Sureshot

Height: 5'11"

Weight: 210 lbs.

Eyes: Green

Hair: Green

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	45	35	43	44	29	30	28
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	0	0

Orcish Skills: Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Personal Skills: Concealment, Gossip, Silent Move, Shadowing

Orcish Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Personal Talents: Flee!

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Leather Jerkin, Leather Coif (1pt Body & Head)

Weapons: Bow with 20 arrows, axe (Hand Weapon)

Trappings: Silver ring

Background

Five summers ago you were a scout for Mortok's Boyz. This tribe was feared by many humies in the south of their Empire. You would come out of the mountains and attack the humies who clustered together. Life was good and you killed many humies and stunties. This changed when a force of stunties and humies attacked the Boyz. All but a few of the Boyz were slain, and you were lucky to escape with your life. Armed with only a bow and a dagger you decided to cross over the mountains and enter the Empire.

The winter nearly killed you, but you managed to survive. Sadly the cold caused you to loose an ear and two toes. You can still use a bow, so it was not such a major deal. You reached the humie Empire and found plentiful game and were able to steal what you need. For the majority of the summer you traveled north and eventually reached the Dark Wald Forest. The forest was filled with game, but also with many enemies. You were always hiding and you managed to avoid everyone.

The plentiful game kept you well feed, and the trees gave you shelter. Four summers ago was when you meet Bloodmaw. Never in your life have you seen such a powerful leader. He was fighting against eight orcs, badly wounded, and refusing to surrender. For some reason you came to his aid and picked off the orcs one by one with your bow. Once the enemies were defeated you helped Bloodmaw back to his camp. At first the camp thought you were an enemy and captured you. You were stung up by your arms and were about to be killed when Bloodmaw stopped them. He told them of your deeds and told them that you were now a Marauder.

For the past three summers you have been one of Bloodmaw's

bodyguards. You also have helped teach many of the boyz how to be better with the bow. In the time you have been with the Marauders you have gained a reputation for your skills. Many respect you and no one dares to challenge your position. You are happy with your position and have no desire for anything more. The plunder is good, and though you are a bodyguard, the work is easy.

You are rarely serious, and you enjoy telling stories and causing mischief. It is you who keeps the history of the Marauders, and it is you who recounts the deeds before battle. Some think you are crazy, because you lack the seriousness of the others. You spent a lot of time by yourself and your mind was all you had. Life is short and it should not be wasted thinking.

Lately you have noticed Horntooth's lack of loyalty. The only son of Bloodmaw, Horntooth has begun to speak out against his father. This angers you because if he is not stopped, Horntooth can cause much harm in the ranks. Bloodmaw's inability to do something has angered you, but out of respect you have said nothing.

Your party includes:

Voger Smallfeet: He is one of the founding boys of the Marauders and has stayed at Bloodmaw's side for the past ten summers. He is a good boss and has been the cause of many of your victories in battle.

Grimjack the Mighty: By his count he has killed score of humies and stunties. He is mighty and deadly with his big shovel, but he does not use his brains. One day he will charge into battle before the boyz are ready and then Grimjack's legacy will be done. You hope you can see that day very soon.

Uthuak Greeneyes: The other founder of the Marauders and he is a silent warrior. He does not want to be a boss, and instead he is one of the boyz. He knows more then he the boyz think he does, and he should speak of his deeds more often.

Bortart the Sneaky: He is a scout and can weasel his way into places no one else can. He wants more and you wonder what his wants will lead him to. You also think he is a snotling, because no one would avoid battle like he does.

Bagher Fungus-digger: He keeps to himself, but you like talking with him, some of the boyz are nervous because of his skills, but you are not. Everyone has talents, and Bagher has never killed any of the boyz. You defend him whenever one of the boyz speaks badly about him, and if you had to you would fight for him.

Bagher Fungus-digger

Height: 5'6"

Weight: 175 lbs

Eyes: Brown

Hair: Gray

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52	25	42	44	38	40	47	18
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	4	0	0	0

Orcish Skills: Intimidate, Outdoor Survival, Perception, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue)

Personal Skills: Heal, Prepare Poison, Torture

Orcish Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Personal Talents: Flee!, Sixth Sense

Special Rules:

Animosity: See rulebook page 230.

Choppas: See rulebook page 230.

Armour: Leather Jerkin (1pt Body & Head)

Weapons: Sword (Hand Weapon), Knife

Trappings: Flint & Steel, ball of strings, six dead rats

Background

You are loyal to no one but yourself. You helped Bloodmaw ten summers ago to gain control of the tribe and have stayed by his side due to his success. Loyalty plays no factor in your life, whoever can give you what you want is the person you back. What you want is power and wealth, and it does not matter what order it is in.

You are skilled in the arts of torture and poison. Your skills have helped Bloodmaw many times to find traitors among the ranks and to learn the secrets of an enemy. Unlike most orcs who do what you do, you are not messy. You enjoy causing pain and making the suffering last. You have been known to make stunties cry for their mummies when you put them to question.

Lately Bloodmaw's son Horntooth has been vocal about Bloodmaw's ability as leader. Dumber than a dead snotling, Horntooth feels that he would be a better leader. The idiot has even been speaking of mutiny and has gained a few silent supporters. Granted you have plans to kill Bloodmaw one day, but now is not the time. You have toyed with the ideas of creating an accident that will silence Horntooth, but as of yet nothing has been done.

You are one of Bloodmaw's bodyguards, but this is temporary. One day you will be the leader of the Marauders, but for now you are content in your position. The benefits are good, and the advantages more than make up for waiting your turn to lead. By being a bodyguard you are in a position to observe your enemies, and they do not know your desires. You can study them and learn their weakness. That way when you make your move there will be no unknown surprises.

You are a schemer and a planner. You pretend to be weak and lazy, but you are not. You want to lull your enemies into thinking you are no threat. You put on the front of liking the group, but deep down you despise them all. You do not act rashly and you like to have as much information as you can before you move. You hate stupidity and you must admit that at times you despise your race for their lack of brains. Horntooth's desires are admirable, however he should have said nothing. He will fail because the enemy knows he is coming. In truth, he will not live long enough to fail, because when the moment is right he will be dead.

Your party includes:

Vorger Smallfeet: The second in command and Bloodmaw's right hand. When the time comes to take control you will have to deal with him first. You give Vorger no cause to mistrust you, and you follow his orders without question. His time will come.

Grimjack the Mighty: Strong, deadly, mighty, but clumsy. You can exploit his strengths and weakness and he will fall quickly. He does not trust you, and he fears you. This is good, because he thinks you are not strong, and he will be surprised when he finds your dagger in his neck.

Uthuak Greeneyes: He is a quiet leader and you respect him, but you are always wary of him. He comes off as a slow-minded rock, but his instincts should be respected. He is loyal and this loyalty is for Bloodmaw only. It is a shame that will be killed when you take charge.

Bortart the Sneaky: He is skilled and can sneak into any place. You know he wants more power, and you have noticed him studying Vorger for any sign of weakness. You have been toying with the ideas to work with him, and use his skills. If he betrays you, you can always arrange for his death.

Gorm Sureshot: A trusting fool, but you do like him. He is very smart and his skill with the bows needs to be respected. Still you do not know where his loyalty would lie when the time comes for you to put your plans into motion. For the time being you enjoy listening to his stories and talking with him.