session 8: saving the Orc Spring Village (name is on the map)

(left off with heroes disrupting the emerald mine)

1. **In the office:** Heroes find

- a baby orc.

- 5 scrolls for Moothalamoo/Zawn/Eclipse

- enchant non-magical animal (for Nym's rat!)

- TBD

- TBD

- TBD

- TBD

- note about dwarf slaves that were transferred to Mount Kotka to the south. Names include:

- Borf, Bjorkus, Nargus, Dorkus, and Dvorak, and Morgina (Grimwald's friends/brothers)

What to do with mine? Leave it as is? Destroy it? Let a different Orc Chieftain take over control? K'ora can advise. K'ora wants to return the baby to the village.

Zawn gets kidnapped? Dude really just went invisible for a second?

2. **The Dwarf invasion**. Dwarves have broken through on the north side of town. In the town, Moothalamoo(?) detects some dwarves magically disguised as orcs by the town well. Heroes can save the village if they sound the alarm. Heroes need to also find a new home for the baby orc. Maybe the bread lady?

3. **The Escape**: If the heroes help the villagers, they can help the villagers escape during the night and not drink any water.

4. **The fight encounter.**  A band of Military dwarfs will meet them along the way and they'll have to fight past them to survive.

5. **Escape continues.** They can escape to the eastern mine. K'ora thanks the heroes with info of Kotkan eagle nest nearby. From the mine, the heroes exit on the east side of the mountain and can then climb up the backside of the mountain to an outcropping of rocks where a family of Kotkan eagles is nested. **Flight to Mount Kotka.**

**Special Quests:**

Eclipse: Pray to your deity for guidance on where to find Zawn.

Zawn: See that the orc baby finds a good new mother/home.

Valathar:

Grimwald: Let heroes know how important it is to you to save your brethren

Moothalamoo: Add 3 new spells to your spell book (from scrolls)

Nym: See that your rat becomes a magical rat.