

Friday Night

15 Modules to run

A Nightmare:The Chosen one of Morumbria begins having terrible dreams. This is a precursor to the module "Ritual of Fire"

A Gentle Approach:A Bloody Fist Scout (Burdock) and players attempt to outfox one another and gather intelligence about the coming confrontations.

Bristle Bash:A party to celebrate the untapping of the bristle bock complete with songs, a tasting, speeches and dancing.

Welcome to Orctown:A Bloody Fist Raiding party arrives and the Raid Leader Selkath reminds the players of the threats that the general Val'kaz made three months ago and offers them one last chance to surrender before attacking with his

Ripped Apart:Two adventurers that have been captured by the Bloody Fist call for help with the power of their spirit totems. The players have one hour to rescue the captives from a well guarded camp before the bloody fist flays the totem spirit from the captives.

Stonewood City Pest and Sanitation:Goodwin Copperriver, the director for the Stonewood City Pest and Sanitation Department, has personally come into town to ask for help in eliminating the Giant Rat plague that is threatening the city.

Help Wanted:Granny Whuthona Silverlode's family recipe book has gone missing! Also, she hasn't seen her grandson Huldrek in several days. In desperation, she has put two ads in the tavern asking for help in finding them both. She has offered a reward for the return of each.

The Slain Cheesemaker:A woman runs into the tavern seeking help. She leads them back to her husband, who has been murdered. The symbol of the Tarrasch is drawn in blood on the man's forehead. Drawn by the smell of blood, the group is then set upon by a large colony of Bloody Rats.

Something Told Me:The Lord of the Woods appears in an ethereal form as a spawn point for his cultists who attempt to capture the players.

Of Rats and Thieves:A new adventurer, Luca Norwish, comes to town looking for a group to adventure with. He already has a mission, and needs help to help a farmer clear out his rat infestation. They are set upon by the Tarrasch after the rats are killed.

A Grainy Situation:The city's main food stores are overrun by giant field rats. These rats will eat everything and spread disease. The city is asking the local adventurers to help clear the rats from the main grain store area. The city is offering a 30 silver reward to clear out the stores.

Rebirth of a Hero:Loken "Bloodhammer" Oakrider, a hero of the Underdark War and of old Stonewood has been sighted around town lately. People thought he had been long dead or moved onto Golden Halls. With the Rebirth of the Bloody Fist, this living legend has re-emerged into Stonewood but something is different this time...

My Mercy:A group of cultists of the Lord of the Woods have trapped a brother and sister in a cave just north of town. The siblings have sent a note to town to get help.

Oddity:Magnus Kane has discovered the Gnawing Ones being deployed. He gives information about them and distributes a fumigation device to be used in the "Unspoiled Caves" series of modules.

Breakfast in Pieces:Late at night, the butchered body of Luca Norwish is brought to the tavern by two Tarrasch Black Pawns to be placed as a gristly message. If the tavern is occupied, the Black Pawns display the body nearby. Their goal is to not get caught but they are not the best at it.

Saturday Morning

2 Modules to run

Hold Back the Day:The Bloody Fist Raid wakes the Adventurers from their “restful” sleep and reminds them why they came to Stonewood.

Open for Business:Faerune Leafdancer, Speaker of the Guilds, Voice of Runes Hammer has come to town to announce the re-opening of the Guilds of Stonewood! In addition, there have been some additional guilds open to increase trade and prosperity across Stonewood and the greater Elysia during these trying times.

Saturday Early Afternoon

8 Modules to run

Clearing the Garbage:Town Leadership is having a problem getting people to clear out the rats at the city's refuse center. They have turned to the adventurers to clear out the dump.

Unspoiled Caves 1 - Rats:Adventurers attempt to exterminate the Gnawing Ones who have infested the root system of some of the trees of Stonewood by using a Fumigation Device provided by the Rygel Order in the module "Oddity". This Cave is the first in the series, Bloody Rats are skulking around the cave and hiding from the Gnawing Ones while looking for some Orc blood to feed on.

A Stolen Child:A child is taken from in front of his parents. The father chases the group to a cave out of town. He has returned to try to find help in retrieving his child.

Conqueror's Oath:Loken Oakrider challenges the Mayor Lil Bristle to honor combat. Lil Bristle enlists a Bloody Fist Honor Guard to defend him and when the honor guard is defeated and Lil Bristle is executed Lil Bristle transforms into an Alpha Panthergast and attempts to kill the town.

Unlucky 13:Balor Ironleaf reopens the Mausoleum of Fallen Heroes and explains the importance of this Mausoleum and his ancestor dying upon the ground it was built. He also explains that great treasure awaits those who venture the depths.

Get to the Choppa:Balor has had a vision of the first shard of Foereaver in the Mausoleum of Fallen Heroes just past a room of black horned monsters in a room with snoring. The players can acquire this piece of Foereaver by going on a special run of the Mausoleum of Fallen heroes.

Fury of the Makers Hand:Orcamedies grand design has come to fruition and the Bloody Fist Bomb is about to detonate! Now it is a race against time to put the charged pieces of the bomb together and quell the effects of this hellish design.

You Found Huldrek:Huldrek, the grandson of Granny Silverlode has turned up at the tavern being a rude, loud, and obnoxious drunk. Huldrek is not allowed in the tavern.

Saturday Early Evening

5 Modules to run

News of a Friend: Rose Norwish, the worried wife of Luca Norwish, comes to town, trying to find her missing husband who has been killed. This is a pure roleplaying encounter to show the horror that the Tarrasch inflict.

Friend?: A Follower of the Lord of the Woods has emerged from his normal hunting patterns and made his way towards town. Unsure of his intentions he stalks from cabin to cabin seeking something about dreams. This is a random encounter that will turn into a large module later in the evening

Fears by Torchlight: The Bloody Fist have had enough of these damn heroes so they have decided to just set the town on fire to watch the suffering set in. Small squads of Bloody Fist will strike all over the town with Torches to try and burn down the Town of Stonewood in a very futile way.

Torchlight Boogloo: The Bloody Fist are becoming very desperate to burn this town ashes! If nothing works this time then they will invoke the Ritual of Fire, preparations have already begun but this is a chaotic ditch effort. Unlike last time, they already came into town with prisoners they intend to execute.

Fighting the Rat King: A Rat King has been discovered! Joined by the tail, the Rat King will attack and feed off of anything that they can reach.

Saturday Night

3 Modules to run

Suffer in Silence:The Lord of the Woods Cultists and the creature from the module "Friend?" have captured a few Stonewood Townsfolk and plan to make a Blood Sacrifice to the Lord of the Woods in a Grove.

Fatal Warning:The Bloody Fist have failed to burn the town of Stonewood down by conventional means so now they have made plans to enact the ritual to summon the Fire Drakes. People are wandering around with Pamphlets that warn of the coming destruction when the Fire Drakes are summoned. This module is a non-combative encounter.

The Ritual of Fire:The time has come for the Ritual of Fire! The Bloody Fist have resorted to burning down the town of Stonewood after failed attempts to do so by hand. But during the ritual, something goes terribly unexpected...

Reaction

9 Modules to run

PCs catching and returning Huldrek to Granny**Returning Huldrek:**Huldrek, as fast as he is, has gotten himself caught by the PCs. Huldrek is then returned to his Grandmother's house. Granny chastises him, and gives the map he is carrying to the PCs, if he still has it.

[ANYTIME the PCs are dropped and captured by the Bloody Fist]Bonesaw's Black Site:Captured adventurers have been taken to a Bloody Fist Black Site with a cruel taskmaster, Jiren "Bonesaw" the Jailor for torture and possible sacrifice depending on the jailor's mood.

[a player agrees to sell out the town to the bloody fist.]So You Want to Make a Deal:Someone agrees to sell out the town to the Bloody Fist . the bloody fist will meet up with them to talk about the specifics.

Card on the Chest of the Tarrasch is found before Noon Saturday.An Accidental Find:An encounter card is placed on the Chest of the Tarrasch. If found before Noon Saturday, this card is taken to the NPC shack. At Noon it is removed by Huldrek on his way into town.

Players find and take the Tarrasch treasure chest.Emergency! Help Needed!:Huldrek gave up watching the Tarrasch's treasure chest and went back to his grandmother's house leaving the treasure chest undefended. Huldrek is found by the Tarrasch, beaten up, and commanded to find stolen Tarrasch treasure chest and get it back. A note encouraging speedy work and Granny bloody severed finger are delivered to Huldrek by a Tarrasch Pawn.

[Casting formal magic on the spirit of an Urakhai warrior.]Just Like You Imagined:Balor investigated a bloody fist Urukhai and discovered that some formal magic caused the black shadow to show up and kill everyone in the circle. Turns out some people need to learn that lesson themselves.

The players decide to return the treasure to the Tarrasch or at least pretend to. Lead into from the module "Emergency Help Wanted"The Exchange:A plan has been agreed upon to get Granny back and Huldrek is willing to go along with it, so long as the PCs convince him to.

The Unspoiled Caves module that was selected at the start of event is ran.Zero Dark:Val'kaz can appear on any one of the "Unspoiled Caves" Modules. At the start of the event a die is rolled to determine which "Unspoiled Caves" module will have him in it. This is a big jump scare for the later weekend.

[The Chosen one has been captured or came willingly with the Morumbrians during the Ritual of Fire.]A Conversation in Darkness:The Chosen One has been captured and is given an offer from the Dark Ones, the lords of Morumbria.

Townsfolk

1 Modules to run

Stonewood Townsfolk: The citizens of Stonewood are tentative but free from the Bloody Fist's brutal occupation.

Randoms

6 Modules to run

Orc Scouting Pary:Bloody Fist Scouts attempt to gather intelligence.

Bring Out Your Tails:A mercenary from the Black Anvil Company is paid by the city to periodically to collect rat tails and pay the bounty.

R.O.U.S.:These unusually large rodents have dispersed from the food stores, but now they are swarming the local area. These rats will show up wherever there is food. The tavern, cabins, everywhere.

Roaming Gnawing One:One of the gnawing ones is looking for a good tree to burrow into

Roaming Lord of the Woods Cultist:A lord of the woods cultist is lurking around.

Those Bloody Stinking Rats:The Bloody Rats, dispersed from their feeding ground, are now invading... everywhere.

Friday Night

15 Modules to run

A Nightmare

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The Chosen one of Morumbria begins having terrible dreams. This is a precursor to the module "Ritual of Fire"

Requirements:

- Run on Friday Night

Synopsis: Every night for the past few weeks you have been troubled by terrible dreams. When you wake up you are covered in sweat and cannot shake a feeling of doom.

A Gentle Approach

Written By: Mary Courtney

Reviewed By: Scott Bennett

Plotline: Orc Invasion

Brief: A Bloody Fist Scout (Burdoc) and players attempt to outfox one another and gather intelligence about the coming confrontations.

Requirements:

- Run on Friday Night
- Run before Bristle Bash

Synopsis:

Blindor Silverlode, Venerable (retired) Guild Master of the Stonewood Woodcutters Guild and younger sister of “Granny” (Family Recipes Plotline), has just returned from Rockshire, and is deeply concerned. While there, evidence of possible damage coming to the Stonewood forest was recovered from a temporal anomaly, and she believes the Orc aggression may be a sign that the Morumbrians, an ancient enemy, was not fully defeated. She is also terribly worried that the town and adventurers are not prepared for what the Orcs have planned for them.

Blindor knows that the lowest members of the Bloody Fist military structure, the Scouts, are regularly sent out to gather intelligence and are likely to be skulking around the town. She will go to the tavern and encourage a few stealthy adventurers to locate one of these Orcs and “convince” them to come back to the tavern for a drink with the “subjugated” townsfolk. Burdoc will be skulking about outside, for the players to find. The details of the information gathering are collected in the section “Cat and Mouse”

Outcomes:

- 1.Players get whatever information their tactics earned for them and let Burdoc leave to join with the approaching Orcs. If they do this they may be able to make use of their connection to Burdoc again someday
- 2.Players get whatever information their tactics earned for them but attack Burdoc who will either escape to join the approaching Orcs or be taken down and killed. In this case, they will never see Burdoc again.
- 3.Players in the tavern attack the Orc while people are trying to get information and the players let them do so. Burdoc escapes or is dead and goes to resurrect. No information obtained or only what was obtained before the attack. Players will never see Burdoc again.

~

Number of Cast Members: 2

Roles: Bloody Fist Scout Burdoc, Blindor Silverlode

Misc: cat and mouse, Orc Intel

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Hook: Burdoc, a Bloody Fist Scout, arrives in town and split up to spy and learn. Blindor Silverlode enlists aid of players to lure a him into the tavern and get them into a state where they might divulge useful information.

Running Notes: There is no need for the scouts to fight the people of Elysia. They must rather discover a picture of the people that they hope to subjugate.

A Gentle Approach : Bloody Fist Scout Burdoc

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.

Reset: 3 times each.

Body: 40

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value.

Motivation: You are the lowest rank of the Bloody Fist by you are important since you gather intelligence for the Raid Leaders. If pressed you will try to flee if you have learned something. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

A Gentle Approach : Blindor Silverlode

existing NPC card - 68 level earth scholar with 12 block, 25 levels
formal magic

A Gentle Approach : Cat and Mouse

The players are to be free to decide how they convince a Bloody Fist scout to converse with them. The way they do it will determine the outcomes and whether or not they learn useful information. Remember, Burdoc is pre-disposed to go with them to gather information also, so the players will always be successful in getting him to go with them to the tavern unless they just attack him outright. The mod will end when the NPC has given out the long term plot information and any tactical information the players have convinced Burdoc to provide. This will signal the start of the “Welcome to Orc Town” mod. When the approaching Orcs are noticed, Burdoc will stand up and say it is time to leave depart to report his findings back to the horde.

Examples of “Successful” Tactics by the players: For Burdoc to become suitably loose-lipped and provide “tactical” intel,

- plying Burdoc with food and drink will be helpful.
- show their subjugation and loyalty by defending Burdoc in some manner
- Use a charm spell followed by friendliness, and a trip to the tavern for food and many drinks.
- Use of an enslavement elixir (not likely they have one) but, if so, no other enticements are needed.
- Waylay Burdoc. New rules mean he will know who did this, so that player has to disappear and the other players show up and “rescue” Burdoc, act friendly, and go to the tavern for food and drinks.
- If Burdoc is attacked in any other way during the module and the players prove their “loyalty and subjugation” by defending him, and provide him food and drink.

Information for Burdoc to give out

- All of the contents of the contents of the zine. Knowledge to be fearful of the Bloody Fist.
- The Orcs have heard of Morumbrians and consider them enemies (Ritual of Fire). Veterans of the Morumbrian War in early 600 talk about heroes with Stonewood swords

A Gentle Approach : Orc Intel

The Bloody Fist Scouts are always looking for more information on the people that the horde is working against. If you gain any information leave immediately and report back to the horde.

We are representing this by having a board with the intelligence gathered by the Bloody Fist Scouts in the NPC Shack with the results of their findings. Each unkilld Bloody Fist Scout will add to this board and build a picture of the town of Stonewood for the Bloody Fist Horde.

- identify possible targets for rituals the Orcs have planned.
- Identify targets to take as hostages. If a hostage is taken run “Bonesaw’s Black Site”
- Identify who is in charge and giving orders?
- Identify people who can be bought or blackmailed. If someone agrees to sell information in exchange for a bribe run “So you want to make a deal”
- Where are magic items, relics, or rumors of lost magic?
- Are there surrounding defenses?
- Identify where the money is kept.

Bristle Bash

Written By: Scott Bennett

Brief: A party to celebrate the untapping of the bristle bock complete with songs, a tasting, speeches and dancing.

Requirements:

- Run on Friday Night
- Opening Module

Synopsis: Lil bristle took took credit for the work that the adventurers did. He had the brewery name a beer after him. The whole town is invited to his a grand celebration to commemorate the victory that the town had over the orcs. Every attendee gets a big glass mug.

Welcome to Orctown

Written By: Scott Bennett

Reviewed By: Chris Colland

Brief: A Bloody Fist Raiding party arrives and the Raid Leader Selkath reminds the players of the threats that the general Val'kaz made three months ago and offers them one last chance to surrender before attacking with his

Requirements:

- Run on Friday Night
- The Bristle Bash is going on.

Synopsis:

The bloody fist orcs have given you time to think about what you have done and now they are going to smash your face in. The bloody fist orcs raiding party arrives. Just comes marching down the road. There's a big road that leads down into the tavern where right over a big hill. There's a huge flood light out in the yard and they will just see 10 orcs walking out of the darkness. They are chanting as they march.

•BLOOD!

•BLOOD!

•BLOOD!

They give Lil Bristle the Mayor his orders. Stand Down as mayor and give the position to Selkath or die.

This is the year when hope fails you.

You have had time to consider your surrender. You had time to escape from our wrath.

This is your final offer. The Bloody Fist shall be made the ruler of this pitiful place or we will wipe it off the map.

Outcomes:

- 1.The mayor stands down and Selkath is installed.
- 2.This initial party is repelled.

~

Number of Cast Members: 10

Roles: Bloody Fist Grunt, Bloody Fist Raid Leader Selkath

Misc: The Bloody Fist Pledge of Servitude

Props: 2 Banners of the bloody fist, printed copies of the Pledge of Servitude, Printed copies of Val’Kaz’s pledge.

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Welcome to Orctown : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Names: Ozgosh, Ogridh, Arbekh, Cerga, Acdaug

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Welcome to Orctown : Bloody Fist Raid Leader Selkath

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Body: 150

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Magic: Vertigo Gas x5, Sleep Gas x5

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Immune Death x3

Abilities: Assassinate x3,, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Stay back and command the Grunts and Scouts mainly but use gases if directly rushed.

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Welcome to Orctown : The Bloody Fist Pledge of Servitude

The mighty Bloody Fist is benevolent.

The mighty Bloody Fist is kind.

The mighty Bloody Fist is gentle.

We accept our place below the mighty orc.

{bow}

We offer now our meager tribute though we know it will never be enough.

The great orc horde watches over us.

The great orc horde protects us.

Ripped Apart

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: Two adventurers that have been captured by the Bloody Fist call for help with the power of their spirit totems. The players have one hour to rescue the captives from a well guarded camp before the bloody fist flays the totem spirit from the captives.

Requirements:

- Run on Friday Night
- Welcome to Orctown has been ran
- After Bristle Bash

Synopsis:

The Bloody Fist have obtained 2 high priority targets of Stonewood, Henant and Sir Tordex. They have beat and tortured them for information. The Bloody Fist wont enslave them because the Bloody Fist respect freedom and hate slavery, which is ironic considering they put Stonewood under their boot heels for over a year.

- Tordex was captured after about 7 days of scouting out Bloody Fist camps. Tordex has only been captured for about 3 days. Tordex luckily got most of his information back to a safe spot and his journals before his capture but has went radio silent for 3 days now.
- Henant was captured willingly to gather information on the Bloody Fist, Henant has been captured the longer of the times about 7 days, The beating and torturing from Henant was much more personal given they have a much deeper past. Vel'Kaz personally took the banner Henant wears and told him to come get it back from him if he can.

Upon hearing the news of Selketh's failure to take the town, the Bloody Fist order Honor Guard orders the Transformed spirits to be stripped from the captives bodies. The Bloody Fist invoke a ritual to flay the spirit of their Totems from the captives. The players have 1 hour to save them from the ritual or their transform spirits will "flayed" from them. Using all their willpower to reach out, Henant and Tordex unconsciously reach their totems which have had trouble finding them and the spirits travel to Stonewood Tavern to gather other adventurers to rescue them.

Outcomes:

- 1.The adventurers and Evermores come to their rescue and stop the ritual to flay their totem spirit from them.
- 2.The adventurers and Evermores don't reach Henant and Tordex within 1hr, their totem spirit is stripped from players spirit and they are put into a unconscious state, will wake up Berserked after 20 minutes (and handed packets for spells)

~

Number of Cast Members: (13) 4 Bloody Fist Honor Guard, 1 Bloody Fist Raid Leaders, 2 Bloody Fist Shaman, 6 Bloody Fist Grunts

Roles: Bloody Fist Grunt, Bloody Fist Honor Guard, Bloody Fist Raid Leader, Bloody Fist Shaman, White Tiger Totem Spirit

Misc: A Dark Bargain with the Black Shadow

Props: Bloody Fist Makeup, Bloody Fist Tabards /w Sash, Weapons, Blood Fist Honor Guard Gear

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Costuming: Bloody Fist Makeup, White Tiger Mask, White Tabard

Treasure: Production Item, Components, Coins

Rumors:

A Message Posted on the Black Anvil Mercenary Scouting Watch Boards

Lately there have been sightings of large feline claw marks into trees near Stonewood on the Eastern side. Reports of skirmishes but not much is left but dead Bloody Fist Scouts and Orc blood everywhere. Sometimes there are drag marks for short or long distances but never consistent. Whatever this thing is, I am glad it is on our side.

Hook: Spirit Totem White Tiger enters the Tavern and informs the Evermores that their brother Henant and Tordex have been captured and they are attempting to strip the Totem Spirit

Scenes:

In Game: Bloody Fist Prisoner Camp **Out of Game:** Area by Volleyball Net (Mod Shack if Weather) **Flee Point:** Back to Town (Door of Mod Shack if Indoors)

Running Notes: This Modules is a response module to personal plot pre-game introduction and roleplay things that occurred. This fight will be hard and get deadly quickly if they just rush in to grab the 2 captives. When the PCs show up, they will be faced with Honor Guard for the first time.

Ripped Apart : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Names: Lozgit, Olfauf, Ozgosh, Dreldil, Gogdush

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Ripped Apart : Bloody Fist Honor Guard

You are the cream of the crop. You have clawed your way from the Scouts to the highest rank under General and Warlord. You are a terrifying warrior and skilled spellcaster. Your blessing from The Black Shadow have granted you a power unlike the others. You will gladly give your life for the Warlord or your General. Everyone under you stands out of your way and respects you fiercely. A disrespect to you is a disrespect to the Warlord himself!

Body: 250

Weapons: None, Shield for defense if you wish

Damage: 20 Magic

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, Coordinate with other Honor Guard NPCs) ~ MAY SPELL STRIKE THEIR MAGIC TREE~ May Take Vertigo Gas x5, Sleep Gas x5 If they Choose

Defenses: Resist Poison x5, Cloak Flame x5, Immune to Binding,, Will to Live (Racial), Resist Sleep x5, Resist Fear x5, Dodge x5, Phase x5, Immune Death, 100 Arcane Vengeance when Killing Blowed, Threshold 10

Abilities: Slay/Parry x4 Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow: Yes Raise dead on the ones who die during an encounter) to incite fear.

Motivation: You are the ELITE of the Bloody Fist!!! Slay Them All! Be an absolute savage! Scream/growl/roar when you get into battle. Out of Combat stand silent unless commanded to fight or attack. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. You ONLY Answer to the Warlord Ahroun himself or the Generals, go wild!

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Ripped Apart : Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Body: 150

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Magic: Vertigo Gas x5, Sleep Gas x5

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Immune Death x3

Abilities: Assassinate x3,, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Stay back and command the Grunts and Scouts mainly but use gases if directly rushed.

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Ripped Apart : Bloody Fist Shaman

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Reset: 3 times each. You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster.

Names: Brofthodh, Srauglaudh, Krulfeg, Orceth, Bregze

Body: 100

Weapons: None, Shield for defense if you wish

Damage: 10 Elemental Fire Pool Always active

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door...), Can Rift on 3 Count

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: No (Use Chaos but avoid Death Spells, save them for Life Spells to keep bloody Fist Alive). Kidnap when you can if the person is of value.

Motivation: Shamans are the literal backbone of the Bloody Fist fighting machine. The Grunts take the abuse for you, and you heal their wounds, but you always make wounds that don't heal so easily. You outrank the Raid Leaders in power structure, but you respect their battlefield skill and prowess so unless the command is unsound you will follow it even till death. You are one of 2 Shaman Casters in a Raiding Party. One is always Celestial and the other an Earth caster. You are 100% support for your squadron. Celestial will blow up the PCs while Earth casters keep everyone alive and disable with Chaos.

Tactics: Stay in formation with your Grunts in front of you and beside your Raid Leaders. You play these roles like a PC healer/necromancer/celestial caster would. The players will be confused at your intelligence and use of "sky magics" for a the "common Orc" so use that to your advantage. Kidnap when you can if the person is of value.

If you are the Earth caster of the pairing, KEEP YOUR MEN

ALIVE! When everyone is safe on healing, disable them with Chaos debuffs and Cause Wound spells. Don't waste Death Spells because you will need Life Spells for your Raid Leaders and other Use Necromancy to Harm/Taint Blood/Wither against your enemies, even raise dead on the ones who die during an encounter) to incite fear.

Celestial should use all blast spells and dispel magics to keep protectives off the frontline fighters so the Grunts can beat them down. BLOW THEM UP! Make them fear your spells. Cast protectives, imprison people who rush you.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: You will search players for Magic Items and turn them to the Raid Leaders if martial weapons but keep the Spell Magic Items to use against the players. They can reloot them later from your body.

Ripped Apart : White Tiger Totem Spirit

You are the White Tiger Spirit Totem of Elysia. You are still younger in power compared to some of your other brethren Spirit Totems, but you make up for it in your ferocity. You can be unpredictable at times due to your abrasiveness and schizophrenic nature. Above all, your loyalty is to the end and family is above all.

Body: You cannot hurt what you cannot touch

Damage: It has other ways to hurt you.

Defenses: Non-Corporeal

Abilities: seek help

Motivation: Find Evermores and inform them of the ritual to strip White Tiger Spirit from Henant

Ripped Apart : A Dark Bargain With the Black Shadow

This tale has been repeated around the campfires of the Bloody Fist. A legend of their rebirth as a new horde.

A few moons ago, a Shadowy Elf in Black Robes descended from the night sky before a very young orc named Ahroun. Ahroun rose to meet this man with cold steel but the Elf waved his hand and imprisoned him. The shadowy figure spoke to him "If you give me your Tribe's blood oath and fealty, I shall empower you with righteous vengeance that will shake the very existence of Elysia." Ahroun was but a young orc in the Great War 20 years ago but he remembered holding his dying father and brother who were cut down by Nobility of Stonewood. With burning hatred in his eyes, he accepted the offer of the robed man. Ahroun was freed but went through a terrifying transformation. Screaming till his eyes and mouth bled, he looked to the moon then down at a pool of water and saw he had Draconic features now and felt the presence of Celestial Magic in his blood.

Stonewood City Pest and Sanitation

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: The Rat Pack

Brief: Goodwin Copperriver, the director for the Stonewood City Pest and Sanitation Department, has personally come into town to ask for help in eliminating the Giant Rat plague that is threatening the city.

Requirements:

- Run on Friday Night
- The Slain Cheesemaker and Of Rats and Thieves completed.

Synopsis:

Rats are plaguing the city. The Stonewood City Pest and Sanitation Department have finished an evaluation and have concluded that the rats, which are of the Giant variety, are breeding at an extraordinary rate thanks to a mild winter, an early spring, and thousands of pounds of grain and other foodstuffs left over from the Orc army. It seems as though the Orcs were keeping the Giant Rat population in check as well. Without rat extermination patrols around the grain and food stores, the rats have moved in and thrived. The City of Stonewood has put a bounty on rat tails to try and decrease the population before they become a real problem. The Stonewood City Pest and Sanitation Department are offering a 1 silver per rat tail reward.

Goodwin Copperriver, director of the SCPSD, has come into town to educate the adventurers on the rats and explain the bounty program. He leaves information on the rats with anyone who wants it and informs the adventurers that the Black Anvil Company will be coming around periodically to collect their rat tails. He also recruits a group to investigate issues with the Grain Stores of which there are three. which is ran as "A Grainy Situation"

Outcomes:

1. Goodwin Copperriver relays information on the rats to anyone who is interested.
2. Goodwin Copperriver finds someone to help clear out the grain stores "A Grainy Situation" is ran

~

Number of Cast Members: 1

Roles: Goodwin Copperriver

Misc: Rat Facts, Rat Poster

Props: Rat Posters to hand out

Costuming: Stonewood Official clothing

Hook: Goodwin Copperriver arrives in town to relay information

Stonewood City Pest and Sanitation : Goodwin Copperriver

You are the director for the Stonewood Pest and Sanitation Department. You have information on the rats and their known traits and behaviors. You take your job very seriously, and believe you are a very important stop gap to mass illness and death. The bounty was your idea.

Body: 50

Props: Rat Posters to hand out

Motivation: To rid the city of rats and to see to the completion of several tasks to do so. To recruit adventurers into completing tasks and participating in the bounty.

Stonewood City Pest and Sanitation : Rat Facts

- Rats laugh when they're tickled. Scientists have found that when rats are happy or excited, they emit very high-pitched squeaks (too high for us to hear), which is rat 'laughter'. Rats remember which humans have tickled and played with them in the past, and prefer to spend time with those people. Another way to tell if a rat is happy is that their ears turn pink!
- A group of rats is called a mischief.
- Rats are mainly nocturnal and live underground, but they're also great at climbing and swimming. Pet rats need time outside of their cage to explore and enjoy themselves, but always keep a close eye on them to make sure they don't hurt themselves.
- Rats' tails help them to balance, communicate and regulate their body temperature.
- Rats have excellent memories. Once they learn a navigation route, they won't forget it.
- Rats destroy about 20% of agricultural products worldwide each year.
- Rats' jaws are built like an alligator and can exert as much as 7000 pounds per square inch.
- The tooth enamel of rats is said to be stronger than steel.
- Rats eat their own feces for the nutritional value.
- The maturity of rats can be shown by their yellow teeth. Baby rats initially have white teeth.
- Rats learn what food that they like from smelling the breath of other rats.
- Rats enjoy being tickled. Will laugh (it's high pitched but recordable) and you can get certified in rat tickling.
- Rats cannot vomit or burp.
- Rats have been taught to drive little cars.
- They do weird things called 'boggling' or 'bruxing' that indicates that they're happy. I can link to a video of boggling; bruxing is like softly grinding their teeth.
- Rats are incredibly fastidious groomers and one of the first ways to know a rat is sick is if they are not cleaning themselves.
- Rats are colorblind.
- Rats can chew through steel and concrete.
- Rats only have four toes on their front feet, but they have a little nub they use like a thumb to help them hold things.
- Rats don't have tonsils or gallbladders.

- Rats are able to recognize 3D objects, even if its size is changed or the object has been rotated.
- Rats can discern between movies featuring rats and ones that don't.
- Rats are able to distinguish between different human faces.
- Rats grieve; they've been known to grieve the death of a cage-mate or friend.
- Rats have been trained as medical alert animals, and are also used in land mine retrieval.
- An adult rat can squeeze through a hole the size of a quarter.
- A rat's bite is capable of exerting up to 7000 pounds of force per square inch.
- Rats can fall over 50 feet and suffer no injuries.
- Rats can jump over 2 vertical feet from a standing position, and over 3 with a running start.
- Rats can hold their breath for up to 3 minutes.
- Rats can swim for 3 straight days with no breaks.

Sources

Danica (they/them)

<https://onekindplanet.org/animal/rat/>

<https://www.rspca.org.uk/adviceandwelfare/pets/rodents/rats/factfile>

<https://www.automatictrap.com/pages/101-rat-facts>

Stonewood City Pest and Sanitation : Rat Poster

There are three breeds of rats in the city

Giant Field Rats are primarily found around the farms and food stores. The Giant Field Rats want only to eat and multiply, and dislike fighting to the point where they will only attack if attacked first and they will defend one another if one is attacked.

Sewer Rats have primarily lived in the sewer, as the name suggests, but now are so prolific that they are moving into and are making the refuse site unsafe to use. These rats can cause weakness and disease if they get too close to someone, and if in a large group, they are aggressive and can be a threat.

Bloody Rats are field and sewer rats who have now crazed. They have acquired a taste for blood and flesh somehow, and are not shy about getting it. In large groups, they have been known to even kill without provocation. If that wasn't bad enough, they are now venturing close to town. The rats are breeding at an extraordinary rate thanks to a mild winter, an early spring, and thousands of pounds of grain and other foodstuffs left over from the Orc army. The city did not know about the rat patrols, and didn't know to continue them.

Bloody Rats are named such because their fur is usually matted with what people think is blood. No other difference has been observed between the aggressive rats and the non aggressive rats physically.

Help Wanted

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: Family Recipes

Brief: Granny Whuthona Silverlode's family recipe book has gone missing! Also, she hasn't seen her grandson Huldrek in several days. In desperation, she has put two ads in the tavern asking for help in finding them both. She has offered a reward for the return of each.

Requirements:

- Run on Friday Night

Synopsis: A sweet old lady dwarf has put up a help wanted ad to enlist help returning her recipe book and her grandson for a reward. She doesn't know where her grandson would be, and needs help finding him. Her recipe book also went missing around the same time, and she can't find it anywhere. The book is full of old family recipes and is valuable. She insists it was stolen, and wants it back. She describes it in full detail to whoever is listening, and is quite proud of it. Once everyone has talked and all information is relayed by Granny, she will see everyone to the door and wish them luck in finding her book! And her grandson, too.

Outcomes:

1. The PCs talk to Granny Whuthona Silverlode and are told information about her, her grandson, her recipe book, the occupation, or anything else people want to talk about. They are given a crudely drawn map found with Huldrek's things that will lead them to the Tarrasch Treasure. Once the PCs leave the house, the PCs have until Noon Saturday to find Huldrek at the cache [OPERATION FIND HULDREK].

~

Number of Cast Members: 1

Roles: Grandmother “Granny” Whuthona Silverlode

Misc: Help Wanted Posters

Props: Map to Tarrasch Chest, Help Wanted Posters, Wooden Spoon

Makeup: Flour on face and hands

Costuming: A flower-print or other “old lady” dress, apron with flour stains, gray dwarven luxury beard beard with braids, beads, and decorations, bun hairstyle

Hook: Help Wanted Posters. Bringing the posters to the NPC shack

Scenes:

In Game: Granny Silverlode's House Scene Description - Upon entering Granny's home, they are greeted with a warm, homely scent. The house is well kept and quaint, full of soft pillows and flower print. It appears to be the home of someone who lives comfortably. They are greeted by a squat, old lady dwarf who has flour on her apron and on her face. **Out of Game:** A Cabin **Flee Point:**

Craftsman Information: Huldrek can be tracked using Craftsman Other-Tracking Level 1 or above

Running Notes: Granny is an incredibly sweet dwarf, saying “dearie” this, and “sweetie” that. She explains that Huldrek has always had his troubles, but he is a good boy! He is so busy, he hasn't come home in days and she is worried for him. But worry for her grandson is eclipsed by her worry for her book! Someone must have broken in and taken it! It's been missing for the same amount of time as Huldrek. But that's just a coincidence! Granny is insistent that her grandson has nothing to do with her books disappearance, and shut down any talk otherwise, Granny will recommend that the PCs use Craftsman: Other-Tracking to track Huldrek. If Huldrek Silverlode is tracked using Craftsman: Other-Tracking [Level 1 or above] before Noon, he is tracked back to the Tarrasch cache, where he is guarding the Chest of the Tarrasch [YOU FOUND HULDREK]

Help Wanted : Grandmother “Granny” Whuthona Silverlode

“Oh dear! Look at you! What a lovely sweater! Are you hungry? Thirsty? Need a healing? Granny’s here to help!” At the tender young age of 190, Granny is a lovely, squat, old figure in the local community. She has never met a stranger, and welcomes all who come to her door! When the occupation happened, Granny kept her head down and did as she was told. She allowed her neighbors to “teach Huldrek a lesson”, even though it hurt her to know what he had to go through. He was bound to be caught by the Bloody Fist and killed, and possibly Granny Whuthona along with him.

Today, Granny occupies her time crocheting, baking, making concoctions and potions, and healing the occasional accident or illness. All and all, her life is simple and fulfilled.

Reset: No, single life

Body: 100

Weapons: 2 Weapons

Damage: 10 Silver

Magic: 6 Earth Block

Abilities: Healing Arts, Herbal Arts, Read Magic, Alchemy 20 levels, Create Potion 20 Levels

Props: Wooden Spoon

Makeup: Flour on face and hands

Killing Blow: Not Active

Motivation: She wants her recipe book back. And she wants someone to find her grandson Huldrek, but she is more worried about her book. She is willing to share information to achieve those goals. She is kind and wants to help where she can. She will use her healing abilities if needed.

Speech: Soft spoken and intelligent, with a hint of anxiety.

Movement: Shuffled, stooped gate. Slow. Movement should look like it's hard to do [like an old person].

Help Wanted : Help Wanted Posters

HELP WANTED ASAP- REWARD 10 SILVER

Looking for someone to find my grandson, Huldrek Silverlode. Huldrek has been missing for days, and I am too old to seek him out myself

If you wish to help, I can be found at my home at most times. Bring this ad with you.

-Granny Whuthona Silverlode

HELP WANTED ASAP- REWARD 20 SILVER

For the finding of a dearly loved recipe book. The book has been in my family for ages and is filled with Silverlode family recipes! It has gone missing, and I am in desperate need of help to find it.

If you wish to help, I can be found at my home at most times. Bring this ad with you

-Granny Whuthona Silverlode

The Slain Cheesemaker

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: [The Tarrascht Rat Pack]

Brief: A woman runs into the tavern seeking help. She leads them back to her husband, who has been murdered. The symbol of the Tarrasch is drawn in blood on the man's forehead. Drawn by the smell of blood, the group is then set upon by a large colony of Bloody Rats.

Requirements:

- Run on Friday Night

Synopsis: A woman, Hannah Jodivah, runs into the tavern, pleading for help. She says she found her husband on the trail and he is wounded and needs healing. When she is followed, the PCs find the body of Marlyn Jodivah, her husband. The body is bloody, but there is no blood on the trail. It is missing a hand, and it is tied off with a tourniquet, leaving a bloody stump where the hand should have been. On the forehead, drawn in blood, is the symbol of the Tarrasch. As the group surveys the scene, they are descended upon by a group of Bloody Rats, drawn to the scene by the blood. The rats attack the PCs, leaving behind a rat tail for every rat killed. Once the rats are beaten, the Hannah Jodivah will ask the PCs to escort the body to her home to prepare it [NPC Shack]. Once there, she will bid them goodbye.

Outcomes:

- 1.The PCs are introduced to the symbol of the Tarrasch.
- 2.The PCs help Hannah Jodivah carry her husband's body or not. The husband does not resurrect.

~

Number of Cast Members: 7 plus [recommended] OR 2 people plus X-number of rats needed

Roles: Bloody Rats, Hannah Jodivah, Marlyn Jodivah

Props: One rat tail per rat for treasure

Makeup: Face is beaten and bloody., On the forehead in blood or red makeup, is the Tarrasch symbol.

Costuming: Brown or Gray tabard, rat mask, rat tail, red tabard or sash around waist, Left hand is a bloody stump, bloodstained shirt [down arm and down front], bloody tabard

Treasure: 1 Tail per rat

Hook: A woman runs into the tavern and seeks help to heal her husband

Scenes:

In Game: Trail near the tavern **Out of Game:** Trail near the tavern **Flee Point:**

Running Notes: The slain cheesemaker, Marlyn Jodivah has been badly beaten and tortured before being dumped on the trail. Hannah Jodivah was on her way to look for her husband, as he never took this long getting home on Friday. She was on her way to the tavern, as she knew there was a market and hoped he'd be there. The BLOODY RATS should fight as a group, driven by food. In this case, the food is the dead body and any PCs that should go down. They should fight aggressively, and be protective of the food.

The Slain Cheesemaker : Bloody Rats

You are a field or sewer rat who has fed on the bodies of the Bloody Fist victims and from the Orcs themselves, when available. This has turned you into a crazed rat, ready to kill and eat anything you think you can. Nothing can soothe your hunger. You are also drawn to the Stonewood Seed Grains by smell.

Body: 45

Weapons: Claws/Short/Longsword

Damage: 7 Disease

Defenses: Immune to Calm Animal, Charm Animal, Cause Disease, Cause Weakness

Abilities: - Rips from Pin/ Bind/ Web/ Confine - Racial Mighty Slay (Slay that can only be used as a Slay no Parry) - Racial Battle Rage x2 (Resists a Berserk or +5 damage for 5 attacks) - Ability to Heal, unlimited- On a TEN count [one I feed, two I feed, etc...] a Bloody Rat can heal to full, if there is a food source available [Food sources include downed and dead PCs, other down or dead rats, Plot designated garbage dumps, Other Plot designated feeding areas, etc.] - Physical Strike Wither Limb x2 - Physical Strike Pin x3 - Track Stonewood Seed Grain by SMELL

Props: One rat tail per rat for treasure

Motivation: Feed on dead bodies, nest

Speech: Animal squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, super aggressive toward any non-rat.

Movement: Wandering, Group Movement, aggressive to non rats

The Slain Cheesemaker : Hannah Jodivah

You are the wife of a simple cheesemaker. You and Marlyn did as you were told during the occupation, and survived. After the freeing of Stonewood, Marlyn has been talking slander about the Bloody Fist orcs and you have been worried. When he didn't come home, you feared the worst. You know the price you pay if you make the orcs angry.

Body: 20

Motivation: Loving, Dependent on Marlyn, Find Marlyn and to get his body home

The Slain Cheesemaker : Marlyn Jodivah

You are a simple man making simple cheese, leading a simple life. You kept your tithe up, head down, and survived the war. After the freeing of Stonewood, you have been talking slander about the Bloody Fist orcs, and now are paying the price.

Makeup: Face is beaten and bloody., On the forehead in blood or red makeup, is the Tarrasch symbol.

Something Told Me

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The Lord of the Woods appears in an ethereal form as a spawn point for his cultists who attempt to capture the players.

Requirements:

- Run on Friday Night
- After Ripped Apart and Know Your Enemy have been ran

Synopsis:

This module starts as a Random but has a spawn point. The Lord of the Woods has come out from a long winter of hiding and endless nightmares, awakening to the chaos of Orcs stomping around “His” woods now. He intends to make himself known so he appears to summon his loyal followers to enter town and seek new dreamers for his power to grow on, left unchecked and unchained his power will fluctuate out of control and he will grow even more mad and violent. The Lord of the Woods spawns in an ethereal state unable to be harmed surrounded in Eerie Green Light. This will be a visual effect of the module beginning and a way to get attention of the players to draw them out of the Tavern. Once they have taken notice of the Lord of the Woods, he will call a spawn of his Cultists while will spawn from his “Green Aura” once spawned or if the PCs approach too close the “Green Aura” will disappear and the current spawn will be live. When all NPC are killed, they will reform on the Lord of the Woods and respawn at different points around the camp until the amount of resets have been reached or 2 PCs have been captured.

If a PC is captured, they will be taken to the “Green Aura” of the Lord of the Woods and Rifted out on a normal 3 count to a secondary location where they will enter a roleplay encounter in a “Nightmare” included state where the Lord of the Woods “harvest” dream energy from them and replace their dreams with “Nightmares” effectively giving them a “paranoia” effect till sunrise to grow his power and return their asleep body to a random spot on the campsite to wake up and rejoin the game.

Outcomes:

- 1.The PCs encounter the roaming encounter of the Cultists after seeing the weird floating green lights of the Lord of the Woods in the mists at the edge of the town in the treeline
- 2.The PCs ignore the eerie green lights and the Cultist roam the camp searching for people to “bring to the Lord” and grow increasingly aggressive with the longer it takes to find “willing” subjects
- 3.Players are captured by the lord of the woods cultisists and stricken with Paranoia

~

Number of Cast Members: 5

Roles: 4X Lord of the Woods Cultist (Wild Elf or Barbarian), Lord of the Woods Ethereal Form

Props: Black Robes, Green LED Lights/Lightsabers

Makeup: Lord of the Woods Cultist Makeup, Green and Black Eye Makeup that spread out across face like tree branches and leaves, lips are painted one black and one green as well

Rumors:

A Message Posted on the Black Anvil Mercenary Scouting Watch Boards

“Strange figures and eerie green lights have been reported at night in the woods to West of Stonewood. If you get close to them, their lights fade and nothing is there if you investigate. Sometimes you can make out only a figure: a tall humanoid with some kind of antlers of horns on his head, wrapped in leathers and furs, a large 2 handed blade over his back.”

Hook: Lord of the Woods appears at the edge of town from the Taverns door surrounded in eerie green lights, on him spawn a group of wondering Cultists

Something Told Me : Lord of the Woods Cultist (Wild Elf or Barbarian)

You and your Kin came upon the who is now known as "Lord of the Woods" Only few have seen his majestic beauty and lived to tell about it. Now you serve him, through service to the Lord, he brings your lands prosperity and bountiful harvest or so the Elders say so. All that matters now is whatever the Lord asks of you and that is more souls to harvest Dream from willingly or unwillingly...

Terror: Having sleep spells cast on a target within the Presence of the Lord of the Woods or his Followers traps the victim within a nightmare of restless terror and helplessness. This manifests the targets worst fears into phobias and most irrational terrors into the most horrid realities while under the effects of a Sleep effect in the immediate vicinity of the cast or line of site of Lord of the Woods

Body: 50

Weapons: Any (Wild Elves Prefer 2 Weapons or Bows, Barbarians 2H weapon or Shield/Sword)

Damage: 10 Normal 1H, 15 Normal 2H, If Wild Elf 20 Normal from Behind /w Backstabs

Defenses: Resist Charm x3, Resist Sleep x3, Dispel Magic (Racial) x1

Abilities: Parry/Slay x2 If Barbarian, Dodge/Assassinate x2 if Wild Elf, Magic Sleep x2, Magic Fear x2, Magic Charm x2, Healing Arts, First Aid, Read and Write

Makeup: Green and Black Eye Makeup that spread out across face like tree branches and leaves, lips are painted one black and one green as well

Motivation: Capture people for harvesting of their soul and dreams to the Lord of the Woods. They are no good to you dead! Bring them back to the Lord of the Woods or his Blackened Tree and await his arrival to witness The Harvesting. Protect your captives fiercely, the stronger the Lord of the Woods becomes the stronger you become!

Something Told Me : Lord of the Woods Ethereal Form

You were once a proud knight of the Verdant Hedge but for your crimes you were outcast from your realm. Though you didn't do the crimes you were accused of, and your honor remained intact, your sanity snapped along the way along with your will to be the hero. Now you have not necessarily become the villain but the anti-hero and will stop it nothing to harvest enough Dream Energy to wage your war on the Verdant Hedge and get them back for ruining your honor as a Knight that was the most loyal soldier they knew now become Fear Incarnate.

Card: You have no Stats on this module. You are in an ethereal state and unable to hurt people or be hurt. The only power you have is to keep those asleep or unconscious in a dream-like state fueled with nightmares while you harvest their dream energy to fuel your war of revenge on the Verdant Hedge.

Master of Dreams: Anyone in a Sleep effect in your line of sight can be harvested of Dream Energy on a 3 count. This leaves the target with a "Paranoia" effect until the next Sunrise comes to wash away their fears. You are also lethargic as if woken from a Night Terror for the next hour in game (no game mechanic, purely RP). Even if they see the sunrise and get restful sleep they still feel your cold angry caress in their mind for a few days after they have been harvested on.

Eerie Green Aura: If you are brought within the Lord of the Woods "Eerie Green Aura" while he is Ethereal, on a 3 count he can rift you out on touch to a Dream-like realm where he can harvest your Dream Energy. Once you have been "Harvested" the Lord of the Woods will return you to a random spot on the campsite to wake up and rejoin the game.

Of Rats and Thieves

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: [The Tarrasch Rat Pack]

Brief: A new adventurer, Luca Norwish, comes to town looking for a group to adventure with. He already has a mission, and needs help to help a farmer clear out his rat infestation. They are set upon by the Tarrasch after the rats are killed.

Requirements:

- Run on Friday Night

Synopsis: Luca Norwish, a friendly adventurer, is looking for a party to adventure with. He and his wife have traveled to Stonewood looking for fortune. He has with him a message from a farmer, looking for someone to help him clear out a rat pack that is eating his seed grain. The PCs go to the farm and are greeted by Gerald, the farmer. He explains that he has a large bag of seed grain for spring planting, and the rats are strongly attracted to it. He can no longer manage them on his own and is so glad that the PCs are there. Gerald leads them to a room where the Giant Rats are.

The Rats meander around the room occasionally going to the bag of grain. The Giant Rats do not attack unless they are attacked first or the grain bag is disturbed. The farmer encourages the PCs to kill the docile rats. Once the rats are slain, Gerald goes into the room and makes sure they are all dead. All the cast members that played as rats gather outside and change costumes. The cast members then respawn as the Tarrasch. Gerald turns to face the doorway so the PCs' backs are to the door. Gerald, the farmer, thanks the PCs and inspects the leftover grain. While doing this he makes small talk and explains the rat tail bounty that the SCPSD has put in place. As the PCs are talking to the farmer, the Tarrasch storm into the room and incapacitate the players. Once the PCs are down, they are searched for magic items, money and rat tails. These items are kept on the Bishop until end of event. Luca is abducted, the rest are stabilized and left with a note or a bloody mark. The farmer is caught in the crossfire and dies.

Outcomes:

1. The PCs decide not to go with Luca, Luca goes off on his own to find another group and is abducted off screen.
2. The PCs are able to beat down all the rats, save the grain, but fail to hold off the Tarrasch. They are robbed and left. Luca is abducted. The Tarrasch symbol is left at the scene on the back of a PC's hand or forehead, in blood.
3. The PCs are able to beat down all the rats, save the grain, and hold off the Tarrasch. The symbol is not left on a PC. Luca is still abducted.

~

Number of Cast Members: 7 or MORE- Luca Norwish, Gerald Farmer, 6+ Giant Rats 6+ Tarrasch Pawns

Roles: Giant Field Rat, Luca Norwish, Qel'zak Elos-Tarrasch Bishop, Litch, Tarrasch Black Pawn, Chaos Caster, Tarrasch Black Pawn, Fighter, Tarrasch White Pawn- Leviathan, Lesser

Misc: , , warning from the Tarrasch

Props: Rat Tails, message from farmer., warning from the Tarrasch, Rat Tail for Treasure

Costuming: Brown or Gray Tabard, Rat Mask, Rat Tail, Unassuming Townsperson, Hulking Rotting Corpse

Treasure: Rat Tails (Each Rat, when killed, gives game item a rat tail for the bounty.), Silver

Hook: Luca gathering an adventure group

Scenes:

In Game: Grain Storage Room **Out of Game:** Inside empty cabin **Flee Point:**

Non Standard Effects: GIANT FIELD RAT can heal to full body TWICE on a TEN count [One I feed, Two I feed, etc.]

Of Rats and Thieves : Giant Field Rat

Squeak! You are a Giant Field Rat, and you love grain. In fact, you love grain so much, you will seek it out anywhere there is any. You are not aggressive, and will only attack in defense of yourself or another rat. You love to stay in your group and eat.

Body: 20

Weapons: Claws/ Longsword

Damage: 3 Disease

Abilities: - Rip from Pin/ Blind - Ability to Heal x2- On a TEN count [one I feed, two I feed, etc...] a Giant Field Rat can heal if there is a food source available [Food sources include, Plot designated garbage dumps, other Plot designated feeding areas, grain piles, etc.] - Dodge x1

Props: 82, 97, 116, 32, 84, 97, 105, 108, 32, 102, 111, 114, 32, 84, 114, 101, 97, 115, 117, 114, 101

Motivation: To eat grain and nest

Speech: Animal Squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, will not attack unless attacked first. Defensive.

Movement: Wondering, Drawn toward food source, tend to stay together

Of Rats and Thieves : Luca Norwish

You are a young newlywed looking for adventure. Hearing about the market at Stonewood, you and your wife have decided to try your luck.

Body: 30

Weapons: One Handed

Damage: 5 Normal

Abilities: Read and Write

Motivation: To make money. To help the farmer get rid of the rats. Eager, Likeable, Agreeable

Of Rats and Thieves : Qel'zak Elos-Tarrasch Bishop, Litch

You are a Litch, the strong arm of the Tarrasch. You carry out orders given directly from the King, and no other. You have your suspicions on who really calls the shots here, but life is good, and you don't ask any questions.

abilities:

- Magic Create Undead x8
- Magic Desecrate x4
- 20 Elemental Ice x5
- Arcane Fear x4
- Control Greater Undead by Voice

Reset: Yes, respawn from bottle after 3 days

Body: 200

Weapons: Claw

Damage: One Handed 7 Magic Drain/ Two Handed 10 Magic Drain

Magic: 5/5/5/5/5/5/5/5/5 Earth, 20 Levels Formal Magic

Defenses: No Metabolism, Focus (Cast in Body), Resist Magic x3, Phase x3, Dodge, Cloak Command x5, Bane Binding x5, Rips From Pin/Bind/Web/Confine

Motivation: Cruel, Intelligent, Twisted, to carry out your orders and further the goals of the Tarrasch

Tactics: Save Level 7 spells for create undead

Of Rats and Thieves : Tarrasch Black Pawn, Chaos Caster

*You were once just a normal, albeit down on their luck, townsper-
son. You never thought you would stoop this low, but the utter pow-
erlessness of the orc occupation has you questioning your reality.
Tempted into cruelty and chaos, you cast magic that defies Tyrra it-
self. You do not know the group is employed by the Bloody Fist.*

Body: 60

Weapons: One Handed Weapon

Damage: 5 Normal

Magic: Earth 4/4/4/4/4/4/3/2/1

Defenses: Cloak Command x3, Dodge x3, Resist Charm x3

Abilities: Healing Arts, First Aid, Read and Write, Herbal Lore, Alchemy x10

Motivation: Cruel, Intelligent, Twisted. To do as told by those above you in command

Of Rats and Thieves : Tarrasch Black Pawn, Fighter

Skilled in the fighting arts, you find yourself the muscle for a deadly thieving group. You do not know the group is employed by the Bloody Fist.

Body: 100

Weapons: Two Weapons

Damage: 10 Normal 1h, 15 Normal 2h

Defenses: Resist Physical x3, Return x3, Resist Poison x3, Dodge x1

Abilities: 3 Critical Slay/Parry, Healing Arts, First Aid, Read and Write

Motivation: Cruel, Power hungry, Twisted. To do as ordered.

Of Rats and Thieves : Tarrasch White Pawn- Leviathan, Lesser

You are undead, once someone who was abducted by the Tarrasch. Your only goal now is to rend the living.

Body: 200

Weapons: Use any weapon skill or style

Damage: Claws Short- Long 5 Normal/ Longsword 6 Normal/
Two Hands 11 normal

Defenses: No Metabolism/ Half Damage from Weapons/ Immune
To- Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice

Abilities: Rips from Pin/ Bind/Web/Confine

Motivation: Rend the living, Mindless Intelligence

Movement: Wandering, Pack

Of Rats and Thieves :

Looking for a strapping young group to clear out the rats from my farm. Will pay 10 silver, and you keep the bounty. The farm is located west out of town, at the second crossroad.

Of Rats and Thieves :

Of Rats and Thieves : Warning From the Tarrasch

In that mod, I was going to draw the symbol in “blood” on a pc, if someone consents. But a note would be real important as a back up

A Grainy Situation

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: The Rat Pack

Brief: The city's main food stores are overrun by giant field rats. These rats will eat everything and spread disease. The city is asking the local adventurers to help clear the rats from the main grain store area. The city is offering a 30 silver reward to clear out the stores.

Requirements:

- Run on Friday Night
- Stonewood City Pest and Sanitation complete

Synopsis: A group of adventurers enter the grain stores of the city to clear out the Giant Field Rat infestation. The grain stores are dangerous, and sink holes are easy to step into. Strewn around the room are yellow plastic table cloths, which represent grain sink holes. If a PC steps or falls into a grain sink hole, they can not move the part in contact with the sinkhole until they are rescued on a three count of "I pull you free". They can pull out a stuck player on a three count, as long as they don't touch the grain. A player cannot free themselves from the grain. The Rats are immune to the sink holes and may walk freely. There are three areas to clear, each one with less and less room to safely walk, and more rats as the walking space lessens. The first is a small silo, partially filled with grain, and has a small infestation. The second is a medium silo, half filled with grain and a heavier infestation. The last is the main grain store that is almost full and contains a very heavy infestation. All three levels must be cleared to receive pay.

Outcomes:

- 1.The PCs clear out the rats and collect the bounty
- 2.The PCs do not clear out the rats, and they don't get a bounty

~

Number of Cast Members: 5 or more

Roles: Giant Field Rat

Props: Yellow Plastic Tablecloth x6, Rat Tail for Treasure

Costuming: Brown or Gray Tabard, Rat Mask, Rat Tail

Treasure: Rat Tail for Every Respawn

Hook: Goodwin Copperriver recruits a group at the end of STONEWOOD CITY PEST AND SANITATION

Scenes:

In Game: Small, almost empty silo **Out of Game:** mod building with few tablecloths representing grain piles. Large gaps between tablecloths, medium size infestation

Flee Point: door to mod shack

In Game: Medium, half full silo **Out of Game:** mod building with a moderate amount of tablecloths representing grain piles. Medium gaps between tablecloths, large infestation **Flee Point:** door to mod shack

In Game: The Main Grain Store, almost full **Out of Game:** mod building with an excessive amount of tablecloths representing grain piles. Small gaps between tablecloths, extra large infestation **Flee Point:** door to mod shack

Non Standard Effects: Strewn around the room are yellow plastic table cloths, which are grain sink holes. If a PC steps or falls into a grain pit, they can not move any body part in contact with the plastic and are rescued on a three count [One I pull you free, Two I pull you free... etc].

Rules Clarifications: Each Rat, when killed, will give a rat tail for the bounty. These are in game items.

Running Notes: Part 1- Part 2- Part 3-

A Grainy Situation : Giant Field Rat

Squeak! You are a Giant Field Rat, and you love grain. In fact, you love grain so much, you will seek it out anywhere there is any. You are not aggressive, and will only attack in defense of yourself or another rat. You love to stay in your group and eat.

Body: 20

Weapons: Claws/ Longsword

Damage: 3 Disease

Abilities: - Rip from Pin/ Blind - Ability to Heal x2- On a TEN count [one I feed, two I feed, etc...] a Giant Field Rat can heal if there is a food source available [Food sources include, Plot designated garbage dumps, other Plot designated feeding areas, grain piles, etc.] - Dodge x1

Props: 82, 97, 116, 32, 84, 97, 105, 108, 32, 102, 111, 114, 32, 84, 114, 101, 97, 115, 117, 114, 101

Motivation: To eat grain and nest

Speech: Animal Squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, will not attack unless attacked first. Defensive.

Movement: Wondering, Drawn toward food source, tend to stay together

Rebirth of a Hero

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: Loken “Bloodhammer” Oakrider, a hero of the Underdark War and of old Stonewood has been sighted around town lately. People thought he had been long dead or moved onto Golden Halls. With the Rebirth of the Bloody Fist, this living legend has re-emerged into Stonewood but something is different this time...

Requirements:

- Run on Friday Night
- Know Your Enemy and Ripped Apart have both been ran.

Synopsis: Loken Oakrider was a renowned hero in Old Stonewood before it was properly settled into the Barony of Woodhaven under the Duchy of Elysia. There was a great and terrible war with the Underdark and Loken was among the last standing Dwarven Generals when the Dryder Queen was defeated. Beyond most peoples memory, Loken has re-emerged from his retirement as a great Foe threatens Stonewood once again that has the potential to rival that of the Underdark War.... But there is one problem... Loken shouldn't be in as good of health as he is...

Outcomes:

1. Loken will enter the tavern and question the adventures about Mayor Durag and his vile deeds. He will attempt to push the adventurers into action and bolster morale of the people in Stonewood from this bowing down that was “agreed upon” He will promise to “set the Mayor” straight on Saturday...
2. The PCs will reject Lokens push for assistance in dealing with the Mayor as they might feel he would destabilize the Town further.

~

Number of Cast Members: 1

Roles: Loken “Bloodhammer” Oakrider

Props: Loken Oakrider Costuming

Rumors:

Rumor Circulating the Town

“A Dwarf with the likeness of one of Stonewoods original heroes has been seen around town. Though his clothing and weapons may have changed, there is no mistaking his Red beard and his helmet. His voice inspires courage and confidence in those around him. Though he was thought to be long dead or moved onto Golden Halls, Loken Oakrider was his name. If this really is Loken, then the Bloody Fist are in for a world of pain!”

Hook: Loken enters the Tavern for a drink and to gather information to deal with the situation of Stonewood

Running Notes: This is a purely RP module introducing a character intertwined into the Bloody Fist plot and the Hoylean-Murumbrian Time War plot. Lokens purpose is to unite the people of Stonewood and remove Mayor Durag by any means necessary as he has foreseen the downfall of Stonewood if Mayor Durag is not removed before Vel’Kaz the Ruthless arrives to town. Loken has a set of hidden powers linked to Time that he wont reveal unless things are getting to out of hand and it risks making the timeline worse by not intervening.

Rebirth of a Hero : Loken “Bloodhammer” Oakrider

Loken “Bloodhammer” Oakrider, a displaced hero from another timeline of Stonewood who slew their Warlord in an honor duel, re-emerges in Stonewood now due to the timeline being broken with Stonewood via Hoylean and Murumbrian invasion. Loken has an affinity for Time Magic but he is primarily a warrior. His visage is one of the faces in the Stonewood Mausoleum of Fallen Heroes. There was a Loken Oakrider of old in the beginning of Stonewood but he has been long dead. The original Loken was a hero of a war with the Underdark. Seeing how he could fit in this timeline and help the people of Stonewood since this is his ancestral land, he has assumed the ID of Loken Oakrider as the “reborn” hero.

Transform: 9th Time Elemental (If he activates his Transform, Murumbrians will show up hunting him shortly after so the PC have to risk it using his abilities if they ask him for help)

Body: 300

Weapons: Any (Weapon Master/Style Master)

Damage: 30 Magic

Magic: 90 Elemental Time x10, 60 Elemental Time x10, 30 Elemental Time x10, Magic Regenerate x5

Defenses: Resist Poison x7, Resist Sleep x5, Resist Charm x5, Resist Physical x5, Dodge x5, Healed by Time and Healing, Battle Rage x7, Return x7, Will to Live

Abilities: Slay/Parry x10, Physical Strike Destroy x5,, Physical Strike Shatter x5, Healing Arts, First Aid, Read and Write, Read Magic, Craftsman Other General x30, Craftsman Other Military Tactics x30, , , Smithing x30, Will to Live,, Rift at Will (Don't Rift in front of people until the Time part is Public knowledge)

My Mercy

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: Lord of the Woods

Brief: A group of cultists of the Lord of the Woods have trapped a brother and sister in a cave just north of town. The siblings have sent a note to town to get help.

Requirements:

- Run on Friday Night
- Something Told Me has been ran

Synopsis:

The Lord of the Woods sent his Cultists to a set of houses just outside of Stonewood proper. Forthe Cromel and Serath Cromel a brother and sister were taking a walk at night. The two were set upon by Cultists and while the siblings managed to kill a few cultists but were overran. The siblings fled but did not realize that this was all a part of the cultists plan. The Cultists were herded the siblings down a set path to lure them to “the Cave” that the Cultist use to trap victims.

Forthe Cromel set some makeshift traps and held the advance of the off, Serath Crome wrote a note and attempted to make a break for it but one was captured and “Harvested” by the Lord of the Woods and returned to “the Cave” hold up in a small passage-way, they await hope as a cultist took the message recklessly and went towards town with greed in their eyes.

This module starts out as a random encounter. One of the 5 Cultists has a Map to “the Cave” north of Stonewood that the siblings are holed up in. The PCs loot the map upon defeating the roaming Cultists then are free to engage in this module how they wish. They can

- 1.gather a team and hunt the Cave down to save them
- 2.Go alone or small squad to rescue them
- 3.ignore the map completely and write it off which the Lord of the Woods kills the siblings just before Sunrise.

The Siblings hold the location of where the “Vine people” have been sighted coming and going from but can only take them there in the daytime, too unsafe at night and hard to find. They also overheard the Lord of the Woods Cultists speaking about a group called the “Circle of Blackened Thorns”.

Outcomes:

- 1.The PCs fight the roaming Cultist and find the note and pursue the map to the cave to rescue the siblings
- 2.The PCs choose to ignore the map or don’t pursue the map the siblings are killed at just before Sunrise by the Lord of the Wood

~

Number of Cast Members: 7

Roles: 5X Lord of the Woods Cultist (Wild Elf or Barbarian),
Forthe Cromel, Serath Cromel

Props: Crude Map to a cave just north of town with a note to rescue the Forthe siblings.

Makeup: Green and Black Eye Makeup that spread out across face like tree branches and leaves, lips are painted one black and one green as well

Costuming: PC style clothing for siblings

Treasure: Production Item, Components, Coins

Rumors:

A Message Posted on the Black Anvil Mercenary Scouting Watch Boards

“Movements at night time of what appear to be Wild Elves and Barbarians mostly, a few Humans among them, have been spotted to the West of Stonewood. If you get close to them, they will stop and stare at you but won't advance unless you do. Speaking with them has not gained much result yet, they seem to me stalking something or seeking something. The most distinguishing marks we can find of them is that they have Black and Green markings on their faces in the shape of vines and leaves.”

Hook: Roaming Cultists appear in town with map as loot on one of them

Scenes:

In Game: the Cave north of Stonewood **Out of Game:** Mod Shack (IG) **Flee Point:** Mod Shack Door

My Mercy : Lord of the Woods Cultist (Wild Elf or Barbarian)

You and your Kin came upon the who is now known as "Lord of the Woods" Only few have seen his majestic beauty and lived to tell about it. Now you serve him, through service to the Lord, he brings your lands prosperity and bountiful harvest or so the Elders say so. All that matters now is whatever the Lord asks of you and that is more souls to harvest Dream from willingly or unwillingly...

Terror: Having sleep spells cast on a target within the Presence of the Lord of the Woods or his Followers traps the victim within a nightmare of restless terror and helplessness. This manifests the targets worst fears into phobias and most irrational terrors into the most horrid realities while under the effects of a Sleep effect in the immediate vicinity of the cast or line of site of Lord of the Woods

Body: 50

Weapons: Any (Wild Elves Prefer 2 Weapons or Bows, Barbarians 2H weapon or Shield/Sword)

Damage: 10 Normal 1H, 15 Normal 2H, If Wild Elf 20 Normal from Behind /w Backstabs

Defenses: Resist Charm x3, Resist Sleep x3, Dispel Magic (Racial) x1

Abilities: Parry/Slay x2 If Barbarian, Dodge/Assassinate x2 if Wild Elf, Magic Sleep x2, Magic Fear x2, Magic Charm x2, Healing Arts, First Aid, Read and Write

Makeup: Green and Black Eye Makeup that spread out across face like tree branches and leaves, lips are painted one black and one green as well

Motivation: Capture people for harvesting of their soul and dreams to the Lord of the Woods. They are no good to you dead! Bring them back to the Lord of the Woods or his Blackened Tree and await his arrival to witness The Harvesting. Protect your captives fiercely, the stronger the Lord of the Woods becomes the stronger you become!

My Mercy : Forthe Cromel

You are two youthful Human adventurers that aspire to become Rangers of Stonewood. Your only crime was being in the wrong place at the wrong time with these Cultists. Your training saved you from certain death, but it didn't get you out of the fire yet. Your father was a proud Ranger of the Stonewood Watch, Huldin Treehawk.

Information:

- 1.The Siblings hold the location of where the “Vine people” have been sighted coming and going from but can only take them there in the daytime, too unsafe at night and hard to find.
- 2.They also overheard the Lord of the Woods Cultist about a group called the “Circle of Blackened Thorns” that is linked to the Lord of the Woods they think but no other information. The Circle of Blackened Thorns can be explained if the PCs bring this topic up to Magnus Kane of the Rygal Order as he has encountered them before.

Body: 40

Weapons: Any

Damage: 7 Normal

Magic: 4/4/4/4/3/2/1 Earth

Defenses: Resist Physical x1

Abilities: Disarm/Arm Trap, Craft Trap Making x5, Mighty Slay (Racial) x1, Read and Write, Read Magic, First Aid, Healing Arts, CO Ranger x5

My Mercy : Serath Cromel

You are two youthful Human adventurers that aspire to become Rangers of Stonewood. Your only crime was being in the wrong place at the wrong time with these Cultists. Your training saved you from certain death, but it didn't get you out of the fire yet. Your father was a proud Ranger of the Stonewood Watch, Huldin Treehawk.

Information:

- 1.The Siblings hold the location of where the "Vine people" have been sighted coming and going from but can only take them there in the daytime, too unsafe at night and hard to find.
- 2.They also overheard the Lord of the Woods Cultist about a group called the "Circle of Blackened Thorns" that is linked to the Lord of the Woods they think but no other information. The Circle of Blackened Thorns can be explained if the PCs bring this topic up to Magnus Kane of the Rygal Order as he has encountered them before.

Body: 40

Weapons: Any

Damage: 7 Normal

Magic: 4/4/4/4/3/2/1 Earth

Defenses: Resist Physical x1

Abilities: Disarm/Arm Trap, Craft Trap Making x5, Mighty Slay (Racial) x1, Read and Write, Read Magic, First Aid, Healing Arts, CO Ranger x5

Oddity

Written By: Chris Colland

Plotline: The Gnawing Ones

Brief: Magnus Kane has discovered the Gnawing Ones being deployed. He gives information about them and distributes a fumigation device to be used in the "Unspoiled Caves" series of modules.

Requirements:

- Run on Friday Night
- Know Your Enemy has been ran

Synopsis: Magnus and his patrol were set upon by the Gnawing Ones outside of Stonewood. During the fight they discovered Gas Globes do not affect them but they took one alive to his camp and experimented with its acidic blood until they found a reaction with Celestial Magic and Alchemy that will kill them, but it will kill normal races just as fast if deployed...

Outcomes:

1. Magnus gives the Adventurers a Fumigation device to set off on the first lair they discover of the Gnawing Ones, he tells them to report back once they find out how many they need from him.

~

Number of Cast Members: 1

Roles: Magnus Kane

Misc: fumigation device, gnawing ones lore

Props: Magnus Kane Outfit, Fumigation Device, Potions and Vials, Rygal Order Pendant

Treasure: Fumigation Device

Rumors:

“I have received a rather disturbing report from the Rangers Guild of Stonewood. There has been an odd disappearance as of late regarding various bugs in or around Stonewood. Not sure what this means for us, but it seems to be linked to something odd. According to Guildmaster Fuli Oakrider, the bugs most prominently missing are ones that can burrow and ones that feed on wood.”

Faerune Leafdancer, Speaker of the Guilds, Voice of Runes Hammer

Hook: Magnus Kane comes to town with a Fumigation Device for the Gnawing Ones

Running Notes: This module gives the players information on the Gnawing Ones and provides them the only True way to rid the caves of the Gnawing Ones as they are a Termite like insect but mutated and enhanced by Orcamedes. The Device given to them by Magnus Kane will be a one time use “Death Gas” on the Gnawing Ones if they set it off in a Cave on Saturday. If anyone remains in the Cave after the Fumigation Device is set off after 1 minute they will be struck with a “Death” effect should they stay in the Caves. This device would be detonated and they should leave the Banners in front of the Doors to trap the Gnawing Ones in the Caves while the Fumigation kills them. The gas will remain for 1 hour after it is set off so the players need to loot before they set off this device or they have 60 seconds to loot and run!

Oddity : Magnus Kane

You are the head Celestial Arch Wizard and golem researcher of the Rygal Order. Your work is often overlooked by the Rygal Order's lack of understanding of Celestial Magic, but you continue to prove them wrong. One day you will perfect your Celestial Golem and they will eat their words. You have a very good heart, but are asked to do questionable things for the cause, but you generally can stomach them. The ones you can't stomach you find some way to make it right or help the people out against orders sometimes. Therefore, Master Dakos doesn't fully trust you, but he understands he needs you regardless of what your methods are to the madness in your laboratory.

Magnus is a Archwizard of Celestial Magic, his like has not been seen in recent memory without being absolutely insane. The most outgoing and friendly member of the Rygal Order. He is often sent as the face of the Order to make good relations. An adventurer before joining the Order, his will to help adventurers is admirable.

Body: 200

Weapons: Shield and Spells

Damage: Always has a 300 Point Elemental Lightning Pool Up

Magic: 10/10/10/10/10/10/10/10/30 Celestial, Arcane Imprison x10, Arcane Eldritch (Fire, Ice, Lightning, Stone) Blast 90 x10, 50 Elemental Lightning x10, 50 Elemental Flame x10, 50 Elemental Stone x10, 50 Elemental Ice, Arcane Destroy Undead 70 x10, Arcane Destroy (For Golems if they malfunction) x10, Magic Life x5 (Spirit Locked Magic Items), Magic Cure Serious Wounds 20 x5 (Spirit Locked Magic Items)

Defenses: Immune to Binding, threshold 10, Phase x10, Dodge x5, Cloak Chaos x10, Cloak Binding x10, 200 Arcane Vengeance x10 (Per Formal Rules)

Abilities: Focus, Rift x5, Arcane Regenerate x5, Alchemy 30 Levels, Craftsman Other Golem Research 30 Levels, Craftsman Other Planes Lore 30 Levels

Props: Potions and Vials, Rygal Order Pendant

Costume: Mystic Wood Elf Horns, Long Coat

Motivation: The Rygal Order provides support for the players in return for later favors in moving more into Woodhaven with support of the nobility.

Played By: Chris Colland

Oddity : Fumigation Device

The Device given to them by Magnus Kane will be a one time use “Death Gas” on the Gnawing Ones if they set it off in a Cave on Saturday. If anyone remains in the Cave after the Fumigation Device is set off after 1 minute they will be struck with a “Death” effect should they stay in the Caves. This device would be detonated and they should leave the Banners in front of the Doors to trap the Gnawing Ones in the Caves while the Fumigation kills them. The gas will remain for 1 hour after it is set off so the players need to loot before they set off this device or they have 60 seconds to loot and run!

Running Notes: This module gives the players information on the Gnawing Ones and provides them the only True way to rid the caves of the Gnawing Ones as they are a Termite like insect but mutated and enhanced by Orcamedes. The Device given to them by Magnus Kane will be a one time use “Death Gas” on the Gnawing Ones if they set it off in a Cave on Saturday. If anyone remains in the Cave after the Fumigation Device is set off after 1 minute they will be struck with a “Death” effect should they stay in the Caves. This device would be detonated and they should leave the Banners in front of the Doors to trap the Gnawing Ones in the Caves while the Fumigation kills them. The gas will remain for 1 hour after it is set off so the players need to loot before they set off this device or they have 60 seconds to loot and run!

Oddity : Gnawing Ones Lore

Val'Kaz really turned up the sinister game with this move. He wanted to hit Stonewood where it hurts, their pride. Orcamedes was ordered to construct a vile insect that would burrow into the roots of the Stonewood Trees and poison them to wither them away. This would let Val'Kaz watch the morale of the populace decay like the trees they hold so dear. They were named The Gnawing Ones. Modeled after a termite for its wood destroying properties but magically combined with various other insect species to make them more vicious and venomous.

The Gnawing Ones cannot feed on full grown Stonewood trees that are supernaturally hardened but can feed on the younger Stonewood that has not been time displaced yet. Once they have grown to a suitable size they hollow out huge caverns beneath the trees and lay their eggs which quickly mature into larvae. Because the The Gnawing Ones feed on fear they have a special way they kill their prey. They will paralyze their prey and then while staring in the eyes of their prey they will kill them savoring every drop of fear. The Gnawing Ones fear the Banners of the Fist. They will not advance past them or at you if you brandish a Bloody Fist Banner. This is a weakness that was specially enacted by Orcamedes so that his creation could be controlled.

Breakfast in Pieces

Written By: Brittney Perry

Reviewed By: Mary Courtney

Brief: Late at night, the butchered body of Luca Norwish is brought to the tavern by two Tarrasch Black Pawns to be placed as a grisly message. If the tavern is occupied, the Black Pawns display the body nearby. Their goal is to not get caught but they are not the best at it.

Requirements:

- Run on Friday Night
- Everyone be asleep or as close as possible.

Synopsis:

Two Tarrasch Black Pawns are set with a task. To take the body of Luca Norwish, now in pieces, to the town to be a statement piece. The goal is to display the body in the tavern, but if it is occupied, they will find an alternate site to place him. On the body is pinned a note.

"This is what happens to new blood in this town. Stay away"

On both hands and on the heel of each foot the Tarrasch Symbol is drawn in blood.

The Pawns are kinda incompetent, carrying the body between them, a bag full of parts in hand. They argue between themselves, bickering over the best place to leave him, how they should display the body, the sounds he made while being sliced up, etc. They are careful, but not unduly so, counting on the late hour and darkness to hide them. Once placed, the Pawns will congratulate themselves and go back to their hideout (NPC Shack).

Outcomes:

- 1.Shock, hopefully
- 2.Luca's wife Rose arrives later that day and finds out that her husband has been killed in the module "News of a Friend"

~

Number of Cast Members: 2

Roles: Tarrasch Black Pawn, Chaos Caster, Tarrasch Black Pawn, Fighter

Misc: Tarrach note on the dismembered body of Luca Norwish

Props: Dismembered Body, Dismembered Hands, Dismembered Feet, Note "This is what happens to new blood in this town. Stay away"

Costuming: Unassuming Townsperson

Treasure: Silver, 3 per Pawn

Hook: Two Tarrasch Black Pawns arrive in town with a bag of body parts.

Breakfast In Pieces : Tarrasch Black Pawn, Chaos Caster

*You were once just a normal, albeit down on their luck, townsper-
son. You never thought you would stoop this low, but the utter pow-
erlessness of the orc occupation has you questioning your reality.
Tempted into cruelty and chaos, you cast magic that defies Tyrra it-
self. You do not know the group is employed by the Bloody Fist.*

Body: 60

Weapons: One Handed Weapon

Damage: 5 Normal

Magic: Earth 4/4/4/4/4/4/3/2/1

Defenses: Cloak Command x3, Dodge x3, Resist Charm x3

Abilities: Healing Arts, First Aid, Read and Write, Herbal Lore, Alchemy x10

Motivation: Cruel, Intelligent, Twisted. To do as told by those above you in command

Breakfast In Pieces : Tarrasch Black Pawn, Fighter

Skilled in the fighting arts, you find yourself the muscle for a deadly thieving group. You do not know the group is employed by the Bloody Fist.

Body: 100

Weapons: Two Weapons

Damage: 10 Normal 1h, 15 Normal 2h

Defenses: Resist Physical x3, Return x3, Resist Poison x3, Dodge x1

Abilities: 3 Critical Slay/Parry, Healing Arts, First Aid, Read and Write

Motivation: Cruel, Power hungry, Twisted. To do as ordered.

Breakfast In Pieces : Tarrach Note on the Dismembered Body of Luca Norwish

“This is what happens to new blood in this town. Stay away”

Saturday Morning

2 Modules to run

Hold Back the Day

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The Bloody Fist Raid wakes the Adventurers from their “restful” sleep and reminds them why they came to Stonewood.

Requirements:

- Run on Saturday Morning
- Saturday Morning at 10am

Synopsis: The Bloody Fist are hoping to catch people still in their cabins or sleeping to take captive. Early risers can catch the first Orcish blades of the day! The Fist is relentless and will not rest until they re-plant their banners on Stonewood Tavern and claim it for their own once again and put this insurrection to the sword.

Outcomes:

- 1.The Bloody Fist wake everyone up and take captives. If captives are taken run the module "Bonesaw's Black Site"
- 2.The Bloody Fist are unsuccessful in taking captives but they have shaken the hearts of the citizens with their ruthless tactics but are repelled

~

Number of Cast Members: ALL!!!! THE HORDE IS HERE!!!!

Roles: Bloody Fist Grunt, Bloody Fist Raid Leader, Bloody Fist Shaman

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Treasure: Production Item, Components, Coins

Rumors:

A Message Posted on the Black Anvil Mercenary Scouting Watch Boards

“Our scouting has determined a good pattern on their active hours of operation. The Bloody Fist tend to be active from the hours of 10 o'clock in the late morning till just past the witching hour of Midnight. They seems to retain some semblance of normal sleep patterns that we do and rest at more normal hours. This is not to say they don't have some active at Twilight hours, but they do sleep despite their bold claims”

Hook: Warhorn sounds and Drums pound as the Bloody Fist march from the woods and begin their assault

Hold Back the Day : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Names: Acbaud, Augrith, Ducdig, Sregzaf, Alcmot

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Hold Back the Day : Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Body: 150

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Magic: Vertigo Gas x5, Sleep Gas x5

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Immune Death x3

Abilities: Assassinate x3,, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Stay back and command the Grunts and Scouts mainly but use gases if directly rushed.

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Hold Back the Day : Bloody Fist Shaman

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Reset: 3 times each. You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster.

Names: Brudder, Ulfikh, Uddigh, Aldec, Brushnaush

Body: 100

Weapons: None, Shield for defense if you wish

Damage: 10 Elemental Fire Pool Always active

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door...), Can Rift on 3 Count

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: No (Use Chaos but avoid Death Spells, save them for Life Spells to keep bloody Fist Alive). Kidnap when you can if the person is of value.

Motivation: Shamans are the literal backbone of the Bloody Fist fighting machine. The Grunts take the abuse for you, and you heal their wounds, but you always make wounds that don't heal so easily. You outrank the Raid Leaders in power structure, but you respect their battlefield skill and prowess so unless the command is unsound you will follow it even till death. You are one of 2 Shaman Casters in a Raiding Party. One is always Celestial and the other an Earth caster. You are 100% support for your squadron. Celestial will blow up the PCs while Earth casters keep everyone alive and disable with Chaos.

Tactics: Stay in formation with your Grunts in front of you and beside your Raid Leaders. You play these roles like a PC healer/necromancer/celestial caster would. The players will be confused at your intelligence and use of "sky magics" for a the "common Orc" so use that to your advantage. Kidnap when you can if the person is of value.

If you are the Earth caster of the pairing, KEEP YOUR MEN

ALIVE! When everyone is safe on healing, disable them with Chaos debuffs and Cause Wound spells. Don't waste Death Spells because you will need Life Spells for your Raid Leaders and other Use Necromancy to Harm/Taint Blood/Wither against your enemies, even raise dead on the ones who die during an encounter) to incite fear.

Celestial should use all blast spells and dispel magics to keep protectives off the frontline fighters so the Grunts can beat them down. BLOW THEM UP! Make them fear your spells. Cast protectives, imprison people who rush you.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: You will search players for Magic Items and turn them to the Raid Leaders if martial weapons but keep the Spell Magic Items to use against the players. They can reloot them later from your body.

Open for Business

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: Faerune Leafdancer, Speaker of the Guilds, Voice of Runes Hammer has come to town to announce the reopening of the Guilds of Stonewood! In addition, there have been some additional guilds open to increase trade and prosperity across Stonewood and the greater Elysia during these trying times.

Requirements:

- Run on Saturday Morning
- Lunch Served

Synopsis: Many of the guild members were captured by the bloody fist but they are free now. Faerune Leafdancer goes over how the newly revised Guild structure will work in Stonewood. All of the new and existing guildmasters of Stonewood name are read. New guilds are established. A huge thank you to the Adventurers for bolstering the spirits of the citizens to spring those who were willing to fight to action in aiding Balor and Magnus to recover the missing Guildmasters. Also the Mausoleum of Fallen Heroes is to be opened as a training ground filled with foes from Stonewood past battles, rumor is a great treasure awaits those who can conquer the final level in one attempt this is detailed in the module "Unlucky 13".

Outcomes:

1. The Guilds are reopened and the citizens of Stonewood are able to financial recover from the attacks of the Bloody Fist. Also the Adventurers will be able to access Guild supplies and workshops now

~

Number of Cast Members: 1

Roles: Faerune Leafdancer, Speaker of the Guilds, Voice of Runes Hammer

Misc: Guild Name List

Props: Guilds Names List

Rumors:

Message Posted on Town Square Common Board

“Citizens and Residents of Stonewood! I am Faerune Leafdancer, formerly of the Stonewood military in my younger days and some of you may know me from my work locally with trade and mercantile. I would like to announce that all Guildmasters that the Bloody Fist had taken from Stonewood have been safely recovered, healed to full health, checked for enslavements, and had their spirits examined to make sure they can return to their duties. In brief, the Guilds of Stonewood will be fully reopened at Noon of this Markets gathering! I will be present to read the list of Guildmasters of the previously established guilds and the newly formed guilds so that we may expand our business ventures as proud Stonewood Dwarves!”

I look forward to speaking with everyone at the Market gathering in 3 weeks,

Faerune Leafdancer, Speaker of the Guilds, Voice of Runes Hammer

Hook: Faerune comes to town at Lunchtime to announce the return of the Guilds and gathers all in attendance.

Open for Business : Faerune Leafdancer, Speaker of the Guilds, Voice of Runes Hammer

A loyal citizen of Stonewood, you were among the first to be taken into chains when the Bloody Fist arrived. They tried to tell you how things were and you were not having it and you killed quiet a few before they stopped you and took you out of town unconscious as a captive. You remember the old days of proud Stonewood Dwarves and the conditions you returned under disgust you!

Not a fan of Mayor Durag AKA “Lil Bristle”: The only thing this clown has done is keep the people of Stonewood alive. Other than that he is a spineless coward you would like to see hung from the town square for treason against the 9 families. You will not be particularly quiet about this either. You are a proud Stonewood Dwarf and former military of Stonewood so your voice will be loud and clear about why he needs to be “retired”

Your Old Friend Haddix: Haddix served with you in the Stonewood military, finest archer Stonewood had seen in many years till the damn Bloody Fist severed his hand with some chaos tainted dagger and a weird ritual preventing its regrowth. You will always embrace this old friend when you see him in town. If anyone speaks ill towards him you will become very defensive and protective of your old brother in arms.

Body: 60

Weapons: Short

Damage: 5 Magic

Magic: 5/5/5/5/5/5/5/5/5 Earth, 10 Levels Earth Formal

Defenses: Resist Poison x5, Resist Sleep x3, Resist Charm x3, Dodge x1

Abilities: Healing Arts, First Aid, Read and Write, Read Magic, Alchemy x10, Craftsman Other Military Training x10, Craftsman Other Tradesman x10, Craftsman Other Merchant x10, Craftsman Other Brewing x10, Smithing x10

Motivation: Restore Stonewood through trade and mercantile! The Bloody Fist oppressed your people and broke their will over a years' time, this cannot stand and will be repaired. You were kept as a prisoner with most of the Guildmasters in less than hospitable conditions but they were manageable, you assumed you would be killed any day. Now you have the chance to make a lot of coin and restore hope to Stonewood, the people need to see Stonewood with a strong guild presence. Let them feel the Guilds will stand with them against the wrath of the Bloody Fist.

Open for Business : Guild Name List

Guild Council led by the Triumvirate known as the “Circle of Runes Hammer”.

Gamlin Fair oak (Rangers/Scouts/Mercenary)

Anoul Bowerbane (Cutters, Harvesters, Brewers)

Thrum Oakrider (Alchemists, Healers, Celestial)

- Gelth Treehawk, Alchemists Guild
- Wurim “Bonemender” Leafdancer, Healers Guild
- Fuli Oakrider, Rangers Guild
- Glaen Barkborer, Cutters Guild
- Humri Silverlode, Scouts Guild
- Balor Ironleaf, the Black Anvil Company, Mercenary Guild
- Sorin “Thunderhawk” Leafdancer Celestial Guild
- Luiki Strongbow, Harvesters Guild (Harvesters cover Grain and Mining)
- Gilig “Firebrew” Bowerbane, Brewers Guild

Saturday Early Afternoon

8 Modules to run

Clearing the Garbage

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: The Rat Pack

Brief: Town Leadership is having a problem getting people to clear out the rats at the city's refuse center. They have turned to the adventurers to clear out the dump.

Requirements:

- Run on Saturday Early Afternoon

Synopsis: The city's dumping area has been overran by Giant Sewer Rats. These rats are stronger than their grain fed counterparts. They are more aggressive and will attack anyone that comes within 10 feet.

Outcomes:

- 1.The PCs clear the area of Sewer Rats
- 2.The PCs fail to clear the area of Sewer Rats

~

Number of Cast Members: 6

Roles: Giant Sewer Rat, Goodwin Copperriver

Misc: Rat Poster

Props: megaphone, Rat Tail for Treasure, Rat Posters to hand out

Costuming: Brown or Gray Tabard, Rat Mask, Rat Tail, Stonewood Official clothing

Treasure: Rat Tails

Hook: Goodwin Copperriver with a mission from the city

Scenes:

In Game: City Dump You are at the city's refuse site. All waste products from the city come here. The smell is overpowering and being here will cause weakness and disease. Every 60 seconds, the marshal throws a packet into the air above the PCs as randomly as possible, calling Cause Weakness or Cause Disease. **Out of Game:** Tarps over boxes either inside or outside. This is a module that requires a bit more imagination on the part of the players to "imagine" a dump when we will have a hard to represent it. **Flee Point:**

Non Standard Effects: Rats can heal on a ten count from food sources twice

Clearing the Garbage : Giant Sewer Rat

Squeak! You are a Giant Sewer Rat. You live where there is decay and food. The garbage dump is the perfect home for you. You are somewhat aggressive, only attacking if approached within 10 feet by a non-rat. You love to stay in a group and attack as one if needed. You have no interest in the Stonewood Seed Grain.

Body: 30

Weapons: Claws/ Longsword

Damage: 5 Disease

Abilities: - Rip from Pin/ Blind - Ability to Heal x2- On a TEN count [one I feed, two I feed, etc...] a Giant Field Rat can heal if there is a food source available [Food sources include, Plot designated garbage dumps, other Plot designated feeding areas, grain piles, etc.] - Physical Strike Cause Weakness x5 - Dodge x1

Props: 82, 97, 116, 32, 84, 97, 105, 108, 32, 102, 111, 114, 32, 84, 114, 101, 97, 115, 117, 114, 101

Motivation: To eat trash and decay

Speech: Animal Squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, will attack if something gets within 10 feet.

Movement: Wondering, Drawn toward food source, tend to stay together

Clearing the Garbage : Goodwin Copperriver

You are the director for the Stonewood Pest and Sanitation Department. You have information on the rats and their known traits and behaviors. You take your job very seriously, and believe you are a very important stop gap to mass illness and death. The bounty was your idea.

Body: 50

Props: Rat Posters to hand out

Motivation: To rid the city of rats and to see to the completion of several tasks to do so. To recruit adventurers into completing tasks and participating in the bounty.

Clearing the Garbage : Rat Poster

There are three breeds of rats in the city

Giant Field Rats are primarily found around the farms and food stores. The Giant Field Rats want only to eat and multiply, and dislike fighting to the point where they will only attack if attacked first and they will defend one another if one is attacked.

Sewer Rats have primarily lived in the sewer, as the name suggests, but now are so prolific that they are moving into and are making the refuse site unsafe to use. These rats can cause weakness and disease if they get too close to someone, and if in a large group, they are aggressive and can be a threat.

Bloody Rats are field and sewer rats who have are now crazed. They have acquired a taste for blood and flesh somehow, and are not shy about getting it. In large groups, they have been known to even kill without provocation. If that wasn't bad enough, they are now venturing close to town. The rats are are breeding at an extraordinary rate thanks to a mild winter, an early spring, and thousands of pounds of grain and other foodstuffs left over from the Orc army. The city did not know about the rat patrols, and didn't know to continue them.

Bloody Rats are named such because their fur is usually matted with what people think is blood. No other difference has been observed between the aggressive rats and the non aggressive rats physically.

Unspoiled Caves 1 - Rats

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: [Orc Invasion The Gnawing Ones]

Brief: Adventurers attempt to exterminate the Gnawing Ones who have infested the root system of some of the trees of Stonewood by using a Fumigation Device provided by the Rygel Order in the module "Oddity". This Cave is the first in the series, Bloody Rats are skulking around the cave and hiding from the Gnawing Ones while looking for some Orc blood to feed on.

Requirements:

- Run on Saturday Early Afternoon

Synopsis: This is 1 of 10 modules, increase in difficulty both in terms of what they will fight but more importantly HOW they will fight. Each Cave has a Bloody Fist Banner at the entrance of the Cave, just inside the Mod shack door. The Banners are VERY important to these modules, the Gnawing Ones are afraid of the Banners. They will not advance past them or at you if you brandish a Bloody Fist Banner. The players may move the wooden base with the Bloody Fist Banner through the Cave to "control" the way the Gnawing Ones engage the Players. The Gnawing Ones will not leave the Caves to pursue the players under any circumstances.

Outcomes:

- 1.The PCs will enter the Cave to engage the Gnawing Ones and defeat them to stop their destruction of the Stonewood Trees from the roots. Once they are all dead they set off a Fumigation Device to prevent that Tree from being infected further and allow it to heal.
- 2.The PCs fail to stop the Gnawing Ones and they continue to gnaw away and the Stonewood Roots to destroy them with enough time

~

Number of Cast Members: 7

Roles: Adult Gnawing Ones x3, Bloody Rats x4

Props: Bloody Rat Mask and Tail,, Bug Costuming, Green Tabard, Bloody Fist Banner and Base

Treasure: Production Item, Components, Coins

Hook: The module "Know Your Enemy" provided the players with a map and information on the Gnawing Ones, but Magnus Kane brought them a Fumigation Device and gave them a detailed run-down how to defeat these creatures. Now it is upto the Adventurers to clear them

Scenes:

In Game: Stonewood Forest under Stonewood Tree **Out of Game:** (OOG) Mod Shack - The Gnawing Ones will stop creeping around to stalk their prey when they hear players and they two creatures will come to an understanding that these are both enemies of the Bloody Fist. **Flee Point:** Mod Shack Door

A Stolen Child

Written By: Brittney Perry

Reviewed By: Mary Courtney

Brief: A child is taken from in front of his parents. The father chases the group to a cave out of town. He has returned to try to find help in retrieving his child.

Requirements:

- Run on Saturday Early Afternoon

Synopsis:

A distraught father, Varyn Gilchek comes running into town. He can be heard calling for help from a far distance [ex. "Please! You have to help me! Someone! They took him!"] After he recovers from his run, he tells whoever will listen that, "Some people. They just snatched little Charlie right out from in front of our home!" He produces a smudged paper with a shepherd's crook [Tarrasch] symbol that was left in the wake of the kidnapping. If questioned thoroughly, and if pressed for a reason, the father will admit that he couldn't pay his tithe to the Bloody Fist, due to poverty, and assumes his son was taken in payment.

He followed the kidnappers into the wilderness surrounding Stonewood and to a cave with a small entrance. After pausing for breath, he realized that he ran into a fight with no weapons and no backup. Reluctantly, he doubled back to town with the hope of gathering a party to help rescue his son. While the father sought help, the child was killed. When the PCs enter the cave, they are set upon by the Tarrasch Pawns, then the Bishop. The Bishop will flee when there is a chance of being defeated. Each Black Pawn will give a silver, each White Pawn a gold, the bishop multiple gold. If the Tarrasch win the fight, someone is marked by the Tarrasch in blood and the rest are left for dead/ or are stabilized/ robbed/etc. The Bishop will rob the PCs of their magic items and keep them on his person.

Outcomes:

- 1.The PCs go to the cave and lose to the Tarrasch Pawns and Bishop, they are left for dead or stabilized, robbed, and left in the cave.
- 2.The PCs go to the cave and kill all the Tarrasch Pawns and find the child dead. They were able to protect the father and can help the father bury his child.
- 3.The PCs beat the Tarrasch at the cave, but the father dies.
- 4.If the PCs are able to eliminate the Tarrasch in the cave, they still have lost the child. The child's father, if he survives, will be understandably upset and heartbroken. He removes the child's body from the cave and want to bury him.

~

Number of Cast Members: [1 plus 4 or more - 1-Varyn 1+ Bishop 1+ Leviathan 1+ Fighter 1+ Chaos Caster]

Roles: Qel'zak Elos-Tarrasch Bishop, Litch, Tarrasch Black Pawn, Chaos Caster, Tarrasch Black Pawn, Fighter, Tarrasch White Pawn- Leviathan, Lesser, Varyn Gilchek

Props: Dead Child Body, Sheet to Cover Dead Body, Two Door Stops, Tarp to Cover Door, Staple Gun and Staples, smudged paper with Shepard's crook Tarrasch Symbol

Costuming: Unassuming Townsperson, Hulking Rotting Corpse, Poor townsperson clothes

Hook: Father comes into town, gets help to rescue his son

Scenes:

In Game: A cave one hour away from the city by foot, 25 minutes by horse. 6.4 miles. **Out of Game:** Cabin or cave like area. The cave has a narrow entrance [two door stoppers to hold the door steady]. If possible, a low entrance should be created using a black plastic tarp covering the doorway, forcing the PCs to duck as low as a crouch. The child's body is placed at the back of the cave, sitting on the floor, covered with a sheet. The body is of a toddler sized child with the Tarrasch symbol painted on their forehead. **Flee Point:** Out of sight of the door of the cabin

Running Notes: - Scene Discription: The enterence to the cave is narrow [door stop used to hold door]. Once inside, the cave opens up to a chamber the size of a cabin. The cave has the look of being used, there is blood smeared on the walls and bones littering the floor. - Order of importance in filling NPCs: Varyn Gilchek, Tarrasch Bishop, Tarrasch White Pawn-Leviathan, Tarrasch Black Pawn- Chaos Caster, Tarrasch Black Pawn- Fighter - Varyn should be driven in finding his son, even to his own detriment - Varyn is a widower with a child from his deceased wife. - The Pawn's goal is to beat down the PCs. - The Bishop robs the PCs of magic items, which go into the Tarrasch cashe.

A Stolen Child : Qel'zak Elos-Tarrasch Bishop, Litch

You are a Litch, the strong arm of the Tarrasch. You carry out orders given directly from the King, and no other. You have your suspicions on who really calls the shots here, but life is good, and you don't ask any questions.

abilities:

- Magic Create Undead x8
- Magic Desecrate x4
- 20 Elemental Ice x5
- Arcane Fear x4
- Control Greater Undead by Voice

Reset: Yes, respawn from bottle after 3 days

Body: 200

Weapons: Claw

Damage: One Handed 7 Magic Drain/ Two Handed 10 Magic Drain

Magic: 5/5/5/5/5/5/5/5/5 Earth, 20 Levels Formal Magic

Defenses: No Metabolism, Focus (Cast in Body), Resist Magic x3, Phase x3, Dodge, Cloak Command x5, Bane Binding x5, Rips From Pin/Bind/Web/Confine

Motivation: Cruel, Intelligent, Twisted, to carry out your orders and further the goals of the Tarrasch

Tactics: Save Level 7 spells for create undead

A Stolen Child : Tarrasch Black Pawn, Chaos Caster

*You were once just a normal, albeit down on their luck, townsper-
son. You never thought you would stoop this low, but the utter pow-
erlessness of the orc occupation has you questioning your reality.
Tempted into cruelty and chaos, you cast magic that defies Tyrre it-
self. You do not know the group is employed by the Bloody Fist.*

Body: 60

Weapons: One Handed Weapon

Damage: 5 Normal

Magic: Earth 4/4/4/4/4/4/3/2/1

Defenses: Cloak Command x3, Dodge x3, Resist Charm x3

Abilities: Healing Arts, First Aid, Read and Write, Herbal Lore,
Alchemy x10

Motivation: Cruel, Intelligent, Twisted. To do as told by those
above you in command

A Stolen Child : Tarrasch Black Pawn, Fighter

Skilled in the fighting arts, you find yourself the muscle for a deadly thieving group. You do not know the group is employed by the Bloody Fist.

Body: 100

Weapons: Two Weapons

Damage: 10 Normal 1h, 15 Normal 2h

Defenses: Resist Physical x3, Return x3, Resist Poison x3, Dodge x1

Abilities: 3 Critical Slay/Parry, Healing Arts, First Aid, Read and Write

Motivation: Cruel, Power hungry, Twisted. To do as ordered.

A Stolen Child : Tarrasch White Pawn- Leviathan, Lesser

You are undead, once someone who was abducted by the Tarrasch. Your only goal now is to rend the living.

Body: 200

Weapons: Use any weapon skill or style

Damage: Claws Short- Long 5 Normal/ Longsword 6 Normal/
Two Hands 11 normal

Defenses: No Metabolism/ Half Damage from Weapons/ Immune
To- Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice

Abilities: Rips from Pin/ Bind/Web/Confine

Motivation: Rend the living, Mindless Intelligence

Movement: Wandering, Pack

A Stolen Child : Varyn Gilchek

You are Varyn, a single, widowed father who is not well off. You were forced to choose between food and your tithe to the Bloody Fist, and you chose food. The payment for making such a choice is steep. The Tarrasch have abducted your son Vosnic “Nic” in payment, and you have come to town to find a group willing to rescue him.

Body: 50

Motivation: To save your son Nic Gilchek

Speech: Panic

Tactics: You are not a fighter. It shows.

Movement: Frantic

Conqueror's Oath

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: Loken Oakrider challenges the Mayor Lil Bristle to honor combat. Lil Bristle enlists a Bloody Fist Honor Guard to defend him and when the honor guard is defeated and Lil Bristle is executed Lil Bristle transforms into an Alpha Panthergast and attempts to kill the town.

Requirements:

- Run on Saturday Early Afternoon
- Saturday at Noon, Mayor Durag is alive

Synopsis:

This module is the execution of Mayor Durag in a honor combat form. Mayor Durag enters the tavern for a drink of his Bristle Brock, but unknowing to him Loken Oakrider followed him to publicly challenge him to a contest of Dwarven Might for his title of Mayor, in the Old Ways of Stonewood. The terms of the combat are No Magic, Just Strength of Arms. Any Stonewood Dwarf worth his salt would not back down from such a serious challenge, but Mayor Durag plays his age and injuries and elects for the Rite of a Champion. Not surprised by this cowardly choice, Loken grants him 30 minutes to name, find his champion, and return to the Tavern for the Duel to take place so that Honor may be settled.

Mayor Durag brings a Bloody Fist Honor Guard for his champion, securing his downfall either way. Upon Durag's death he Transforms to a Alpha Pantherghast Dwarf, a hold is called and the NPCs swap out for a "Transformed" Alpha Panthergast version of Mayor Durag. Friday night after refusing the terms of Welcome to OrcTown, as a final insult to Durag and his submissiveness to the Fist, Vel'Kaz ordered that a transformation ritual be case upon Mayor Durag because he knew Mayor Durag was on borrowed time. A group of Bloody Fist waited for Mayor Durag at his house and forced a Curse of Transformation Alpha Pantherghast on Mayor Durags spirit and then Forget-It-Well his memory so he doesn't remember the act but he knows what is on his spirit. When he woke up he had a note on his chest "Tell no one about your spirit changing or your whole town DIES!!!! And the letter was signed ~V

Outcomes:

- 1.Loken will challenge Mayor Durag and defeat his champion, the execution of Mayor Durag will be left to Loken but he will defer the sentencing to Baron Hadukkel.... If Mayor Durag is killed he transforms into an Alpha Pathergast.
- 2.Loken is defeated and Durag chooses to "spare" Loken as a sign of good faith since he was trying to do the right thing but obviously the spirits weren't on his side.

~

Number of Cast Members: 4

Roles: Mayor Anak “Lil Bristle” Durag, Bloody Fist Honor Guard, Alpha Pantherghast, Transformed Mayor Durag

Misc: note on lil bristle

Props: Cane/Walking Stick

Makeup: White face makeup and black stripes

Costuming: NO DWARF BEARD (it was shaved as an insult and sign of your submission), Hat, Noble Clothing, Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Rumors:

Rumor Circulating the Town

“A Dwarf with the likeness of one of Stonewoods original heroes has been seen around town. Though his clothing and weapons may have changed, there is no mistaking his Red beard and his helmet. His voice inspires courage and confidence in those around him. Though he was thought to be long dead or moved onto Golden Halls, Loken Oakrider was his name. If this really is Loken, then the Bloody Fist are in for a world of pain!”

Hook: Mayor Durag enters the Tavern for a Drink and Loken pursues him to challenge

Transformations: Lil Bristle transforms into an alpha Pantherghast on death.

Conqueror's Oath : Mayor Anak "Lil Bristle" Durag

You have been left in charge by orcs due to your docile nature and your lack of drive. You work to ensure that the populace complies with the Accords of the Fist and work with the orcs take care of any problems. This arrangement has worked out pretty well for you, leading to you having a very nice home outside of town and a position of power that you never would have had under more normal circumstances.

Demand Obedience - Demand that any outsiders that arrive follow the rules of the occupation. Reference how safe things are with the Changed Ones patrolling.

Rude - Whenever anyone is talking cut them off. Don't let them get in a word edgewise when they are speaking to you. Walk away when you feel you have "won" the conversation.

Cowardly - If you are actually threatened in a meaningful way attempt to run. If that fails plead. If that fails cry. You got to this place by your cowardice and if pressed that cowardice will come through.

Shaved Beard - You have had your beard shaved by the orcs because they think it's funny. They call you "Lil'Bristle" and laugh about it. You don't think it's very funny but you laugh along.

- Your best friend is Thorum Fairoak the town drunk. You guys go way back to when he ran his Jeweler Shop "Thorums Emporium". You will do anything for this guy!

- He got you out of a lot of trouble when the Bloody Fist took over Stonewood. He knows you aren't the best choice for Mayor but he talks you up saying you are doing 'the best you can' and it has worked thus far.

TRANSFORMS: CURSE OF TRANSFORMATION ALPHA PANTHERGHAST:DWARF (see "Transformed Mayor Durag")

Body: 10

Weapons: a Copy of the Accords of the Fist

Props: Cane/Walking Stick

Conqueror's Oath : Bloody Fist Honor Guard

You are the cream of the crop. You have clawed your way from the Scouts to the highest rank under General and Warlord. You are a terrifying warrior and skilled spellcaster. Your blessing from The Black Shadow have granted you a power unlike the others. You will gladly give your life for the Warlord or your General. Everyone under you stands out of your way and respects you fiercely. A disrespect to you is a disrespect to the Warlord himself!

Body: 250

Weapons: None, Shield for defense if you wish

Damage: 20 Magic

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, Coordinate with other Honor Guard NPCs) ~ MAY SPELL STRIKE THEIR MAGIC TREE~ May Take Vertigo Gas x5, Sleep Gas x5 If they Choose

Defenses: Resist Poison x5, Cloak Flame x5, Immune to Binding,, Will to Live (Racial), Resist Sleep x5, Resist Fear x5, Dodge x5, Phase x5, Immune Death, 100 Arcane Vengeance when Killing Blowed, Threshold 10

Abilities: Slay/Parry x4 Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow: Yes Raise dead on the ones who die during an encounter) to incite fear.

Motivation: You are the ELITE of the Bloody Fist!!! Slay Them All! Be an absolute savage! Scream/growl/roar when you get into battle. Out of Combat stand silent unless commanded to fight or attack. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. You ONLY Answer to the Warlord Ahroun himself or the Generals, go wild!

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Conqueror's Oath : Transformed Mayor Durag

Friday night after refusing the terms of Welcome to OrcTown, as a final insult to Durag and his submissiveness to the Fist, Vel'Kaz ordered this to be done cause he knew Mayor Durag was on borrowed time then, a group of Bloody Fist waited for him at his house and forced a Curse of Transformation Alpha Pantherghast on Mayor Durags spirit and then Forget-It-Well his memory so he doesn't remember the act but he knows what is on his spirit. When he woke up he had a note on his chest "Tell no one about your spirit changing or your whole town DIES!!!! And the letter was signed ~V

makeup: White face makeup and black stripes

2 Claws

THIS IS A CURSE OF TRANSFORMATION ALPHA PANTHERGHAST

Body: Add 10 Body (210 Total)

Killing Blow: true

Motivation: KILL ALL DWARVES!!!!!!

Conqueror's Oath : Alpha Pantherghast

Body Points: 200

Strength Bonus: 16

Threshold: 12

Rips From: Pin/Bind/Web/Confine

Movement: Wandering

Type: Extra-Planar

APL: 30

Intelligence: Normal

Society: Solitary

Motivation: Slay a Particular Race

Armor: By Class

Offensive Abilities: Will Possess Skills as PC, Carrier Attack - Drain Life, Alpha Pantherghast Gains the Skills of a Person Designated in The Circle of Power at the Time of Summoning

Defensive Abilities: Affected by Magic, Add Character Body, No Metabolism, Only Affected By Target Race,, Repel All Other Races 10 Feet, Phase x5, Return Magic x5, Renew on 60 Count, Return Waylay x5

Vulnerabilities: Immune to Healing and Life

Weapon Use: By Skills

Claws: Short/Long

Base Damage Call: Small Weapon - "9 Drain Life" Short/Longsword - "10 Drain Life"

At Death: Vanishes

Healed By: Special (Immune to Healing and Life)

Immune To: Sleep, Charm, Poison, Death, Paralyze, Necromancy, Drain, Feeblemind, Vertigo

Protectives: May Have

Descriptive Phrase: Large Skeletal Panther

Costuming:

Conqueror's Oath : Note on Lil Bristle

"Tell no one about your spirit changing or your whole town
DIES!!!!

And the letter was signed ~V

Unlucky 13

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: Balor Ironleaf reopens the Mausoleum of Fallen Heroes and explains the importance of this Mausoleum and his ancestor dying upon the ground it was built. He also explains that great treasure awaits those who venture the depths.

Requirements:

- Run on Saturday Early Afternoon
- Open for Business has been ran.

Synopsis: Balor Ironleaf takes those interested to the Mausoleum of Fallen Heroes and casts a Dwarven ritual he knows in addition to a Purify Earth cantrip to ward off the malicious spirits guarding the entrance. The Mausoleum of Fallen Heroes is a training ground filled with foes from Stonewood's past battles. Rumor is a great treasure awaits those who can conquer the final Floor in one attempt. The Mausoleum is a living artifact of the land and may produce items that adventurers need to retrieve for important quests in Stonewood and Woodhaven.

Outcomes:

- 1.The Mausoleum is reopened and adventuring parties of 6 or less may enter to see how far they can go without exiting.
- 2.No one enters upon the opening, but the Mausoleum is left standing open for any challengers, nothing can escape it but anyone can enter

~

Number of Cast Members: 6 (Balor to hook and 5 NPCS standby for Mausoleum)

Roles: Balor Ironleaf

Props: Balor Costume, Mausoleum NPC Tabards

Treasure: None unless they enter then normal Coins, Comps, Production, Alchemy

Rumors:

Message Left on the Tavern Wall

“Adventurers of Stonewood, the Mausoleum of Fallen Heroes traces back to my ancestor Feaolin Ironleaf when he defeated the great giant Tho’rek the Terrible in ancient Stonewood. Upon his dying breath, Feaolin brought the giant Tho’rek to his final death but fell to his wounds aswell. This breed of giant was only able to be killed by old age or a weapon forged of the land of Stonewood, thus the forging of his weapon Foereaver. The Mausoleum is meant to be a training ground for everything we have faced as a society and a people since Stonewood took its first breath. With ancient Dwarven magics i dont fully understand myself, this structure will change and aid adventurers by producing items they seek magically IF they can traverse the creatures it beholds. Do not worry, nothing can escape its walls. I will explain more at the Market Gather in a few weeks, but the Mausoleum of Fallen Heroes will be reopened for anyone who is brave enough to test their spirit and body against great foes new and old!

Balor Ironleaf

Captain and Guildmaster of the Black Anvil Mercenary Company

Hook: Balor comes to town to take those interested to the Mausoleum for its purification and reopening

Running Notes: This module starts as a Roleplay encounter to reopen the Mausoleum of Fallen Heroes in Stonewood but can turn into a combat module if they players choose to enter. The Mausoleum will allow 6 adventurers in at once to test their might in the depths. This Mausoleum has a magic training property that makes adventurers into the heroes of legend in Stonewood. There will be 13 floors of monsters with increasing difficulty on each floor. Players will be sent here for various quests to retrieve items with side rooms after defeating a set number of floors

Mausoleum Floor NPCs 1-13 Prepped

Unlucky 13 : Balor Ironleaf

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Storyteller: Balor is a gruff old grumpy Dwarf but a very honorable one. He has seen more battles with the monsters of Elysia than he cares to remember. You can always get him to talk about his glory days over a nice warm pint. No one knows the town of Stonewood better than Balor, he keeps tabs on everyone for the greater good of the town. Depending how the PCs interact with him, he will start to open up about rebellion or laugh at their dreams of liberating the town of Stonewood.

Healer of Last Resort: If the PC group has no healer and none is available, allow the PCs to choose to come back later to Balor can be convinced to go if no one else in town will go. But he will insist this be something he must be a part of that it is “not his story”

Body: 160 (40 Armor)

Weapons: Any (Sword and Shield normally)

Damage: 10 Magic (Silver Base Sword)

Magic: 5/5/5/5/5/5/5/5/5 Earth, 20 Levels Earth Formal

Defenses: Resist Poison x5, Resist Sleep x5, Resist Charm x5, Resist Physical x5, Dodge x3

Abilities: Slay/Parry x4, Healing Arts, First Aid, Read and Write, Read Magic, Craftsman Other Mercenary x20, , Craftsman Other Guildmaster x20, Craftsman Other Brewing x20, Smithing x20

Motivation: Restore Stonewood to its former glory and drive the Bloody Fist into the Earth! Rebuilding the Guilds system of Stonewood to rebirth the Black Anvil Company

Played By: Chris Colland

Get to the Choppa

Written By: Chris Colland

Reviewed By: Mary Courtney

Plotline: Reforge Foereaver

Brief: Balor has had a vision of the first shard of Foereaver in the Mausoleum of Fallen Heroes just past a room of black horned monsters in a room with snoring. The players can acquire this piece of Foereaver by going on a special run of the Mausoleum of Fallen heroes.

Requirements:

- Run on Saturday Early Afternoon
- Open for Business module has been ran

Synopsis: The Mausoleum of Fallen Heroes is now open! Balor Ironleaf has had a vision of a piece of the Artifact weapon Foereaver in the Dungeon just past “just past a room of black horned monsters” (Floor 3) in a room with loud snoring. Balor comes to the players after the opening of the Mausoleum and tasks them with retrieving the shard of Foereaver for the quest to reforge it and will reward them.

Outcomes:

- 1.The PCs defeat 3 floors of the Mausoleum and the side passage to get the shard of Foereaver
- 2.The PCs fail to retrieve the shard of Foereaver and it will remain till it is recovered but may move deeper with passing events

~

Number of Cast Members: 6

Roles: Balor Ironleaf, Black Unicorn, Deep Troll, Jumping Spider, Mountain Giant

Props: Shard of Foereaver, Lever

Costuming: Black Tabbard, Dark Blue Tabards, Brown Tabards, Red Tabards

Treasure: Production Item, Components, Coins, ***Ring of the***

Champion **Description:** A ring that may be tarnished and faded to the echoes of time but still radiates the the spirit of the Hero who wore it **Duration:** 1 Year **Effects:** 2 Times per Day Refit Armor, 2 Times per Day Cure Mortal Wounds 40, 1 Time per Day Poison Shield)

Rumors:

Adventurers, I have had a vision, Foereaver called out to me. I know where a piece of it is being kept that isn't in the hand of the Bloody Fist. Come ask me after the Mausoleum is reopened on the second day of the market this gather. I can give you its location but I won't post it here because the Bloody Fist might try to intercept. This weapon is something they fear, that is all I can say.

Balor Ironleaf

Captain and Guildmaster of the Black Anvil Mercenary Company

Hook: Balor comes to the tavern seeking 5-6 brave adventurers to quest into the Mausoleum of Fallen Heroes for a shard of Foereaver

Scenes:

In Game: Mausoleum floor 1 **Out of Game:** Mod Shack - Jumping Spiders monsters **Flee Point:** Mod Shack Door

In Game: Mausoleum floor 2 **Out of Game:** Mod Shack - Deep Trolls monsters **Flee Point:** Mod Shack Door

In Game: Mausoleum floor 3 **Out of Game:** Mod Shack - Black Unicorns monsters - with Lever prop. Once the lever is engaged it opens the door to the HIDDEN ROOM. **Flee Point:** Mod Shack Door

In Game: Mausoleum HIDDEN ROOM **Out of Game:** Mod Shack - Mountain Giants monsters start out sleeping. The players can stealth in and take the shard of foereaver and leave if they choose or fight the Giants. If they grab the Shard and run, they can escape. If they engage they will receive the Magic Item Ring of the Champion from of the 5 Giants. This room is pays homage to the final fight where Faeolin Ironleaf fell fighting the True Giant. **Flee Point:** Mod Shack Door

Running Notes: This module will scale in its difficulty with how the players engage the Mausoleum itself. . Be careful with your PC group you pull for this about Floor 3 since the Black Unicorns have 3 Spellstrike Death's and can deliver their 4 block as Magic.

Get to the Choppa : Balor Ironleaf

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Storyteller: Balor is a gruff old grumpy Dwarf but a very honorable one. He has seen more battles with the monsters of Elysia than he cares to remember. You can always get him to talk about his glory days over a nice warm pint. No one knows the town of Stonewood better than Balor, he keeps tabs on everyone for the greater good of the town. Depending how the PCs interact with him, he will start to open up about rebellion or laugh at their dreams of liberating the town of Stonewood.

Healer of Last Resort: If the PC group has no healer and none is available, allow the PCs to choose to come back later to Balor can be convinced to go if no one else in town will go. But he will insist this be something he must be a part of that it is “not his story”

Reset: No Resawns in the Mausoleum. Once you are dead you are dead unless the other NPCS can bring you back using their skills if intelligent enough to do so

Body: 160 (40 Armor)

Weapons: Any (Sword and Shield normally)

Damage: 10 Magic (Silver Base Sword)

Magic: 5/5/5/5/5/5/5/5/5 Earth, 20 Levels Earth Formal

Defenses: Resist Poison x5, Resist Sleep x5, Resist Charm x5, Resist Physical x5, Dodge x3

Abilities: Slay/Parry x4, Healing Arts, First Aid, Read and Write, Read Magic, Craftsman Other Mercenary x20, , Craftsman Other Guildmaster x20, Craftsman Other Brewing x20, Smithing x20

Motivation: Restore Stonewood to its former glory and drive the Bloody Fist into the Earth! Rebuilding the Guilds system of Stonewood to rebirth the Black Anvil Company

Played By: Chris Colland

Get to the Choppa : Black Unicorn

Reset: No Respawns in the Mausoleum. Once you are dead you are dead unless the other NPC's can bring you back using their skills if intelligent enough to do so

Body Points: 100

Strength Bonus: 6

Rips From: Pin/Bind/Web

Movement: Wandering

Type: Animal

APL: 12

Intelligence: Normal

Society: Solitary

Motivation: Corrupt the Woodlands

Armor: None

Offensive Abilities: Spellstrike Cause Mortal Wounds x6, Spellstrike Death x3, Magic Curse x3, Pyramid Delivered as "Magic"

Defensive Abilities: Return Magic x3, Dodge x5, Return Waylay x2

Vulnerabilities: Double Damage from Healing, May Not Cast Healing

Spells: Earth

Pyramid: 4,4,4,4,4,4,4,4

Weapon Use: None

Claws: Short/Long

Base Damage Call: Small Weapon - "4 Normal"Short/Longsword - "5 Normal"

At Death: Remains

Healed By: Necromancy

Immune To: Sleep, Charm, Poison, Feeblemind, Vertigo

Protectives: May Have

Costuming: Black Tabbard

Get to the Choppa : Deep Troll

Add 35 Body (100 Total)

Add +4 to Weapon Damage (1h 20, 2h 15)

Add +1 Slay

Reset: No Respawns in the Mausoleum. Once you are dead you are dead unless the other NPC's can bring you back using their skills if intelligent enough to do so

Body Points: 65

Strength Bonus: 8

Threshold: 5

Rips From: Pin/Bind/Web/Confine

Movement: Wandering

Type: Trolloid

APL: 9

Intelligence: Normal

Society: Civilized

Motivation: Conquest

Armor: By Class

Offensive Abilities: May Possess Skills as PC

Defensive Abilities: Add Character Body, Return Waylay x1

Claws: None

Base Damage Call: Small Weapon - "5 Normal"Short/Longsword
- "6 Normal"Two Handed - "11 Normal"

At Death: Remains

Healed By: Healing

Immune To: None

Protectives: None to Start

Descriptive Phrase: Large Dark Black Trolls

Costuming: Dark Blue Tabards

Get to the Choppa : Jumping Spider

Reset: No Respawns in the Mausoleum. Once you are dead you are dead unless the other NPC's can bring you back using their skills if intelligent enough to do so

Body Points: 20

Strength Bonus: 4

Rips From: Immune

Movement: Wandering

Type: Arachnoid

APL: 6

Intelligence: Animal

Society: Solitary

Motivation: Spawn Young and Feed

Offensive Abilities: Physical Web x2

Defensive Abilities: Dodge x2

Claws: Short/Long

Base Damage Call: Small Weapon - 3 Normal Short/Longsword - 4 Normal

At Death: Remains

Healed By: Healing

Immune To: Binding

Protectives: None to Start

Descriptive Phrase: Large striped spider

Costuming: Brown Tabards

Get to the Choppa : Mountain Giant

Add 30 Body (100 Total)

Add +4 to Weapon Damage (1h 20, 2h 15)

Add +1 Slay

The NPCs will start out sleeping as the Mountain Giants, they can stealth in and take the shard and leave if they choose or fight the Giants. If they grab the Shard and run, they can escape. If they choose to engage they will receive the Magic Item the Ring of the Champion from one of the 5 Giants. This room is paying homage to the final fight where Faolin Ironleaf fell fighting the True Giant they made him succumb to his wounds.

Reset: No Respawns in the Mausoleum. Once you are dead you are dead unless the other NPCS can bring you back using their skills if intelligent enough to do so

Body Points: 70

Strength Bonus: 8

Threshold: 7

Rips From: Pin/Bind/Web/Confine

Movement: Wandering

Type: Giant

APL: 12

Intelligence: Normal

Society: Tribal

Motivation: Preserve the Tribe

Armor: By Class

Offensive Abilities: May Possess Skills as PC Thrown Weapon

Defensive Abilities: Add Character Body, Return Waylay x3

Spells: By Skills

Pyramid: None

Weapon Use: By Skills

Claws: None

Base Damage Call: Small Weapon - "5 Normal" Short/Longsword
- "6 Normal" Two Handed - "11 Normal" Thrown - "11 Normal"

At Death: Remains

Healed By: Healing

Immune To: None

Protectives: None to Start

Descriptive Phrase: Huge Humanoid

Costuming: Red Tabards

Fury of the Makers Hand

Written By: Chris Colland

Reviewed By: Mary Courtney

Brief: Orcamedies grand design has come to fruition and the Bloody Fist Bomb is about to detonate! Now it is a race against time to put the charged pieces of the bomb together and quell the effects of this hellish deisgn.

Requirements:

- Run on Saturday Early Afternoon
- Camps and Cave Modules have been ran

Synopsis: The players will be in possession of 1-10 charged pieces of the bomb, depending on how many they have will determine how potent the bomb will be. But they must fight up a grueling hill to the bomb site to assemble the outer shell pieces they have to contain the “blast” Orcameides has stored inside it. There is no way to fully stop the bomb at this point, but it can be “contained”

Outcomes:

- 1.(1) The players reach the bomb and put the pieces on the bomb to “minimize” the effects of it (2) The players don’t reach the bomb in time, and it detonates at full strength releasing the psychic attack Orcameides has prepared for Stonewood.

~

Number of Cast Members: All Combat-Abled NPCs

Roles: Bloody Fist Grunt, Bloody Fist Raid Leader, Bloody Fist Scout, Bloody Fist Shaman

Misc: The Orcamedies Special

Props: Bloody Fist Makeup, Bloody Fist Tabards /w Sash, Weapons, The Orcamedies Special

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Treasure: Production Item, Components, Coins, **Orcamedes Special Bomb Shard** **Description:** A shard of the Orcamedes Special Bomb made by the Bloody Fist. It was embedded in a tree near the bomb site, charged with energy. **Duration:** 1 Year **Effects:** Charm x2 per day, Silence x2 per day, Cloak Command x1)

Rumors:

I came across a large clearing in the woods that wasn't here last week. It seems oddly specific in the layout, drawings in the dirt don't make much sense as to what they are doing here. My best guess would be some future forward camp site. There doesn't seem to be any indication of ritual markings or preparations yet but who knows with these Orcs. I have encountered Orcs who have cast Celestial magic before but it seems like they have help from some kind of entity that has an Arcane edge over magic. I hope this is just a forward camp site, but my gut tells me this might be something else. You have to see this place in the daylight, at night time you would miss it and mistake it as a clearing in the forest.

Your Friend in the Darkness,

~Magnus Kane, Arch-Wizard of Celestial Magic of the Rygal Order

Hook: Magnus Kane comes to town with a message he received from a Rygal scout that the bomb site has been found and that is no time to waste!

Scenes:

In Game: NorthEast of Stonewood **Out of Game:** Athletic Field towards entrance of camp **Flee Point:** Back to Tavern

Fury of the Makers Hand : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Names: Lozash, Shoheg, Ohaut, Gargugh, Shegre

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Fury of the Makers Hand : Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Body: 150

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Magic: Vertigo Gas x5, Sleep Gas x5

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Immune Death x3

Abilities: Assassinate x3,, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Stay back and command the Grunts and Scouts mainly but use gases if directly rushed.

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Fury of the Makers Hand : Bloody Fist Scout

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.

Reset: 3 times each.

Body: 40

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value.

Motivation: You are the lowest rank of the Bloody Fist by you are important since you gather intelligence for the Raid Leaders. If pressed you will try to flee if you have learned something. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Fury of the Makers Hand : Bloody Fist Shaman

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Reset: 3 times each. You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster.

Names: Alcmot, Gafthoc, Broggith, Cegog, Shegre

Body: 100

Weapons: None, Shield for defense if you wish

Damage: 10 Elemental Fire Pool Always active

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door...), Can Rift on 3 Count

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: No (Use Chaos but avoid Death Spells, save them for Life Spells to keep bloody Fist Alive). Kidnap when you can if the person is of value.

Motivation: Shamans are the literal backbone of the Bloody Fist fighting machine. The Grunts take the abuse for you, and you heal their wounds, but you always make wounds that don't heal so easily. You outrank the Raid Leaders in power structure, but you respect their battlefield skill and prowess so unless the command is unsound you will follow it even till death. You are one of 2 Shaman Casters in a Raiding Party. One is always Celestial and the other an Earth caster. You are 100% support for your squadron. Celestial will blow up the PCs while Earth casters keep everyone alive and disable with Chaos.

Tactics: Stay in formation with your Grunts in front of you and beside your Raid Leaders. You play these roles like a PC healer/necromancer/celestial caster would. The players will be confused at your intelligence and use of "sky magics" for a the "common Orc" so use that to your advantage. Kidnap when you can if the person is of value.

If you are the Earth caster of the pairing, KEEP YOUR MEN

ALIVE! When everyone is safe on healing, disable them with Chaos debuffs and Cause Wound spells. Don't waste Death Spells because you will need Life Spells for your Raid Leaders and other Use Necromancy to Harm/Taint Blood/Wither against your enemies, even raise dead on the ones who die during an encounter) to incite fear.

Celestial should use all blast spells and dispel magics to keep protectives off the frontline fighters so the Grunts can beat them down. BLOW THEM UP! Make them fear your spells. Cast protectives, imprison people who rush you.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: You will search players for Magic Items and turn them to the Raid Leaders if martial weapons but keep the Spell Magic Items to use against the players. They can reloot them later from your body.

Fury of the Makers Hand : The Orcamedies Special

- The “The Orcamedies Special” is a creation by Orcamedies the Mad, an Orc inventor trapped inside a Skull
- The bomb was created to incite fear and panic, but the true purpose of the bomb is to psychically attack the minds of the people in Stonewood and make them sympathetic to the Orcish cause! The suffering and hunting to almost extinction the Bloody Fist faced almost 20 years ago will never be forgotten, just because Orcs are “Humans” “Elves” and “Dwarves” doesn’t mean they deserve genocide in the eyes of Orcamedies.
- The players will have 10 “charged” pieces of the bomb shell they can recover depending on how they choose to tackle the weekend. If the players obtain the following amounts of “charged” pieces of the bomb by stopping the rituals at the Bloody Fist Stonewood Tree Camps they will reduce the bomb by:
 - o If the players obtain 3 “charged” pieces of the bomb, the effects will be reduced by 25%
 - o If the players obtain 6 “charged” pieces of the bomb, the effects will be reduced by 50%
 - o If the players obtain 9 “charged” pieces of the bomb, the effects will be reduced by 75%
 - o If the players obtain 10 “charged” pieces of the bomb, the effects will be reduced by the maximum amount possible and one of the “charged” bomb pieces will become a magic item that will be delivered to the players found by Magnus after the bomb detonates imbedded in a Stonewood Tree
- When the module starts, the PCs will be told they have 45 minutes to reach the bombsite and assemble the outer shell to reduce the effects. A mod Marshall will set a time when lay on is called and call a hold when the timer is done.
- Players that are caught in the immediate area (Will be clearly marked on the ground where the blast radius/formal circle is at entrance of Mod) hit with 2 Formal Magic Backlash Effects at once!
 - o The first effect is ******92 - 96 5% Primary caster becomes an idiot, unable to use any skills, for one hour.”**
 - o The Second effect is **“55 1% All limbs of all in the circle in which the Formal is being cast are withered as per the spell, may be restored”**
 - o These effects are per the Formal Magic Backlash chart on page 18 of the Formal Book
 - o When the bomb detonates, there won’t be much of a sound, the bomb is more of a silent EMP Psychic attack but a shockwave will be felt for miles around the ritual site.
- This bomb is mainly designed to effect the minds of the NPCs in the town of Stonewood and the surrounding areas. The PCs will as adventurers is far stronger than so the effects don’t harm them as badly as the NPCs
- PC or NPC, if any amount of time is spent in the “Stonewood Crater” after the bomb has detonated, the bombs lingering “psy-

chic radiation” will began to change and warp their sanity and spirit into something darker....

You Found Huldrek

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: Family Recipes

Brief: Huldrek, the grandson of Granny Silverlode has turned up at the tavern being a rude, loud, and obnoxious drunk. Huldrek is not allowed in the tavern.

Requirements:

- Run on Saturday Early Afternoon
- The module "Operation Find Huldrek" was not ran.

Synopsis: Huldrek, unable to take sobriety any longer, has abandoned his post guarding the Chest of the Tarrasch in the woods. He turns up in the tavern, unarmed, being a loud and disorderly drunk. He isn't mean or threatening, he is just looking for a few drinking buddies and a card game. Every so often, Huldrek drops hints as to his identity. Eventually, he will either- get recognized from the "Help Wanted" ad OR escalate his bragging, boasting, and thinly veiled insults to the point where he has to bribe his way out of being beaten. Either way, he will offer to take the PCs to the Tarrasch Chest in exchange for letting him go back to his Granny's, unharmed. He will also use/ offer the map in his pocket. If he is beaten down and searched, another map is found, this one with clear instructions to the chest. If Huldrek is stunned, webbed, or otherwise captured, he will do his best to convince the PCs to allow him to go free in exchange for taking the PCs to the Tarrasch treasure and for the map in his pocket.

Outcomes:

- 1.Huldrek is recognized from the HELP WANTED module, and is captured or convinced to go back to his Granny. Huldrek tells/shows the PCs the location of the treasure to let him go unharmed.
- 2.Huldrek becomes unbearable and is threatened. Instead of a fight, Huldrek offers to pay the PCs with the Tarrasch treasure to allow him to go.
- 3.Huldrek is beaten down and is searched. An map to the Tarrasch Chest is found in his pocket and/ or is left behind when he resurrects.
- 4.If Huldrek returns to his Granny unaccompanied by PCs and the PC's don't have the map before collection of the reward, Granny will give the PCs the map and the reward stating, eg. "He doesn't need directions to wherever this leads because he wasn't leaving the house for a month!"

~

Number of Cast Members: 1

Roles: Huldrek “Drek” Silverlode

Misc: Huldrek Withdrawl Schedule

Props: Bottle of Big Axe Beer

Makeup: Dirt for hands, face, and clothes

Costuming: Typical dwarven clothing [Tunic, belt, vest, etc.] that is dirty and distressed ; Messy beard and braids;

Treasure: Map to Tarrasch Chest, 20 Silver [as pay, for Huldrek to gamble with]

Hook: Huldrek arrives at the tavern

Scenes:

In Game: Cache of the Tarrasch to Tavern **Out of Game:**

Tarrasch Chest Location to Tavern **Flee Point:** NPC Shack

Running Notes: The Map MUST make it into PC hands if the cache is not found in OPERATION FIND HULDREK

You Found Huldrek : Huldrek “Drek” Silverlode

Huldrek is a simple dwarf, who loves his Granny. Unfortunately, Huldrek has fallen in with the wrong crowd. The Tarraschs came a’calling one day, and ol’ Huldrek answered. Now, he’s a Tarrasch pawn, who gets 2 gold a day as payment for his services. Huldrek is a egotistical and selfish dwarf who thinks of nothing but himself. He is crass and sarcastic, entitled, lazy, and a coward. Huldrek only thinks of Huldrek and how things effect him.

Abrasive- No one really likes Huldrek. He is gruff, angry, short tempered, and just all around an disagreeable dwarf. The complete opposite of Granny.

Addict- Huldrek has a big problem with gambling, and it has caused him to become a thug to fund his habit.

Alcoholic- Huldrek has a serious drinking problem he refuses to acknowledge.

Charmless- Huldrek couldn’t charm a wort on a toad, much less charm a person.

Conceited- He thinks he is the perfect specimen, despite having never won a fight.

Cowardly- If a real fight breaks out, Huldrek will always run. Being pressed even a little bit has him spouting family secrets.

Dependent- If it hadn’t been for his grandmother, Huldrek would have lived and died in a gutter. He lacks the willpower to take care of himself.

Desperate- Huldrek has a severe gambling and drinking problem he has to finance. He has no job, despite his family name.

Dishonest- Huldrek will shake your hand with one hand and with the other, stab you in the back. You couldn’t trust it if this man told you the sky was blue and the grass was green.

Entitled- The world owes Huldrek everything.

Greedy- Huldrek wants all the money, he just doesn’t want to work for it.

Gullible- The Tarrasch was able to convince Huldrek to be their stooge, and to steal Granny’s book.

Lazy- The only thing Huldrek has been on time for is his dinner. And don’t give him anything to do with a deadline

Proud- Huldrek has a strong dwarven pride, even though he shouldn’t be proud of the things he’s done.

Stubborn- A dwarf with dwarven stubbornness

Thievish- Huldrek will, and has, robbed is own Grandmother blind. You think your purse is safe?

Reset: Yes, draw from bag

Body: 200

Weapons: 2 Weapons

Damage: 15 Normal

Defenses: 3 Slay/Parry, 1 Dodge, 4 Resist Poison

Killing Blow: Not Active

Motivation: Huldrek is always thinking about where he can get his next drink and his next gambling fix. He is a coward and will run rather than fight. He loves his Grandmother, and will not hear anything bad about her.. He has no idea of the depth of depravity the Tarrasch are capable of. He has no idea that he is in a deadly group. He will deny any wrongdoing if questioned. He will claim he “just watches a box and runs errands for people”. He will never admit to betraying anyone, or even having knowledge that he betrayed anyone. He is a simple and gullible dwarf.

Speech: Normal speech, but sub par intelligence that shows in his speech patterns

You Found Huldrek : Huldrek Withdrawl Schedule

The closer to Noon it is dictates how agitated Huldrek becomes and how easy he is to convince to leave his post.

- Dawn to 9 am- Huldrek has just woken up from his sleep and is grumpy and stubborn. Huldrek will not leave his post easily, and will try to bluff [eg. There are dozens of people surrounding you!, I am a deadly fighter!] Flee point is out of site of PCs High Stubbornness/Low tolerance to threat. Will fight if attacked until 50 body and then run..
- 9am to 11am- Huldrek is starting to really need a drink and wants to leave. It doesn't take much convincing or threatening to get him to leave. Flee point is out of site of PCs Medium Stubbornness/ Medium tolerance to threat. Will run if being physically attacked or threatened.
- 11am to 12p- Huldrek will bluff threat and then run when approached by PCs. If he gets out of sight of the PCs, he will have escaped. Low Stubbornness/No Tolerance to threat. Will bluff threaten and then run when approached.

Saturday Early Evening

5 Modules to run

News of a Friend

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: The Tarrasch

Brief: Rose Norwish, the worried wife of Luca Norwish, comes to town, trying to find her missing husband who has been killed. This is a pure roleplaying encounter to show the horror that the Tarrasch inflict.

Requirements:

- Run on Saturday Early Evening
- Completion of "Of Rats and Thieves" and "Breakfast in Pieces"

Synopsis: Rose Norwish, wife to Luca Norwish, hasn't seen her husband since the night before. Luca came into Stonewood to find help in clearing some rats on a farmer's property in the module "Of Rats and Thieves" and didn't return. Luca didn't return because the Tarrasch killed him and chopped him up. That that Luca did not return is unexpected because he and his wife were very much in love before he was chopped into tiny bits. The body of Luca was delivered to the town that morning by the Tarrasch in the module "Breakfast in Pieces".

Rose is hoping that Luca just decided to stay in town, and is looking for him. If the PCs tell Rose about her husband's death, she will understandably be upset, crying and sobbing. She will ask where the body is, and upon seeing it's state, will cry harder. She will calm down eventually and will ask that they bring it to the mortician to bury. She will thank the PCs and leave. If the PCs do NOT tell Rose where her husband is, she will leave town still looking for him. If Rose sees the body before being told about his death, she will scream and collapse upon the site of his mangled corpse. She will eventually calm and ask for help burying him

Outcomes:

- 1.The PCs tell Rose that her husband is dead, she will sob and cry and want to bury him. If the players attempt to find a way to help find a mortician or arrange a burial, she will insist that she can take care of this herself.
- 2.The PCs decide not to tell Rose what happened to her husband, and she leaves without answers.
- 3.Rose sees her husbands body before being told, and has an emotional breakdown.

~

Number of Cast Members: 1

Roles: Rose Norwisch

Hook: Rose Norwisch arrives looking for her missing husband.

News of a Friend : Rose Norwish

You are a young newlywed, and your husband has brought you here to try and make a bit of gold to start your new life. You really have no interest in adventuring, but do agree that it seems like a good way to make money, albeit a dangerous one.

Body: 30

Motivation: Skeptic, Untrusting, Worried, To Find her Husband

Friend?

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: A Follower of the Lord of the Woods has emerged from his normal hunting patterns and made his way towards town. Unsure of his intentions he stalks from cabin to cabin seeking something about dreams. This is a random encounter that will turn into a large module later in the evening

Requirements:

- Run on Saturday Early Evening
- Saturday Evening at Sundown

Synopsis:

A “corrupted” Earth Knight wanders the edge of Stonewood seeking “dreams” to feed his hunger or the hunger his Lord seeks. The creature will stalk from cabin to cabin, building to building, lurking in the shadows for a victim to capture and carry off for his “feeding” and offering to the Lord of the Woods. The Corrupted Earth Knight stalks the Cabins area of campsite to catch players in a vulnerable spot, capturing is prioritized above killing. The Earth Knight isn’t here to kill but rather to feed on the dreams of the adventurers because they are ripe for the reaping.

If a PC is captured, they will be taken to the Dream-like realm of the Lord of the Woods and Rifted out on a normal 3 count to a secondary location where they will enter a roleplay encounter in a “Nightmare” induced state where the Lord of the Woods “harvest” dream energy from them and replace their dreams with “Nightmares” effectively giving them a “paranoia” effect till sunrise to grow his power and return their asleep body to a random spot on the campsite to wake up and rejoin the game.

Outcomes:

- 1.The Corrupted Earth Knight stalks the town and captures a victim to feed on, if the Earth Knight captures 3 people and successfully feeds, he will flee for 1 hr and then return with Cultists.
- 2.The PCs defeat the Corrupted Earth Knight and his resets, later in the night there is a follow up module where they are taken to a Grove where they are attempting to harvest Dream energy from Stonewood Citizens

~

Number of Cast Members: 1

Roles: Elemental, Earth Knight

Makeup: Green Eye and Mouth Makeup

Costuming: Corrupted Earth Knight Mask, Brown Tabard, Vines

Treasure: Production Item, Components, Coins

Rumors:

A Message Posted on the Black Anvil Mercenary Scouting Watch Boards

Recent reports have described something of an Earthen Disturbance of sorts stomping through our woods. Some large humanoid covered in Vines has been stalking the woods near Stonewood. It seems like an Earth Elemental for all intents and purposes but he doesn't respond or say anything other than muttering "Feed my Dreams....." A few scouts have tried to engage him and it went less than ideal so be careful of this creature till we know more. He doesn't seem overly hostile but he seems set on one purpose very intently

Hook: None, This is a Roaming Encounter

Running Notes: he card has 8 Physical Webs on it for a reason so use them. The Earth Knight will reset 5 times to try and capture 3 people or be defeated.

Friend? : Elemental, Earth Knight

Body Points: 150

Strength Bonus: 18

Threshold: 15

Rips From: Pin/Bind/Web/Confine

Movement: Wandering

Type: Elemental, Greater

APL: 22

Intelligence: Normal

Society: Council

Motivation: Serve the Will of the Crucible

Armor: Natural (50)

Offensive Abilities: Will Possess Skills as PC from Life, May Possess Body Weaponry, , 10 Elemental Stone x9, 20 Elemental Stone x7, 30 Elemental Stone x5, Elemental Stone Storm x3 (5 Elemental Stone as Magic Storm), Physical Web x8, Control Lesser Earth Elementals and Earth Lords by Voice

Defensive Abilities: Add Character Body, No Metabolism, May Cast in Body, Return Magic x5, Cloak Lightning x5, Return Waylay x3

Vulnerabilities: Double Damage from Lightning, Immune to Healing and Life, May Not Cast Lightning

Spells: By Skills

Weapon Use: By Skills

Claws: Two Handed

Base Damage Call: Small Weapon - "10 Stone"Short/Longsword - "11 Stone"Two Handed - "21 Stone"

Immune To: Sleep, Charm, Poison, Death, Paralyze, Necromancy, Drain, Feeblemind, Vertigo

Descriptive Phrase: Humanoid Made of Earth

Costuming: Corrupted Earth Knight Mask, Brown Tabard, Vines

Costuming: Corrupted Earth Knight Mask, Brown Tabard, Vines

Fears by Torchlight

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The Bloody Fist have had enough of these damn heroes so they have decided to just set the town on fire to watch the suffering set in. Small squads of Bloody Fist will strike all over the town with Torches to try and burn down the Town of Stonewood in a very futile way.

Requirements:

- Run on Saturday Early Evening
- The Reclaiming Stonewood series of Quests have been run.
- After sunset on Saturday.

Synopsis: If the Bloody Fist can't have Stonewood then they will incite Fears by Torchlight! The village matter not to them, the citizens can eat ashes for allowing the "heroes" to mess up their arrangement. They didn't want to resort to this tactic, but desperate times call for desperate measures.

Outcomes:

- 1.The players stop the Bloody Fist from burning down the town. Property damage was inflicted but at least the town still stands. The citizens are relieved and now more hopeful because the heroes have warded them off.
- 2.The players don't get enough fires put out and the citizens of Stonewood are broken over their homes being vandalized by the Bloody Fist. The citizens will be very judgmental of the heroes now because it wasn't them that provoked the Bloody Fist. No merchants will enter the town if they fail to respond well for the evening.

~

Number of Cast Members: All that are suitable for combat.

Roles: 7X Bloody Fist Grunt, 3X Bloody Fist Scout

Misc: Burning Buildings

Props: Bloody Fist Banners, Bloody Fist Costuming & Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), War Horn, Torch (Glow stick around weapons), "Oil" Jugs for fuel

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Treasure: Gems, Evaluate Items, Coins

Rumors:

The patrols have been increasing at night as of late. Something marches in under the cover of darkness. For what purpose, only a sinister feel behind it. Why use torches at night when the moon provides a perfect veil for criminal activities. I have noticed more trees missing branches around the town lately, freshly cut too. I thought only the Dwarves of Stonewood understood the way to harvest them. But this seems crude and hasty.

Balor Ironleaf

Captain and Guildmaster of the Black Anvil Mercenary Company

Hook: In Occupied Bloody Fist land, Hook come to you!

Running Notes: This module is meant to scare the players and citizens of Stonewood with the threat of being torched. The Bloody Fist are growing impatient and annoyed by the heroes. This is one module where the Bloody Fist will split up to divide and conquer. Each time will be 1 Scout with a Torch and 3 Grunts to guard him. The Goal is to have the Scouts preform a 30 count (20 to Douse with Oil and 10 to burn with Torch) to set buildings on fire. If the teams get 6 Buildings "On Fire" before the PCs can stop them then the failure condition is reached for the PCs. The Tavern is large enough it can be set on fire twice. It counts as 2 objectives if 2 different teams set it on fire at different points, it will be fully ablaze. When a building is on fire, the Scout will loudly announce "X BUILDING IS ON FIRE!" where X is the building they set. The Bloody Fist will try this tactic one more time later in the evening but more frantic before putting out the "Surrender or Burn" pamphlets in the module "Fatal Warning" which will lead into the final module "Ritual of Fire".

Fears by Torchlight : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Reset: 3 times each.

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Fears by Torchlight : Bloody Fist Scout

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.

Reset: 3 times each.

Body: 40

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value.

Motivation: You are the lowest rank of the Bloody Fist by you are important since you gather intelligence for the Raid Leaders. If pressed you will try to flee if you have learned something. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Fears by Torchlight : Burning Buildings

The Goal is to have the Scouts perform a 30 count (20 to Douse with Oil and 10 to burn with Torch) to set buildings on fire. If the Scouts get 6 Buildings "On Fire" before the PCs can stop them then the failure condition is reached for the PCs. The Tavern is large enough it can be set on fire twice. It counts as 2 objectives if 2 different teams set it on fire at different points, it will be fully ablaze. When a building is on fire, the Scout will loudly announce "X BUILDING IS ON FIRE!" where X is the building they set. "Surrender or Burn" pamphlets come shortly after this with the threat of the Ritual of Fire!

Torchlight Boogloo

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The Bloody Fist are becoming very desperate to burn this town ashes! If nothing works this time then they will invoke the Ritual of Fire, preparations have already begun but this is a chaotic ditch effort. Unlike last time, they already came into town with prisoners they intend to execute.

Requirements:

- Run on Saturday Early Evening
- Fears by Torchlight has been already run

Synopsis: The Bloody Fist have taken the Town Librarian Ari-elle and the Mayors best friend also town drunk Thorum captive. They intend to execute them publicly if the PCs don't surrender immediately. But this is also a distraction for another attempt to burn the town again. So the players are faced with a hard choice let the town burn or try to save 2 of the townsfolk from permanent death.

Outcomes:

- 1.The players attempt to save the 2 prisoners but fail to get to them before the death poison has got to their heart while talking. However, they can still save the town.
- 2.The players choose the town of Stonewood and the 3 are brutally executed without hope of resurrection. But they are free to engage the remaining Scouts trying to burn down the town to save everyone else.

~

Number of Cast Members: All

Roles: Bloody Fist Grunt, 3X Bloody Fist Scout

Props: Bloody Fist Banners, War Horn, Torch (Glow stick around weapons), “Oil” Jugs for fuel

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Treasure: Gems, Evaluate Items, Coins

Hook: 3 Bloody Fist Grunts march the 2 prisoners into view of the tavern, force them to their knees and call the PCs out.

Running Notes: This module is a chaotic no-win scenario for the characters. They must make a choice between the lives of 2 of the NPC townsfolk or stopping the Bloody Fist Scouts from burning down the town. This is like the earlier module “Fears by Torchlight”, but a different tactic is used. A distraction at the tavern gives the 2 scouts more chances to burn 6 new buildings and break the townsfolk’s spirits. If the buildings are burnt the townsfolk’s morale will be completely broken. If the town is saved, they will be much happier with only 2 people dying as a result, then losing their homes, a selfish choice but it is thematic for Dwarves to be greedy and selfish for their own gain. Also, one is just a drunk, who cares about him

Ari-elle Startear, Throum Fair oak

Torchlight Boogloo : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Names: Urdauc, Auddof, Aulfirg, Augrith, Brazrarg

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Torchlight Boogloo : Bloody Fist Scout

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.

Reset: 3 times each.

Body: 40

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value.

Motivation: You are the lowest rank of the Bloody Fist by you are important since you gather intelligence for the Raid Leaders. If pressed you will try to flee if you have learned something. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Fighting the Rat King

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: The Rat Pack

Brief: A Rat King has been discovered! Joined by the tail, the Rat King will attack and feed off of anything that they can reach.

Requirements:

- Run on Saturday Early Evening
- Completion of "The Bloody Rats"

Synopsis:

Goodwin Copperriver comes into town with an announcement.

ATTENTION! ATTENTION!

The City of Stonewood thanks you for your participation in helping eliminating the hoard of rats terrorizing the city. Just a few moments ago, a Rat King was discovered! The City of Stonewood implores every able bodied adventurer to assist the city in eradicating these rats, and will pay a reward for doing so!

Thank you for your participation.

The PCs discover a large colony of rats in a large, dug out den with multiple tunnels running from the main chamber. The chamber is full of Bloody Rats. At the rear of the chamber, there is a mass of rats not moving around a whole lot and are fighting between themselves. This is the Rat King. These rats are joined by the tail, almost on top of one another.

Outcomes:

- 1.The PCs defeat the Rat King and the rest of the rats
- 2.The PCs leave the Rat King, since he can't leave the den

~

Number of Cast Members: 1 - As many as possible

Roles: Bloody Rats, Goodwin Copperriver, Rat King, Single Rat

Props: One rat tail per rat for treasure, Rat Posters to hand out

Costuming: Brown or Gray tabard, rat mask, rat tail, red tabard or sash around waist, Stonewood Official clothing, Brown or Gray Tabard, Rat Mask, Rat Tail hooked to Tie Loop

Treasure: 1 Silver per rat, 40 Silver for Reward

Hook: Goodwin Copperriver comes to town with an announcement

Scenes:

In Game: A large dug out den, with tunnels running from the main chamber **Out of Game:** an empty clearing **Flee Point:**

Non Standard Effects: Rats can heal on a ten count

Running Notes: - Free Bloody Rats will keep respawning until the Rat Kind is killed. Each rat in the Rat King only respawns once. - The Rat King can move, but has to move as a unit. - The rats stay grouped together near the Rat King

Fighting the Rat King : Bloody Rats

You are a field or sewer rat who has fed on the bodies of the Bloody Fist victims and from the Orcs themselves, when available. This has turned you into a crazed rat, ready to kill and eat anything you think you can. Nothing can soothe your hunger. You are also drawn to the Stonewood Seed Grains by smell.

Body: 45

Weapons: Claws/Short/Longsword

Damage: 7 Disease

Defenses: Immune to Calm Animal, Charm Animal, Cause Disease, Cause Weakness

Abilities: - Rips from Pin/ Bind/ Web/ Confine - Racial Mighty Slay (Slay that can only be used as a Slay no Parry) - Racial Battle Rage x2 (Resists a Berserk or +5 damage for 5 attacks) - Ability to Heal, unlimited- On a TEN count [one I feed, two I feed, etc...] a Bloody Rat can heal to full, if there is a food source available [Food sources include downed and dead PCs, other down or dead rats, Plot designated garbage dumps, Other Plot designated feeding areas, etc.] - Physical Strike Wither Limb x2 - Physical Strike Pin x3 - Track Stonewood Seed Grain by SMELL

Props: One rat tail per rat for treasure

Motivation: Feed on dead bodies, nest

Speech: Animal squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, super aggressive toward any non-rat.

Movement: Wandering, Group Movement, aggressive to non rats

Fighting the Rat King : Goodwin Copperriver

You are the director for the Stonewood Pest and Sanitation Department. You have information on the rats and their known traits and behaviors. You take your job very seriously, and believe you are a very important stop gap to mass illness and death. The bounty was your idea.

Body: 50

Props: Rat Posters to hand out

Motivation: To rid the city of rats and to see to the completion of several tasks to do so. To recruit adventurers into completing tasks and participating in the bounty.

Fighting the Rat King : Rat King, Single Rat

Squeaks! You are a Rat King. No, not that kind. You are in a group of rats who, somehow though bad luck and a crowded environment, got tangled all together by the tail. You now are stuck until you all die. It's not a fun life, when all you have had to eat is the dead neighbor beside you and no way to go anywhere. You are angry, aggressive, and HUNGRY.

Body: 60

Weapons: Claws/ Longsword

Damage: 10 Disease

Abilities: - Immune to Bind, Calm Animal, Charm Animal - Ability to Heal, unlimited- On a TEN count [one I feed, two I feed, etc..] a Giant Field Rat can heal if there is a food source available [Food sources include, Plot designated garbage dumps, other Plot designated feeding areas, grain piles, etc.] - Physical Strike (Effect) x5

Motivation: Feed on dead bodies

Speech: Animal Squeaks

Tactics: These rats are tied together by the tail. They will fight what ever is in front of them.

Movement: Slow, must move as a unit.

Saturday Night

3 Modules to run

Suffer in Silence

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: Lord of the Woods

Brief: The Lord of the Woods Cultists and the creature from the module "Friend?" have captured a few Stonewood Townsfolk and plan to make a Blood Sacrifice to the Lord of the Woods in a Grove.

Requirements:

- Run on Saturday Night
- Saturday Evening at Sundown, Friend? Has been ran

Synopsis: The Corrupted Earth Knight from the module "Friend?" and the Lord of the Woods Cultists are attempting to preform a Dream Harvesting and Blood Sacrifice to the Lord of the Woods. The Dream Harvestings give the Lord of the Woods more power and the Blood Sacrifices give the Lord of the Woods a strong corporeal shell on this physical plane of existence. They have captured 3 Stonewood Citizens that will be harvested and then sacrificed if they are not saved in time. Upon receiving the message at the tavern, the PCs have 30 minutes to reach and rescue the Stonewood Citizens or find their bodies drained of essence and life. Even if the citizens are saved they CANNOT be awakened from their Dream Coma, they are stuck in a state between life and dream almost death-like. If they are awakened with an Awaken spell or Elixir they will suffer a "seizure" and require a life spell. Only a Dream Elemental or the Lord of the Woods can bring them out of this state if the Ritual is interrupted like it was, this is the "backlash" that the sacrifices suffer from the ritual being interrupted.

Outcomes:

- 1.The PCs reach the Grove and defeat the Earth Knight and 7 Cultists within 30 minutes and recuse the Stonewood Citizens, but find they are locked in a "Dream Coma"
- 2.The PCs don't reach the Stonewood Citizens and find their corpses drained of blood and essence OR they fail to defeat the Earth Knight and Cultist in the time and the Lord of the Woods reaps them from an Ethereal state of their dream energy leaving them drained of all but life essentially like a zombie

~

Number of Cast Members: 11

Roles: 5X Lord of the Woods Cultist (Wild Elf or Barbarian), Black Anvil Company Scout, Elemental, Earth Knight

Props: Corrupted Earth Knight Mask, Green Eye and Mouth Makeup, Brown Tabard, Vines, Lord of the Woods Cultist Costuming, Commons Clothing

Makeup: Green and Black Eye Makeup that spread out across face like tree branches and leaves, lips are painted one black and one green as well

Treasure: Production Item, Components, Coins

Rumors:

A Message Posted on the Black Anvil Mercenary Scouting Watch Boards

Recent reports have described something of an Earthen Disturbance of sorts stomping through our woods. Some large humanoid covered in Vines has been stalking the woods near Stonewood. It seems like an Earth Elemental for all intents and purposes but he doesn't respond or say anything other than muttering "Feed my Dreams....." A few scouts have tried to engage him and it went less than ideal so be careful of this creature till we know more. He doesn't seem overly hostile but he seems set on one purpose very intently

Hook: Black Anvil Scout brings word they have come across a Grove they saw the Lord of the Woods Cultist about to preform some kind of sacrifice in

Scenes:

In Game: Grove in Stonewood Forest **Out of Game:** Mod Shack(Outside Location if Weather permits) The scene is set with the 3 "sacrifices" laying in a Triangle in the middle of the Cultists who are standing around them with their heads down humming to themselves and playing drums. The Earth Knight appears to be the leader of this ritual and is groaning some form of chant. **Flee Point:**

Transformations: Dream Elementals ONLY!!!

Suffer in Silence : Lord of the Woods Cultist (Wild Elf or Barbarian)

You and your Kin came upon the who is now known as “Lord of the Woods” Only few have seen his majestic beauty and lived to tell about it. Now you serve him, through service to the Lord, he brings your lands prosperity and bountiful harvest or so the Elders say so. All that matters now is whatever the Lord asks of you and that is more souls to harvest Dream from willingly or unwillingly...

Terror: Having sleep spells cast on a target within the Presence of the Lord of the Woods or his Followers traps the victim within a nightmare of restless terror and helplessness. This manifests the targets worst fears into phobias and most irrational terrors into the most horrid realities while under the effects of a Sleep effect in the immediate vicinity of the cast or line of site of Lord of the Woods

Body: 50

Weapons: Any (Wild Elves Prefer 2 Weapons or Bows, Barbarians 2H weapon or Shield/Sword)

Damage: 10 Normal 1H, 15 Normal 2H, If Wild Elf 20 Normal from Behind /w Backstabs

Defenses: Resist Charm x3, Resist Sleep x3, Dispel Magic (Racial) x1

Abilities: Parry/Slay x2 If Barbarian, Dodge/Assassinate x2 if Wild Elf, Magic Sleep x2, Magic Fear x2, Magic Charm x2, Healing Arts, First Aid, Read and Write

Makeup: Green and Black Eye Makeup that spread out across face like tree branches and leaves, lips are painted one black and one green as well

Motivation: Capture people for harvesting of their soul and dreams to the Lord of the Woods. They are no good to you dead! Bring them back to the Lord of the Woods or his Blackened Tree and await his arrival to witness The Harvesting. Protect your captives fiercely, the stronger the Lord of the Woods becomes the stronger you become!

Suffer in Silence : Black Anvil Company Scout

Body: 50

Damage: 7 normal

Defenses: Resist Poison x2, Resist Sleep x2, Resist Charm x2, Resist Physical x1

Abilities: Critical Slay/Parry x1, Read and Write, Healing Arts, Herbal Lore, CO Tracker x10, CO Scout x10

Suffer in Silence : Elemental, Earth Knight

Body Points: 150

Strength Bonus: 18

Threshold: 15

Rips From: Pin/Bind/Web/Confine

Movement: Wandering

Type: Elemental, Greater

APL: 22

Intelligence: Normal

Society: Council

Motivation: Serve the Will of the Crucible

Armor: Natural (50)

Offensive Abilities: Will Possess Skills as PC from Life, May Possess Body Weaponry, , 10 Elemental Stone x9, 20 Elemental Stone x7, 30 Elemental Stone x5, Elemental Stone Storm x3 (5 Elemental Stone as Magic Storm), Physical Web x8, Control Lesser Earth Elementals and Earth Lords by Voice

Defensive Abilities: Add Character Body, No Metabolism, May Cast in Body, Return Magic x5, Cloak Lightning x5, Return Waylay x3

Vulnerabilities: Double Damage from Lightning, Immune to Healing and Life, May Not Cast Lightning

Spells: By Skills

Weapon Use: By Skills

Claws: Two Handed

Base Damage Call: Small Weapon - "10 Stone"Short/Longsword - "11 Stone"Two Handed - "21 Stone"

Immune To: Sleep, Charm, Poison, Death, Paralyze, Necromancy, Drain, Feeblemind, Vertigo

Descriptive Phrase: Humanoid Made of Earth

Fatal Warning

Written By: Chris Colland

Reviewed By: Scott Bennett, Mary Courtney

Brief: The Bloody Fist have failed to burn the town of Stonewood down by conventional means so now they have made plans to enact the ritual to summon the Fire Drakes. People are wandering around with Pamphlets that warn of the coming destruction when the Fire Drakes are summoned. This module is a non-combative encounter.

Requirements:

- Run on Saturday Night
- Both Fears by Torchlight and Torchlight Boogloo modules have ran

Synopsis:

This is the final warning of the Bloody Fist before the Fire Drakes are summoned. All named Townsfolk enter the town with pamphlets outlining an evacuation protocol for the citizens of Stonewood. The pamphlets seem to be a humane request for innocents to leave before this escalates but the wording is grim for what is to come.

4-5 named NPC enter the Tavern reading the Bloody Fist pamphlets to themselves in confusion and fear. 3 Bloody Fist Scouts enter unarmed with hands up, these Scouts are just delivering more pamphlets and then leaving. A large scene will erupt in the Tavern as the townsfolk are enraged for different reasons.

This roleplay encounter will setup the module "The Ritual of Fire. Each NPC will give different talking points and try to bring the players to different conclusions. At the climax of this scene Durmac will make a triumphant statement and storm out of the Tavern to go speak with the Bloody Fist only to find an assassin waiting for him to stab a pamphlet to his chest and kill him for his defiance.

Outcomes:

- 1.The players are given the pamphlets by other NPCs or roaming Scouts with no weapons. They aren't here to fight; they have come to deliver a message.
- 2.The Ritual of Fire proceeds as announced in the pamphlets

~

Number of Cast Members: 7

Roles: Balor Ironleaf, Durmac Leafdancer, Haddix “Brow-splitter” Strongbow, Mayor Anak “Lil Bristle” Durag, 3X Bloody Fist Scout

Misc: Bloody Fist Pamphlet

Props: Bloody Fist Pamphlets Bloody Fist Costuming & Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), Named townsfolk costuming, a book with feathered Quill to take notes, copy of the Accords of the Fist, a toolbelt, anything related to taking care of a stable, Cane/Walking Stick

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Costuming: Dwarf Beard, Noble Clothing, A sash worn over your shoulder and across your body, Eyepatch or fabric over one eye to show it is gone, Dwarf beard, wrap your right hand in cloth to show it is severed, Cloak, commoners clothing, NO DWARF BEARD (it was shaved as an insult and sign of your submission), Hat

Treasure: Gems, Evaluate Items, Coins

Rumors:

The Ritual of the Fire Drakes has been gifted by the Black Shadow to the Bloody Fist Orcs. This ritual allows the orcs to summon the Baleful Fire Drakes. These fearsome creatures are green and red Fire Drakes from the Fire Plane. They are morphed into Draconic looking figures because of the influence of the Black Shadow on the ritual. They are incredibly destructive and follow the orders of those who summoned them to complete their task or scorching things. They breathe a fire that will burn anything. They are fast moving and do not speak just grunt and growl.

~ Notes and Observations on the Bloody Fist - Gathered by the Black Anvil Mercenary Company

Hook: All Named townsfolk come to the Tavern with these pamphlets in hand, Scouts follow them to distribute them.

Fatal Warning : Balor Ironleaf

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Storyteller: Balor is a gruff old grumpy Dwarf but a very honorable one. He has seen more battles with the monsters of Elysia than he cares to remember. You can always get him to talk about his glory days over a nice warm pint. No one knows the town of Stonewood better than Balor, he keeps tabs on everyone for the greater good of the town. Depending how the PCs interact with him, he will start to open up about rebellion or laugh at their dreams of liberating the town of Stonewood.

Healer of Last Resort: If the PC group has no healer and none is available, allow the PCs to choose to come back later to Balor can be convinced to go if no one else in town will go. But he will insist this be something he must be a part of that it is “not his story”

Body: 160 (40 Armor)

Weapons: Any (Sword and Shield normally)

Damage: 10 Magic (Silver Base Sword)

Magic: 5/5/5/5/5/5/5/5/5 Earth, 20 Levels Earth Formal

Defenses: Resist Poison x5, Resist Sleep x5, Resist Charm x5, Resist Physical x5, Dodge x3

Abilities: Slay/Parry x4, Healing Arts, First Aid, Read and Write, Read Magic, Craftsman Other Mercenary x20, , Craftsman Other Guildmaster x20, Craftsman Other Brewing x20, Smithing x20

Motivation: Restore Stonewood to its former glory and drive the Bloody Fist into the Earth! Rebuilding the Guilds system of Stonewood to rebirth the Black Anvil Company

Played By: Chris Colland

Fatal Warning : Durmac Leafdancer

You used to be a proud Town Guard of Stonewood but the Bloody Fist stripped you of your job! You were a Dwarf of common birth, but your deeds earned you a place on the guard. You never were the best in a fight, but your skills with words earned you respect among your comrades. Mayor Anak felt awful your job was erased by the Bloody Fist via the Accords, so as compensation he made you his personal aide to the Town of Stonewood which you have conflicted views on but its better than being broke.

Right Hand Man: You got stuck in an entry level job with a massive glass ceiling. Your boss, Mayor Anak is a total jerk and not the most liked person, but it pays the bills and the Bloody Fist don't bother you so its "ok" living.

- You CANNOT STAND Mayor Anak's best friend Thorum! You think he is such an idiot and more of a coward than Anak is. The man was set for life, and he rolled it all away on dice when he could have taken over a jewelry empire in Stonewood. You only tolerate him cause the Mayor loves this man, but if the Bloody Fist cut his tongue out you would buy them a drink on you.

Hype Man: Whatever offers the mayor makes, up the ante if they PCs don't accept it. You probably can't make them come true but by morning the Bloody Fist will be here and can handle the players themselves.

- You don't hate the Bloody Fist with a burning passion like you used to when the Town Guard was dismantled at first. But you certainly have no real love for them. You secretly want the Bloody Fist gone but you don't have the heart to fight them or risk the whole town's lives to go back to being a poor excuse for a Town Guard in Stonewood. You can be swayed to either side by the PCs.
 - As a former guard you respect their position as protectors of Stonewood in a way. It is hard to explain but you justify it in your head, and it makes sense to you why it is comfortable. Mostly because you weren't the best fighter, you preferred words to the blade. You don't like how brutal they are when they execute punishments. There is no grey area with the Bloody Fist. You either obey or you pay, normally with your life but they can be reasoned with for components and gold piles.
- When the players enter the town on Friday night, meet them with Mayor Anak in the road and try to convince them to leave Stonewood! You don't want any trouble and the Bloody Fist would surely crush them like they did the last. Try to convince them that life is good under the Accords of the Fist! Hand the players a copy of the Accords of the Fist and beg them to read it out to the others to see reason.

•

Body: 20

Weapons: none

Props: a book with feathered Quill to take notes, copy of the Accords of the Fist

Fatal Warning : Haddix “Brow-Splitter” Strongbow

You used to be the best damn archer Stonewood had ever seen! You could hit anything as far as the bow could draw and the eye could see. Your legend in battle was sung in the halls of Stonewood as a Master Marksman for decades. But that all changed when the cursed Bloody Fist showed up. You took out a Blood Fist Raid Leader in one shot and they took your Bow String Hand for it! Healers tried to restore it, but it was some Chaos Tainted dagger used in the ritual to sever it, preventing its regrowth. Now you have a humble but depressing job as a Stable Hand.

- You HATE the Bloody Fist with a burning passion. They killed your childhood best friend Sorin Longoak the same day they severed your hand. Your friend died a hero saving people from the Bloody Fist but you were overwhelmed. You will cling to any hope you can that the Bloody Fist will be toppled! You will offer to help in any way you can in secret.
- Talk about the “endless horde” the Bloody Fist have at their disposal. No one has ever been able to put a number on it. But these bastards seem to breed like rabbits!
 - No one has every seen the full Bloody Fist size at once but you saw the best view when you were captured and your hand severed. The number by your count was close to a thousand if you had to guess.
 - You are the only person beside Mayor Anak who has seen their leader “Ahroun the Hope Flayer” otherwise known as Warlord Ahroun
 - The best description you could give them is *“He stands tall like a tree, covered in animal furs and a Wolves head on his, burning Orange Eyes like the embers of a fire, 2 large blades on his back that could fell Giants, his very stare strikes fear in your heart and makes you question what It means to be called a warrior...”*
- You are terribly depressed that your Bow String Hand was taken, and you were left useless to fight. You would have rather died but they left you alive to suffer to their delight. Each time you consider starting a fight to try to end it all at their blades in battle, hope clings to you and your friend Sorin’s memory to stay in this fight and see them defeated.
- When the players enter town on Friday, greet them with sheer happiness when they are fighting or have defeated the Chosen Ones. You couldn’t stand to see Hoylean Dwarves suffer slavery at the hands of the Bloody Fist
- You HATE Mayor Anak! You want this man gone and beaten for his crimes against your people in Stonewood. Any Dwarf of noble birth would have spit in the face of their

oppressors and died on their feet before agreeing to the terms he did

Body: 30

Weapons: None, you got 1 hand anyways

Props: a toolbelt, anything related to taking care of a stable

Fatal Warning : Mayor Anak “Lil Bristle” Durag

You have been left in charge by orcs due to your docile nature and your lack of drive. You work to ensure that the populace complies with the Accords of the Fist and work with the orcs take care of any problems. This arrangement has worked out pretty well for you, leading to you having a very nice home outside of town and a position of power that you never would have had under more normal circumstances.

Demand Obedience - Demand that any outsiders that arrive follow the rules of the occupation. Reference how safe things are with the Changed Ones patrolling.

Rude - Whenever anyone is talking cut them off. Don't let them get in a word edgewise when they are speaking to you. Walk away when you feel you have “won” the conversation.

Cowardly - If you are actually threatened in a meaningful way attempt to run. If that fails plead. If that fails cry. You got to this place by your cowardice and if pressed that cowardice will come through.

Shaved Beard - You have had your beard shaved by the orcs because they think it's funny. They call you “Lil’Bristle” and laugh about it. You don't think it's very funny but you laugh along.

- Your best friend is Thorum Fair Oak the town drunk. You guys go way back to when he ran his Jeweler Shop “Thorums Emporium”. You will do anything for this guy!
 - He got you out of a lot of trouble when the Bloody Fist took over Stonewood. He knows you aren't the best choice for Mayor but he talks you up saying you are doing “the best you can” and it has worked thus far.
- When the players show up to confront the Chosen Ones, you will do ANYTHING to talk them out of engaging them!
 - Beg them to lay down arms and follow the Accords of the Fist.
 - You don't want any trouble with adventures because of how you sold them out last time to the Bloody Fist and they almost hung you for it.

Body: 10

Weapons: a Copy of the Accords of the Fist

Props: Cane/Walking Stick

Fatal Warning : Bloody Fist Scout

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.

Reset: 3 times each.

Body: 40

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value.

Motivation: You are the lowest rank of the Bloody Fist by you are important since you gather intelligence for the Raid Leaders. If pressed you will try to flee if you have learned something. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Fatal Warning : Bloody Fist Pamphlet

One of these will be stabbed into the chest of Durmac after the scene concludes, others will be given out to the PCs and NPCs

Read this carefully as it may save your life or the life of a relative or friend. In the next few hours, this city will be destroyed by the mighty magic of the Bloody Fist. This city has proven to be a military target that stands against the Bloody Fist with workshops and factories that are turned against the peace that the Bloody Fist brings. We are determined to destroy all of the tools of the military clique which they are using to prolong this useless war. But, unfortunately, magic has no conscience. So, in accordance with the Bloody Fist's humanitarian policies, the Bloody Fist Mages, which do not wish to injure innocent people, now give you warning to evacuate the city and save your lives. The Bloody Fist is not fighting your population people but is fighting the military clique which has enslaved you. The peace which the Bloody Fist will bring will free the people from the oppression of the military clique.

The Ritual of Fire

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The time has come for the Ritual of Fire! The Bloody Fist have resorted to burning down the town of Stonewood after failed attempts to do to by hand. But during the ritual, something goes terribly unexpected...

Requirements:

- Run on Saturday Night
- Final Module
- Both attempts to burn the town have failed.

Synopsis: The Ritual of Fire is a Bloody Fist ritual to rip open the Fire plane. They have used this in the past to great effect. The Flame Drake elementals are very destructive and serve the purpose of the Bloody Fist. But during the ritual, the forces of Darkness has corrupted the ritual and used it as a gateway to attack! When they rift into existence, the Hoylean energy from the Chosen Ones module attracted their mortal enemies, the Murumbrians have arrived, and they seek the “chosen one” to take back to their time.

Outcomes:

- 1.The players survive the onslaught, and the 1 Hour timer expires, the elementals are forcibly rifted back to their realm. There are many ways to “defeat” this module, but they cannot just simply escape the timer of it.
- 2.The Murumbrians capture the “Chosen One” or the chosen one comes willingly with them. The assault will stop. The chosen one is then and take them back to their time to make an offer to since he was chosen. Run the module A conversation in Darkness.

~

Number of Cast Members: All that are suitable for combat

Roles: 2 Corrupted Bloody Fist Shaman, 1 Corrupted Bloody Fist Raid Leader, 3 Corrupted Bloody Fist Grunts, 3 Murumbrian Wizards, 3 Murumbrian Centurions, Corrupted Bloody Fist Grunts, remainder of NPC's Murumbrian Centurion, Murumbrian Wizard, Corrupted Bloody Fist High Shaman, Baleful Fire Drake

Misc: The Ritual to Summon the Fire Drakes

Props: Portal Circle Rep, Altar of Power, Murumbrian Wizard and Centurion costumes, Bloody Fist costuming, Skulls for ritual, spellbook/scroll

Costuming: Black Robes, Wings, Glowing Purple Eyes, Costume long fingered claw, Green Fire Drake Mask, Green Tabard

Treasure: Gems, Evaluate Items, Coins

Rumors:

The Ley Lines of Stonewood have shifted dramatically as of recent. This, in my experience is the sign before a great ritual. To say what is to come is unknown. But the feeling on the wind is nothing but Sulfur and Pain. Stay Vigilant guard your components well.

~Magnus Kane, Arch-Wizard of Celestial Magic of the Rygal Order

Hook: A terrified townsfolk comes running to the tavern screaming about the Bloody fist have setup a ritual and they are slaughtering people for their blood chanting about "The Flame Drakes must be given proper blood sacrifice to enorge their rage!"

Scenes:

In Game: Makeshift Ritual Site of the Bloody Fist **Out of**

Game: Altar Site north of Tavern **Flee Point:** This module is site/town wide

Running Notes: The Ritual of Fire being corrupted was NOT something the Bloody Fist expected. The Bloody Fist intended to run when the Flame Drake Elementals were summoned but the nature of the Murumbrians tainted the ritual. This forced obedience upon the Bloody Fist. When the Murumbrians enter the field, the "Chosen One" will already have their Glowing Morumbrian Eyes active so the Murumbrians know who they are; and will hunt them for 1 hour. The entire site is active for play during this module. It is completely valid to hide and not fight them, but like a horror movie they will keep coming regardless.

The Ritual Of Fire : Murumbrian Centurion

You are the elite of Murumbria! Your blades of shadow have torn through many Hoyleans in your time. The fears you have accomplished to reach the rank of Centurion are brutal and worthy of song. Your blades will make the “heroes” of this time tremble as you march forward with Darkness as your guide. The mission must be completed at all costs! Failure is not an option!

Capture the Chosen One: Your mission is simple, capture the Chosen One for The Dark Ones so they may be offered the Blessing of Murumbria. If someone steps between you and your goal, you will strike them down with your terrifying power over Darkness. If you capture the chosen one, you must carry them to the Gate to leave, you cannot rift with anyone else but yourself in this time. If the PCs step aside and don't impede your hunt for the Chosen One, let them by and say something snarky to thank them for their “obedience” or remind them that they are “wise for respecting such power”

Reset: The Murumbrian Centurions will reform after killed in 10 minutes and resume their mission until the 1 hour timer is over or gate is destroyed.

Body: 400

Weapons: 1h and Shield or 2 Long Claws

Damage: 30 Magic Darkness (Attack normal speed, quicker with 2 claws but sword and shield tactical PC style fighting)

Magic: Spellstrike Drain Life x5, Spellstrike Wither Limb x5, Spellstrike 50 Elemental Darkness x10

Defenses: No Metabolism, Phase x5, Dodge x5, Immune to Pin/Web/Bind/Confine/Imprison, Immune to Charm/Command, Healed by Darkness and Time, Double damage taken from Light, Threshold 10

Abilities: Focus, Slay/Parry x10 (100 Magic Darkness Slay), Rift x5 (3 Count), Arcane Corruption (as per spell but for Darkness) x3

Killing Blow: No (only via Spellstrike Death, drop PCs and move to next target)

Motivation: The PCs are pawns in a greater game, you are the Knight on this chessboard so ignore the lesser pieces and go for the victory.

Speech: Speak with a raspy dissonant voice. Never speak in full sentences, speak in riddles, be very cryptic.

Tactics: Form up in a tactical formation with Wizards and other Centurions when you are able to. You move as one to greater effectiveness.

Movement: You have no feet, so you cannot run. You float and gesture dramatically with your swords before you activate Slays and Blade attacks

The Ritual Of Fire : Murumbrian Wizard

You are a high wizard of Murumbria, legions fear your power and cunning. You are the highest rank under the Dark Ones, even Centurions bow to you.

Capture the Chosen One: Your mission is simple, capture the Chosen One for The Dark Ones so he may be offered the Blessing of Murumbria. If someone steps between you and your goal, you will strike them down with your terrifying power over Darkness. If you capture the chosen one, you must carry him to the Gate to leave, you cannot rift with anyone else but yourself in this time. If the PCs step aside and don't impede your hunt for the Chosen One, let them by and say something snarky to thank them for their "obedience" or remind them that they are "wise for respecting such power"

IF THE CHOSEN ONE IS VISIBLE OR UNDEFENDED, DOWN HIM AND STABILIZE HIM, CARRY HIM TO THE GATE!!! HE IS ABOVE ALL THE PRIORITY!!!

Reset: The Murumbrian Wizards will reform after killed in 10 minutes and resume their mission until the 1hr timer is over or gate is destroyed.

Body: 300

Weapons: 1h Long Claw (off hand Claw rep)

Damage: 30 Magic Darkness (Attack slower than normal, the Centurions swing normal speed)

Magic: Spellstrike Death x5, Spellstrike Confine x5, Spellstrike Imprison x5, Spellstrike Taint Blood x5, Spellstrike Destruction x5, Spellstrike Paralysis x5, Spellstrike 50 Elemental Darkness x10

Defenses: No Metabolism, Phase x10, Dodge x5, Immune to Pin/Web/Bind/Confine/Imprison, Immune to Charm/Command, Healed by Darkness and Time, Double Damage from Light, Threshold 5

Abilities: Focus, Rift x5 (3 Count), Arcane Corruption (as per spell but for Darkness) x3

Killing Blow: No (only via Spellstrike Death, drop PCs and move to next target, all while seeking the Chosen One)

Motivation: You serve the Dark Ones and execute their will. All are pawns in a greater game, you are the bishop on this chessboard ignore the lesser pieces and go for the victory.

Speech: Speak with a raspy dissonant voice. Never speak in full sentences, speak in riddles, be very cryptic.

Tactics: Kidnap when you can if the person is of value.

Search: You have no need for goods that these fools have

Descriptive Phrase: A black robed figure with terrifying claws

The Ritual Of Fire : Corrupted Bloody Fist High Shaman

You have been corrupted by the Murumbrian invasion of the Ritual of Fire. They have blessed you with non-corporeal Form as you became closer to Darkness. Hunt and fight any non Murumbrian you see, your mind has been overwhelmed with The Dark Ones power and now you fight for Murumbria until the hour is over.

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Reset: When you die you will revive/renew every 10 minutes like the Murumbrians do. After the Hour is done you will die.

Body: 100

Weapons: None, Shield for defense if you wish

Damage: 10 Elemental Fire Pool Always active

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Motivation: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster.

Tactics: Use Necromancy to Harm/Taint Blood/Wither against the your enemies, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

The Ritual Of Fire : Baleful Fire Drake

You are a destructive force of Chaos and Flame. You were gifted to the Bloody Fist by the Black Shadow via Ritual to burn their enemies to ashes when conventional means wont work. Stonewood will not burn by normal means but there is nothing your flame cant burn with enough time and rage. The Bloody Fist will issue you orders on who and what to order burn, you will carry out these orders but if the Black Shadow commands your will nothing will change you mind when his majestic commanding voice radiates in your mind

Special Ability: With a 30 count a Baleful Fire Drake can set a Stonewood build on flame as if it were a normal structure. The Baleful Fire Drake will need to complete a count for each side of the building to fully engulf. Once a building is complete make a bunch of noise and loudly call out "BURNING COUNT COMPLETE X BUILDING IS ON FIRE!"

Body: 150

Weapons: Claws

Damage: 10 Magic Flame/15 Magic Flame 2H Claw

Magic: 50 Elemental Flame x5, 50 Elemental Chaos x5, 30 Elemental Flame x5, 30 Elemental Chaos x5

Defenses: Non-Corporeal, No-Metabolism, Resist Magic x5, Dodge x1, Healed by Flame/Chaos, Takes Double Damage from Ice/Healing

Abilities: Critical Slay/Parry x3

Motivation: Your sole purpose is to burn down any buildings made of Stonewood the Bloody Fist failed to burn before you were summoned. You will kill anyone who gets in your way. You don't chase people down and murder them in cold blood but you will defend yourself and attack when attacked. As long as your contract is completed and buildings are burned your deal with the Black Shadow is complete via the Orcs making a proper sacrifice to summon your power.

Speech: none just growl and hiss

Tactics: Stay in a group to make your burning of buildings the most effective. There is strength in numbers. Singled out you aren't particularly terrifying but as a group of 6 you are very mighty. Be imposing and intimidating if people get near you take a defensive stance and loudly tell them to step back or be forcibly removed from the area. Attempt to get the PCs to leave you alone to burn buildings in peace per your contract but they will most likely provoke you with the battlefield chaos going on. If you can't stay together as 6 or some are killed awaiting respawn, move as you can and get to objective points in the camp to set buildings on fire

The Ritual Of Fire : The Ritual to Summon the Fire Drakes

All the orcs chant in a call and response then each orc pulls a “straw” from the shamans hand the one who draws the short straw is sacrificed as part of the ritual.

We know that you can help us.

(the crowd answers) Burn burn tear the sky asunder

But we know you extract a heavy roll

(the crowd answers) Burn burn tear the sky asunder

We pay this toll so gladly

Each orc comes forward and takes a drum stick and either goes back and begins pounding out a rhythmic beat or stays arms held high ready to die. Once everyone has a drumsick the one who was chosen has his throat cut and the portal opens

Reaction

9 Modules to run

Returning Huldrek

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: Family Recipes

Brief: Huldrek, as fast as he is, has gotten himself caught by the PCs. Huldrek is then returned to his Grandmother's house. Granny chastises him, and gives the map he is carrying to the PCs, if he still has it.

Requirements:

- Run on Reaction
- PCs catching and returning Huldrek to Granny

Synopsis: Huldrek, at some point, gets himself caught and returned to his Grandmother. He refuses to speak in her presence, and really, Granny doesn't let him even try. She interrupts him whenever he tries to speak, chastising him. She insists he turn out his pockets and give his money to the PCs because "he can't be trusted with it". If Huldrek has any coin left, it is given to the PCs and the reward difference made up by Granny. When he turns out his pockets, if he still has it, he will turn out a map that is quickly grabbed by Granny and handed over to the PC's. If the map is already possessed by the PCs, she finds nothing else and will ask that they leave so that she can properly scold her Grandson.

Outcomes:

1. The PCs return Huldrek to Granny

~

Number of Cast Members: 2

Roles: Grandmother “Granny” Whuthona Silverlode, Huldrek “Drek” Silverlode, Huldrek “Drek” Silverlode

Props: Wooden Spoon

Makeup: Flour on face and hands

Costuming: A flower-print or other “old lady” dress, apron with flour stains, gray dwarven luxury beard beard with braids, beads, and decorations, bun hairstyle, Typical dwarven clothing [Tunic, belt, vest, etc.] that is dirty and distressed ; Messy beard and braids;

Treasure: 10 Silver

Hook: Finding, recognizing, capturing and/or convincing Huldrek to return to his Granny's

Scenes:

In Game: Granny Silverlode's House **Out of Game:** Cabin
Flee Point:

Running Notes: Scene Description -Upon entering Granny's home, the PCs are greeted with a warm, homely scent. The house is well kept and quaint, full of soft pillows and flower print. It appears to be the home of someone who lives comfortably. Nothing has changed since HELP WANTED. Huldrek should refuse to talk or talk minimally if he is with Granny. Granny should talk over Huldrek whenever he speaks. Granny is stubborn and will deny any wrong doing by Huldrek. Granny will pay and then kick out the PCs if they insist on bringing up any wrong doing by Huldrek. If Huldrek is carrying any money, it should be given to the PCs and the difference made up, if there is one, to amount to 10 silver.

Returning Huldrek : Grandmother “Granny” Whuthona Silverlode

“Oh dear! Look at you! What a lovely sweater! Are you hungry? Thirsty? Need a healing? Granny’s here to help!” At the tender young age of 190, Granny is a lovely, squat, old figure in the local community. She has never met a stranger, and welcomes all who come to her door! When the occupation happened, Granny kept her head down and did as she was told. She allowed her neighbors to “teach Huldrek a lesson”, even though it hurt her to know what he had to go through. He was bound to be caught by the Bloody Fist and killed, and possibly Granny Whuthona along with him.

Today, Granny occupies her time crocheting, baking, making concoctions and potions, and healing the occasional accident or illness. All and all, her life is simple and fulfilled.

Reset: No, single life

Body: 100

Weapons: 2 Weapons

Damage: 10 Silver

Magic: 6 Earth Block

Abilities: Healing Arts, Herbal Arts, Read Magic, Alchemy 20 levels, Create Potion 20 Levels

Props: Wooden Spoon

Makeup: Flour on face and hands

Killing Blow: Not Active

Motivation: She wants her recipe book back. And she wants someone to find her grandson Huldrek, but she is more worried about her book. She is willing to share information to achieve those goals. She is kind and wants to help where she can. She will use her healing abilities if needed.

Speech: Soft spoken and intelligent, with a hint of anxiety.

Movement: Shuffled, stooped gate. Slow. Movement should look like it's hard to do [like an old person].

Returning Huldrek : Huldrek “Drek” Silverlode

Huldrek is a simple dwarf, who loves his Granny. Unfortunately, Huldrek has fallen in with the wrong crowd. The Tarraschs came a'calling one day, and ol' Huldrek answered. Now, he's a Tarrasch pawn, who gets 2 gold a day as payment for his services. Huldrek is a egotistical and selfish dwarf who thinks of nothing but himself. He is crass and sarcastic, entitled, lazy, and a coward. Huldrek only thinks of Huldrek and how things effect him.

Abrasive- No one really likes Huldrek. He is gruff, angry, short tempered, and just all around an disagreeable dwarf. The complete opposite of Granny.

Addict- Huldrek has a big problem with gambling, and it has caused him to become a thug to fund his habit.

Alcoholic- Huldrek has a serious drinking problem he refuses to acknowledge.

Charmless- Huldrek couldn't charm a wort on a toad, much less charm a person.

Conceited- He thinks he is the perfect specimen, despite having never won a fight.

Cowardly- If a real fight breaks out, Huldrek will always run. Being pressed even a little bit has him spouting family secrets.

Dependent- If it hadn't been for his grandmother, Huldrek would have lived and died in a gutter. He lacks the willpower to take care of himself.

Desperate- Huldrek has a severe gambling and drinking problem he has to finance. He has no job, despite his family name.

Dishonest- Huldrek will shake your hand with one hand and with the other, stab you in the back. You couldn't trust it if this man told you the sky was blue and the grass was green.

Entitled- The world owes Huldrek everything.

Greedy- Huldrek wants all the money, he just doesn't want to work for it.

Gullible- The Tarrasch was able to convince Huldrek to be their stooge, and to steal Granny's book.

Lazy- The only thing Huldrek has been on time for is his dinner. And don't give him anything to do with a deadline

Proud- Huldrek has a strong dwarven pride, even though he shouldn't be proud of the things he's done.

Stubborn- A dwarf with dwarven stubbornness

Thievish- Huldrek will, and has, robbed is own Grandmother blind. You think your purse is safe?

Reset: Yes, draw from bag

Body: 200

Weapons: 2 Weapons

Damage: 15 Normal

Defenses: 3 Slay/Parry, 1 Dodge, 4 Resist Poison

Killing Blow: Not Active

Motivation: Huldrek is always thinking about where he can get his next drink and his next gambling fix. He is a coward and will run rather than fight. He loves his Grandmother, and will not hear anything bad about her.. He has no idea of the depth of depravity the Tarrasch are capable of. He has no idea that he is in a deadly group. He will deny any wrongdoing if questioned. He will claim he “just watches a box and runs errands for people”. He will never admit to betraying anyone, or even having knowledge that he betrayed anyone. He is a simple and gullible dwarf.

Speech: Normal speech, but sub par intelligence that shows in his speech patterns

Returning Huldrek : Huldrek “Drek” Silverlode

Huldrek is a simple dwarf, who loves his Granny. Unfortunately, Huldrek has fallen in with the wrong crowd. The Tarraschs came a'calling one day, and ol' Huldrek answered. Now, he's a Tarrasch pawn, who gets 2 gold a day as payment for his services. Huldrek is a egotistical and selfish dwarf who thinks of nothing but himself. He is crass and sarcastic, entitled, lazy, and a coward. Huldrek only thinks of Huldrek and how things effect him.

Abrasive- No one really likes Huldrek. He is gruff, angry, short tempered, and just all around an disagreeable dwarf. The complete opposite of Granny.

Addict- Huldrek has a big problem with gambling, and it has caused him to become a thug to fund his habit.

Alcoholic- Huldrek has a serious drinking problem he refuses to acknowledge.

Charmless- Huldrek couldn't charm a wort on a toad, much less charm a person.

Conceited- He thinks he is the perfect specimen, despite having never won a fight.

Cowardly- If a real fight breaks out, Huldrek will always run. Being pressed even a little bit has him spouting family secrets.

Dependent- If it hadn't been for his grandmother, Huldrek would have lived and died in a gutter. He lacks the willpower to take care of himself.

Desperate- Huldrek has a severe gambling and drinking problem he has to finance. He has no job, despite his family name.

Dishonest- Huldrek will shake your hand with one hand and with the other, stab you in the back. You couldn't trust it if this man told you the sky was blue and the grass was green.

Entitled- The world owes Huldrek everything.

Greedy- Huldrek wants all the money, he just doesn't want to work for it.

Gullible- The Tarrasch was able to convince Huldrek to be their stooge, and to steal Granny's book.

Lazy- The only thing Huldrek has been on time for is his dinner. And don't give him anything to do with a deadline

Proud- Huldrek has a strong dwarven pride, even though he shouldn't be proud of the things he's done.

Stubborn- A dwarf with dwarven stubbornness

Thievish- Huldrek will, and has, robbed is own Grandmother blind. You think your purse is safe?

Reset: Yes, draw from bag

Body: 200

Weapons: 2 Weapons

Damage: 15 Normal

Defenses: 3 Slay/Parry, 1 Dodge, 4 Resist Poison

Killing Blow: Not Active

Motivation: Huldrek is always thinking about where he can get his next drink and his next gambling fix. He is a coward and will run rather than fight. He loves his Grandmother, and will not hear anything bad about her.. He has no idea of the depth of depravity the Tarrasch are capable of. He has no idea that he is in a deadly group. He will deny any wrongdoing if questioned. He will claim he “just watches a box and runs errands for people”. He will never admit to betraying anyone, or even having knowledge that he betrayed anyone. He is a simple and gullible dwarf.

Speech: Normal speech, but sub par intelligence that shows in his speech patterns

Bonesaw's Black Site

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: Orc Invasion

Brief: Captured adventurers have been taken to a Bloody Fist Black Site with a cruel taskmaster, Jiren "Bonesaw" the Jailor for torture and possible sacrifice depending on the jailor's mood.

Requirements:

- Run on Reaction
- ANYTIME the PCs are dropped and captured by the Bloody Fist

Synopsis: The PCs have the option to come rescue their captured friends for 1hr after the capture. The camp will be set up at different locations depending on how this module is ran. The first encounter with Bonesaw will be outside. Repeat visits to this campsite can be ran in the Mod Shack or outside depending on weather.

Outcomes:

- 1.PCs come rescue the captured and defeat Bonesaw or flee from him.
- 2.If PCs fail to find the encampment and an hour passes, one captured will be sacrificed, Forget-It-Well'd, and sent to the circle. A surviving captured PC or NPC will be Spirit Marked with the blood of the sacrificed in the warpaint style of the Bloody Fist (3 Red Marks down the right side of face)

~

Number of Cast Members: 7

Roles: Bloody Fist Grunt, Bloody Fist Honor Guard, Bloody Fist Shaman, Jiren “Bonesaw” the Jailor

Misc: Bloody Knuckles Orc Tribe and Duchy of Elysia, Bonesaw's Games

Props: Anything to represent a Orc prison camp, spikes, chains, fire, rope, severed heads, executioners block, large axe

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Costuming: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), executioners hood, chains around your body, black clothing, large imposing armor

Treasure: PC or NPC saved

Rumors:

Bonesaw the Jailor is known for his brutal ways of blood sacrifice. Some don't care for the levels he will go to prove his devotion but his favor with Ahroun means he cannot be challenged. The warlord favors him and his methods because he feels that they bring results.

~ Notes and Observations on the Bloody Fist - Gathered by the Black Anvil Mercenary Company

Hook: Captured PCs or Named NPCS the players wish to rescue

Scenes:

In Game: Bloody Fist Black **Out of Game:** Outside Camp Rep or Mod Shack (IG) Site **Flee Point:** Exit of Black Site or Door of mod shack (IG) Road back to Town

Running Notes: This module is a module on pause until triggered by a capture. Bonesaw is an especially cruel jailor and will demand blood sacrifices made to send a message. Set the camp up so there is only one real approach to getting in. If outside, tie the captured up with a rope/chain prop to something. The rope/chain can be undone with a key on Bonesaw's body. The players can kill Bonesaw or drop him and search him for the key. If he is killed he is dead, the remainder rescue mods won't have Bonesaw but will be filled in with more Bloody Fist Grunts/Shaman. The Shamans focus on keeping Bonesaw alive to keep the player in a stat of panic and disorder. If more than 5 rescues are used the next will have a Raid Leader and 3 Honor Guard as a high threat trap to get more when they come. This will be a capture trap module, but the Honor Guards will be KBA as per their normal card and MO.

Bonesaw's Black Site : Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

Names: Ulgudh, Bregze, Brudder, Auchbish, Dauthret

Body: 70

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death, Dodge x1

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist.

Tactics: Down and let PCs bleed out. Kidnap when you can if the person is of value. Stay with you Raid Leader unless ordered to do something else. Protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Bonesaw's Black Site : Bloody Fist Honor Guard

You are the cream of the crop. You have clawed your way from the Scouts to the highest rank under General and Warlord. You are a terrifying warrior and skilled spellcaster. Your blessing from The Black Shadow have granted you a power unlike the others. You will gladly give your life for the Warlord or your General. Everyone under you stands out of your way and respects you fiercely. A disrespect to you is a disrespect to the Warlord himself!

Body: 250

Weapons: None, Shield for defense if you wish

Damage: 20 Magic

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, Coordinate with other Honor Guard NPCs) ~ MAY SPELL STRIKE THEIR MAGIC TREE~ May Take Vertigo Gas x5, Sleep Gas x5 If they Choose

Defenses: Resist Poison x5, Cloak Flame x5, Immune to Binding,, Will to Live (Racial), Resist Sleep x5, Resist Fear x5, Dodge x5, Phase x5, Immune Death, 100 Arcane Vengeance when Killing Blowed, Threshold 10

Abilities: Slay/Parry x4 Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow: Yes Raise dead on the ones who die during an encounter) to incite fear.

Motivation: You are the ELITE of the Bloody Fist!!! Slay Them All! Be an absolute savage! Scream/growl/roar when you get into battle. Out of Combat stand silent unless commanded to fight or attack. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. You ONLY Answer to the Warlord Ahroun himself or the Generals, go wild!

Search: ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs.

Bonesaw's Black Site : Bloody Fist Shaman

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Reset: 3 times each. You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster.

Names: Aurdi, Shegre, Gerbef, Ugdit, Olfaul

Body: 100

Weapons: None, Shield for defense if you wish

Damage: 10 Elemental Fire Pool Always active

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door...), Can Rift on 3 Count

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: No (Use Chaos but avoid Death Spells, save them for Life Spells to keep bloody Fist Alive). Kidnap when you can if the person is of value.

Motivation: Shamans are the literal backbone of the Bloody Fist fighting machine. The Grunts take the abuse for you, and you heal their wounds, but you always make wounds that don't heal so easily. You outrank the Raid Leaders in power structure, but you respect their battlefield skill and prowess so unless the command is unsound you will follow it even till death. You are one of 2 Shaman Casters in a Raiding Party. One is always Celestial and the other an Earth caster. You are 100% support for your squadron. Celestial will blow up the PCs while Earth casters keep everyone alive and disable with Chaos.

Tactics: Stay in formation with your Grunts in front of you and beside your Raid Leaders. You play these roles like a PC healer/necromancer/celestial caster would. The players will be confused at your intelligence and use of "sky magics" for a the "common Orc" so use that to your advantage. Kidnap when you can if the person is of value.

If you are the Earth caster of the pairing, KEEP YOUR MEN

ALIVE! When everyone is safe on healing, disable them with Chaos debuffs and Cause Wound spells. Don't waste Death Spells because you will need Life Spells for your Raid Leaders and other Use Necromancy to Harm/Taint Blood/Wither against your enemies, even raise dead on the ones who die during an encounter) to incite fear.

Celestial should use all blast spells and dispel magics to keep protectives off the frontline fighters so the Grunts can beat them down. BLOW THEM UP! Make them fear your spells. Cast protectives, imprison people who rush you.

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: You will search players for Magic Items and turn them to the Raid Leaders if martial weapons but keep the Spell Magic Items to use against the players. They can reloot them later from your body.

Bonesaw's Black Site : Jiren "Bonesaw" the Jailer

Your reputation as a jailor is legendary among the Bloody Fist. You are known for your brutal ways of blood sacrifice. Most Uruks don't care for the levels you will go to prove your devotion, but no one will question it or stop you. The warlord favors your methods because they bring results. If anyone questions for will or insults you, then you show them why they call you Bonesaw...

Reset: Pulls from the bag, 3 stones in already. Imagine the look on someone's face if it's the person who killed him and then he shows up at the black site captured "WELL WELL WELL LOOK WHAT THEY DRUG INTO BONESAWS CAGE OF PAIN NOW!!! TIME FOR PAYBACK! "

Body: 200

Weapons: Large 2H Weapon (Axes or largest 1h rep if no 2h open)

Damage: 15 Massive (Swing slow to show your size and muscle for the impact)

Magic: None

Defenses: Resist Poison x3, Cloak Flame x3, Immune to Binding, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Immune Death, Dodge x3, Resist Physical x5, Threshold 5

Abilities: Slay/Parry x4, Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Motivation: You want more victims for your camp! You get your pleasure from inflicting pain on others. You are very sadistic and laugh at the most inappropriate moments. Find a way to insult the players while you fight to enrage them more.

Tactics: Stay near your Shaman to stay healed and alive. Down PCs and leave them, the Shamans will take care of them to be tortured.

Movement: You are a large imposing Uruk so move slow and don't run. Make your movements very dramatic and big.

Bonesaw's Black Site : Bloody Knuckles Orc Tribe and Duchy of Elysia

Bloody Knuckles Orc Tribe and Duchy of Elysia

On this 14th day of May in the Year 593, let it be known that the Tribe of the Bloody Knuckles agreed to join the United Nations of the Bloody Fist and to follow all provisions of their treaty within the Duchy of Elysia as outlined below:

- All Bloody Knuckles Orc will act nice and not bash any people of the Duke's Tribe.
- None of the Duke's Tribe will bash any Bloody Knuckles Orcs.
- The Duke's Tribe will protect the Bloody Knuckle lands from invading tribes and bashers.
- The Bloody Knuckles Tribe will come to help the Duke bash invaders if the Duke asks nice.
- Bloody Knuckles Orcs may come to town and not be bashed if they not have clubs.
- The Duke's Tribe can cross Bloody Knuckle lands as long as they act nice.

This treaty is hereby signed by the leader of the Bloody Knuckle Tribe and the lawful representative of His Grace, Duke Azeroth Dragonheart

Chief Grundi Mundi Lord High Boss of the Bloody Knuckles
Thermo Seneschal of Elysia For Duke Azeroth Dragonheart

Bonesaw's Black Site : Bonesaw's Games

- Read the “Mockery of Elysia” ie the “Treaty between Bloody Knuckles Orc Tribe and Duchy of Elysia” while Bonesaw “Bashes” you like you are the Duke’s tribe.
- Ernie meenie
- Pick someone that person gets to pick someone else that gets to leave everyone else dies
- If you can tell me something that I don’t know about the town you can leave otherwise you die
- Death Roulette. Captives pass around alchemy vials and one of 6 has a death elixir, the others are just intoxicant aka Russian Roulette

So You Want to Make a Deal

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: Orc Invasion

Brief: Someone agrees to sell out the town to the Bloody Fist . the bloody fist will meet up with them to talk about the specifics.

Requirements:

- Run on Reaction
- a player agrees to sell out the town to the bloody fist.

Synopsis: A Bloody Fist Raid Leader and 2 Scouts arrive in order to set up a deal with the traitor that has agreed to sell out the town. The Orcs will demand that the traitor arrive without any weapons and with his hands up. The traitor will arrange periodic meetings with their new asset and arrange a payment plan.

An Accidental Find

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: Family Recipes

Brief: An encounter card is placed on the Chest of the Tarrasch. If found before Noon Saturday, this card is taken to the NPC shack. At Noon it is removed by Huldrek on his way into town.

Requirements:

- Run on Reaction
- Card on the Chest of the Tarrasch is found before Noon Saturday.

Synopsis:

The Tarrasch Chest filled with treasure props and an encounter card are placed in the woods early Friday night before game on away from the path and hidden from sight. The card and chest are placed in a way so they are able to be seen from the path. It is set away from where most people will go, but not so far away to keep people from wanting to carry the chest out. The card is a stand in for the dwarven guard guard Huldrek, who is on duty until Noon Saturday. The encounter card, attached to a tree at eye height, is a green envelope with the words READ ME printed in block letters. The card directs the PCs to return the card to the NPC shack and reads...

Congratulations! You have found a dwarf standing alone in the middle of the woods. Upon reading this card, you MUST return this card, with your group, to the NPC shack. You will return here to continue this encounter.

Outcomes:

1. Someone stumbles upon the encounter card and brings it and/or the chest, to the NPC shack, and then continues with the module OPERATION FIND HULDREK

~

Number of Cast Members: 1

Props: Chest of the Tarrasch, Jewelry [no IG value], Plastic coin [no IG value], Potion Phys-reps [equal, Gas Packets [equal, Encounter Card and Envelope

Treasure: Gold, Components, Silver, Potions, Gasses, Granny's Recipe Book, Dwarven Stones, Random Dwarven Artifacts, Random Dwarven Treasure

Hook: Encounter Card on top of the Tarrasch Chest

Scenes:

In Game: Somewhere deep in the woods **Out of Game:** Off the path, away from where most would go. **Flee Point:**

Rules Clarifications: Encounter Card has instructions on how to follow the encounter. You must bring it to the NPC shack.

Emergency! Help Needed!

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: Family Recipes

Brief: Huldrek gave up watching the Tarrasch's treasure chest and went back to his grandmother's house leaving the treasure chest undefended. Huldrek is found by the Tarrasch, beaten up, and commanded to find stolen Tarrasch treasure chest and get it back. A note encouraging speedy work and Granny bloody severed finger are delivered to Huldrek by a Tarrasch Pawn.

Requirements:

- Run on Reaction
- Players find and take the Tarrasch treasure chest.

Synopsis:

The Tarrasch treasure has been stolen by player characters, and now the Tarrasch are angry. Huldrek put barely any effort into guard duty, and allowed the entire thing to be stolen. The Tarrasch quickly found Huldrek and beat him for information. He tells the Tarrasch what happened and that the adventurers in town have the treasure.

Huldrek, beaten and bloody, is released to try and gather the treasure that was taken, including the box and all the trinkets, doodads, and treasure it contained. Huldrek honestly had no idea that the Tarrasch is a terror gang. He is adamant all he does is watch a box and deliver packages. While Huldrek is in town, a messenger is sent with a small box. Inside the box is a finger with a lock of gray "hair" tied around it and a ransom note.

Huldrek ramps up his panic and beg for help. He is against any plan except just taking the coin and treasure to the location alone. It takes convincing or being threatened for him to go along with any other plan. Once a plan is agreed upon, Huldrek follows along with the plan. This module directly leads into THE EXCHANGE.

Outcomes:

1. The players go to meet the Tarrasch and the module The Exchange is ran.
2. The PCs run out of time, and find the body of Granny at the ransom drop off point. THIS IS A TIMED MOD. Mod failure occurs one hour after Huldrek gets the note.

~

Number of Cast Members: 2

Roles: Huldrek “Drek” Silverlode

Misc: Tarrasch Ransom Note

Props: Box for Finger, Severed Finger with Lock of Hair and Ribbon, Tarrasch Ransom Note

Makeup: Beaten and bruised

Costuming: Typical dwarven clothing [Tunic, belt, vest, etc.] that is dirty and distressed ; Messy beard and braids;

Hook: Huldrek coming into town after being found and beaten by the Tarrasch

Emergency! Help Needed! : Huldrek “Drek” Silverlode

Huldrek is a simple dwarf, who loves his Granny. Unfortunately, Huldrek has fallen in with the wrong crowd. The Tarraschs came a’calling one day, and ol’ Huldrek answered. Now, he’s a Tarrasch pawn, who gets 2 gold a day as payment for his services. Huldrek is a egotistical and selfish dwarf who thinks of nothing but himself. He is crass and sarcastic, entitled, lazy, and a coward. Huldrek only thinks of Huldrek and how things effect him.

Abrasive-No one really likes Huldrek. He is gruff, angry, short tempered, and just all around an disagreeable dwarf. The complete opposite of Granny.

Addict- Huldrek has a big problem with gambling, and it has caused him to become a thug to fund his habit.

Alcoholic- Huldrek has a serious drinking problem he refuses to acknowledge.

Charmless- Huldrek couldn’t charm a wort on a toad, much less charm a person.

Conceited- He thinks he is the perfect specimen, despite having never won a fight.

Cowardly- If a real fight breaks out, Huldrek will always run. Being pressed even a little bit has him spouting family secrets.

Dependent- If it hadn’t been for his grandmother, Huldrek would have lived and died in a gutter. He lacks the willpower to take care of himself.

Desperate- Huldrek has a severe gambling and drinking problem he has to finance. He has no job, despite his family name.

Dishonest- Huldrek will shake your hand with one hand and with the other, stab you in the back. You couldn’t trust it if this man told you the sky was blue and the grass was green.

Entitled- The world owes Huldrek everything.

Greedy- Huldrek wants all the money, he just doesn’t want to work for it.

Gullible- The Tarrasch was able to convince Huldrek to be their stooge, and to steal Granny’s book.

Lazy- The only thing Huldrek has been on time for is his dinner.

And don’t give him anything to do with a deadline

Proud- Huldrek has a strong dwarven pride, even though he shouldn’t be proud of the things he’s done.

Stubborn- A dwarf with dwarven stubbornness

Thievish- Huldrek will, and has, robbed is own Grandmother blind. You think your purse is safe?

Reset: Yes, draw from bag

Body: 200

Weapons: 2 Weapons

Damage: 15 Normal

Defenses: 3 Slay/Parry, 1 Dodge, 4 Resist Poison

Killing Blow: Not Active

Motivation: Huldrek is always thinking about where he can get his next drink and his next gambling fix. He is a coward and will run rather than fight. He loves his Grandmother, and will not hear anything bad about her.. He has no idea of the depth of depravity the Tarrasch are capable of. He has no idea that he is in a deadly group. He will deny any wrongdoing if questioned. He will claim he “just watches a box and runs errands for people”. He will never admit to betraying anyone, or even having knowledge that he betrayed anyone. He is a simple and gullible dwarf.

Speech: Normal speech, but sub par intelligence that shows in his speech patterns

Emergency! Help Needed! : Tarrasch Ransom Note

Huldrek, how stupid can you be?

We want 75 Gold and the return of the rest of our treasure for the safe return of your grandmother.

Bring the gold and items to the drop point, alone.

Come to the drop point and call out "The Sicilian Dragon!" We will know you are there to parley.

We know you know about that adventuring scum in the city.

They need to stay out of this if you know what's good for you.

You have one hour.

Just Like You Imagined

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: Balor investigated a bloody fist Urukhai and discovered that some formal magic caused the black shadow to show up and kill everyone in the circle. Turns out some people need to learn that lesson themselves.

Requirements:

- Run on Reaction
- Casting formal magic on the spirit of an Urukhai warrior.

Synopsis: If they cast any Formal ritual on a Bloody Fist Urk-Hai, it will be backlashed after 3 minutes of casting. Give them false hope and then BAM Roll on the chart.

The Exchange

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: Family Recipes

Brief: A plan has been agreed upon to get Granny back and Huldrek is willing to go along with it, so long as the PCs convince him to.

Requirements:

- Run on Reaction
- The players decide to return the treasure to the Tarrasch or at least pretend to. Lead into from the module "Emergency Help Wanted"

Synopsis:

A box has been delivered, containing the severed finger of Granny Silverlode. Huldrek has been convinced about a plan and is willing to do as asked. The PCs prepare their plan, the shack prepares to counter. The PCs have one hour from the time the box is delivered to the time the treasure is delivered.

Granny is being held out of reach on the other side of the clearing with a knife to her throat. Her magnificent beard has been shorn close to her face and she has been beaten, her severed finger stump covered in blood.

The King, who is holding the knife to her throat, threatens Huldrek or whoever enters the clearing with killing Granny if they do not stop and say the password. They are insistent the password needs to be said in order to continue.

The King will continue to threaten Granny and will kill her if the PCs get too close, or if he doesn't like the way the battle is going.

Outcomes:

1. The PCs gather up the treasure, amounting to at least 95% of what was taken, allow Huldrek to take it to the agreed upon place under one hour, and leave without any PC involvement. Granny is released into town
2. If the PCs don't do exactly that, it will trigger an ambush fight. The King will kill Granny at the drop off point if he thinks the battle isn't going their way.

~

Number of Cast Members: 6 to as many as available

Roles: Grandmother “Granny” Whuthona Silverlode, Haish Dulshadow, Tarrasch King, Huldrek “Drek” Silverlode, Kinji Cragthorn, Tarrasch Knight, Qel’zak Elos-Tarrasch Bishop, Litch, Tarrasch Black Pawn, Chaos Caster, Tarrasch Black Pawn, Fighter, Tarrasch White Pawn- Leviathan, Lesser

Props: Wooden Spoon

Makeup: Beaten and bloody for Granny, Flour on face and hands

Costuming: A flower-print or other “old lady” dress, apron with flour stains, gray dwarven luxury beard beard with braids, beads, and decorations, bun hairstyle, Nothing overt, just your typical towns person. Very unassuming., Typical dwarven clothing [Tunic, belt, vest, etc.] that is dirty and distressed ; Messy beard and braids,, Armored or Townsperson, Unassuming Townsperson, Hulking Rotting Corpse

Treasure: Granny Silverlode, Silver, Gold, Components

Hook: The players decide to return the treasure to the Tarrasch or at least pretend to. Lead into from the module "Emergency Help Wanted"

Scenes:

In Game: Tarrasch Treasure Drop Location **Out of Game:** Amphitheater **Flee Point:**

Running Notes: The fight is ran as an ambush. The treasure drop off point allows the NPCs to get in close and attack from the rear and sides, pushing the PCs forward and together. At no point do the Tarrasch allow themselves to be cut off from retreat. When there are about four Tarrasch left, a retreat is be called and the rest flee and the King will kill Granny. Huldrek fights the Tarrasch when they appear. The Tarrasch fighting group should be filled in order of importance: the Tarrasch King, the Tarrasch Bishop, the Tarrasch Rook, the Tarrasch Knight, then the Tarrasch White Pawn, then Tarrasch Black Pawn Chaos Caster and Fighter. The Rook concentrates on keeping the Knight and King up, healing the pawns as needed. The Knight protects the King foremost, the Rook second, and attack third. The King coordinates the fight with the Bishop and run if needed back to Granny. Protect the Rook only if needed. The Rook can raise Undead [X number] The Bishop is to take orders from the King during the battle. The pawns listens for direction from the King and do as instructed. Any remaining Pawns flee when there are four (King, Bishop, Knight, Rook or any combo to make for total) Tarrasch members left standing. They retreat if the King goes down at any time.

The Exchange : Grandmother “Granny” Whuthona Silverlode

“Oh dear! Look at you! What a lovely sweater! Are you hungry? Thirsty? Need a healing? Granny’s here to help!” At the tender young age of 190, Granny is a lovely, squat, old figure in the local community. She has never met a stranger, and welcomes all who come to her door! When the occupation happened, Granny kept her head down and did as she was told. She allowed her neighbors to “teach Huldrek a lesson”, even though it hurt her to know what he had to go through. He was bound to be caught by the Bloody Fist and killed, and possibly Granny Whuthona along with him.

Today, Granny occupies her time crocheting, baking, making concoctions and potions, and healing the occasional accident or illness. All and all, her life is simple and fulfilled.

Reset: No, single life

Body: 100

Weapons: 2 Weapons

Damage: 10 Silver

Magic: 6 Earth Block

Abilities: Healing Arts, Herbal Arts, Read Magic, Alchemy 20 levels, Create Potion 20 Levels

Props: Wooden Spoon

Makeup: Flour on face and hands

Killing Blow: Not Active

Motivation: She wants her recipe book back. And she wants someone to find her grandson Huldrek, but she is more worried about her book. She is willing to share information to achieve those goals. She is kind and wants to help where she can. She will use her healing abilities if needed.

Speech: Soft spoken and intelligent, with a hint of anxiety.

Movement: Shuffled, stooped gate. Slow. Movement should look like it's hard to do [like an old person].

The Exchange : Haish Dulshadow, Tarrasch King

You, Krath, and Penji have always had a thieving gang for as long as you can remember. It started with you three orphans stealing food and it grew into a small empire. Once the best thief in the city, you have added kidnapping and assassination to your list of job skills. You know that you are employed by the Bloody Fist, you were the one they approached! You use your skills in directing all of the Tarrasch business, and are a brilliant tactician. Only you know where to find the Orc liaison and the orders that they give. Your orders, and consequently those of the Bloody Fist, are expected to be carried out without questions.

Reset: yes, bag draw

Body: 150

Weapons: 1H dual or sword and shield

Damage: 10 Normal/20 normal behind

Magic: none, Take Alchemy Packets- Vertigo Gas x5, Sleep Gas x5, Nausea Gas x5

Defenses: Resist Sleep x3, Resist Charm x3, Resist Poison x3, Return x5, Cloak Binding x3

Abilities: Dodge/Assassinate x5, Read/Write, Herbal Lore, Alchemy x20, Healing Arts, Pick Lock, Set Trap/Disarm, Will to Live Racial

Motivation: Arrogant, Calculating, Charming, Cruel, Power hungry, Tactful

The Exchange : Huldrek “Drek” Silverlode

Huldrek is a simple dwarf, who loves his Granny. Unfortunately, Huldrek has fallen in with the wrong crowd. The Tarraschs came a’calling one day, and ol’ Huldrek answered. Now, he’s a Tarrasch pawn, who gets 2 gold a day as payment for his services. Huldrek is a egotistical and selfish dwarf who thinks of nothing but himself. He is crass and sarcastic, entitled, lazy, and a coward. Huldrek only thinks of Huldrek and how things effect him.

Abrasive- No one really likes Huldrek. He is gruff, angry, short tempered, and just all around an disagreeable dwarf. The complete opposite of Granny.

Addict- Huldrek has a big problem with gambling, and it has caused him to become a thug to fund his habit.

Alcoholic- Huldrek has a serious drinking problem he refuses to acknowledge.

Charmless- Huldrek couldn’t charm a wort on a toad, much less charm a person.

Conceited- He thinks he is the perfect specimen, despite having never won a fight.

Cowardly- If a real fight breaks out, Huldrek will always run. Being pressed even a little bit has him spouting family secrets.

Dependent- If it hadn’t been for his grandmother, Huldrek would have lived and died in a gutter. He lacks the willpower to take care of himself.

Desperate- Huldrek has a severe gambling and drinking problem he has to finance. He has no job, despite his family name.

Dishonest- Huldrek will shake your hand with one hand and with the other, stab you in the back. You couldn’t trust it if this man told you the sky was blue and the grass was green.

Entitled- The world owes Huldrek everything.

Greedy- Huldrek wants all the money, he just doesn’t want to work for it.

Gullible- The Tarrasch was able to convince Huldrek to be their stooge, and to steal Granny’s book.

Lazy- The only thing Huldrek has been on time for is his dinner. And don’t give him anything to do with a deadline

Proud- Huldrek has a strong dwarven pride, even though he shouldn’t be proud of the things he’s done.

Stubborn- A dwarf with dwarven stubbornness

Thievish- Huldrek will, and has, robbed is own Grandmother blind. You think your purse is safe?

Reset: Yes, draw from bag

Body: 200

Weapons: 2 Weapons

Damage: 15 Normal

Defenses: 3 Slay/Parry, 1 Dodge, 4 Resist Poison

Killing Blow: Not Active

Motivation: Huldrek is always thinking about where he can get his next drink and his next gambling fix. He is a coward and will run rather than fight. He loves his Grandmother, and will not hear anything bad about her.. He has no idea of the depth of depravity the Tarrasch are capable of. He has no idea that he is in a deadly group. He will deny any wrongdoing if questioned. He will claim he “just watches a box and runs errands for people”. He will never admit to betraying anyone, or even having knowledge that he betrayed anyone. He is a simple and gullible dwarf.

Speech: Normal speech, but sub par intelligence that shows in his speech patterns

The Exchange : Kinji Cragthorn, Tarrasch Knight

You, Haish, and Krath have always had a thieving gang for as long as you can remember. You've always been the brute of the group, and you take orders well. You know that the group works best when Haish is in charge, and the growth of both treasure and torturous "fun" has been exponential. You do not know the group is employed by the Bloody Fist.

Reset: yes, bag draw

Body: 100

Weapons: Any, Sword and Shield normally

Damage: 15 Normal

Defenses: Resist Sleep x3, Resist Charm x3, Resist Poison x3, Return x3, Cloak Binding x3, Rip from Binding x5, Dodge x1

Abilities: Read/Write, Herbal Lore, Healing Arts, Pick Lock, Set Trap/Disarm, Will to Live Racial, Critical Slay/Parry x5 (Use as Parries for King and Rook)

Motivation: Cruel, Intelligent, Power hungry, Twisted

Tactics: Should defend the Rook and King

Movement: Should be a quick fighter, able to defend both the King and Rook

The Exchange : Qel'zak Elos-Tarrasch Bishop, Litch

You are a Litch, the strong arm of the Tarrasch. You carry out orders given directly from the King, and no other. You have your suspicions on who really calls the shots here, but life is good, and you don't ask any questions.

abilities:

- Magic Create Undead x8
- Magic Desecrate x4
- 20 Elemental Ice x5
- Arcane Fear x4
- Control Greater Undead by Voice

Reset: Yes, respawn from bottle after 3 days

Body: 200

Weapons: Claw

Damage: One Handed 7 Magic Drain/ Two Handed 10 Magic Drain

Magic: 5/5/5/5/5/5/5/5/5 Earth, 20 Levels Formal Magic

Defenses: No Metabolism, Focus (Cast in Body), Resist Magic x3, Phase x3, Dodge, Cloak Command x5, Bane Binding x5, Rips From Pin/Bind/Web/Confine

Motivation: Cruel, Intelligent, Twisted, to carry out your orders and further the goals of the Tarrasch

Tactics: Save Level 7 spells for create undead

The Exchange : Tarrasch Black Pawn, Chaos Caster

*You were once just a normal, albeit down on their luck, townsper-
son. You never thought you would stoop this low, but the utter pow-
erlessness of the orc occupation has you questioning your reality.
Tempted into cruelty and chaos, you cast magic that defies Tyrre it-
self. You do not know the group is employed by the Bloody Fist.*

Body: 60

Weapons: One Handed Weapon

Damage: 5 Normal

Magic: Earth 4/4/4/4/4/4/3/2/1

Defenses: Cloak Command x3, Dodge x3, Resist Charm x3

Abilities: Healing Arts, First Aid, Read and Write, Herbal Lore,
Alchemy x10

Motivation: Cruel, Intelligent, Twisted. To do as told by those
above you in command

The Exchange : Tarrasch Black Pawn, Fighter

Skilled in the fighting arts, you find yourself the muscle for a deadly thieving group. You do not know the group is employed by the Bloody Fist.

Body: 100

Weapons: Two Weapons

Damage: 10 Normal 1h, 15 Normal 2h

Defenses: Resist Physical x3, Return x3, Resist Poison x3, Dodge x1

Abilities: 3 Critical Slay/Parry, Healing Arts, First Aid, Read and Write

Motivation: Cruel, Power hungry, Twisted. To do as ordered.

The Exchange : Tarrasch White Pawn- Leviathan, Lesser

You are undead, once someone who was abducted by the Tarrasch. Your only goal now is to rend the living.

Body: 200

Weapons: Use any weapon skill or style

Damage: Claws Short- Long 5 Normal/ Longsword 6 Normal/
Two Hands 11 normal

Defenses: No Metabolism/ Half Damage from Weapons/ Immune
To- Sleep, Charm, Poison, Death, Paralyze, Waylay, Ice

Abilities: Rips from Pin/ Bind/Web/Confine

Motivation: Rend the living, Mindless Intelligence

Movement: Wandering, Pack

Zero Dark

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: [Orc Invasion]

Brief: Val'kaz can appear on any one of the "Unspoiled Caves" Modules. At the start of the event a die is rolled to determine which "Unspoiled Caves" module will have him in it. This is a big jump scare for the later weekend.

Requirements:

- Run on Reaction
- The Unspoiled Caves module that was selected at the start of event is ran.

Synopsis: At the start of the event roll a ten sided die. For the value that was rolled add a note to the module for that cave that Val'kaz lurks in that cave.

Add Val'kaz has been relaxing and planning his next move in the hollowed out cave made of the devoured root system of one of the stonewood trees. He was under the impression that this place was safe and hidden away. When Val'kaz is found in the cave he is caught unprepared and his only goal is to escape.

He will grab his book of plans and his sword and rush past the players leaving them to fight the Gnawing Ones.

A Conversation in Darkness

Written By: Chris Colland

Reviewed By: Scott Bennett

Plotline: the time war

Brief: The Chosen One has been captured and is given an offer from the Dark Ones, the lords of Morumbria.

Requirements:

- Run on Reaction
- The Chosen one has been captured or came willingly with the Morumbrians during the Ritual of Fire.

Outcomes:

- 1.The Chosen one takes the deal and is given the Blessing of Morumbria
- 2.The Chosen one refuses the deal and is given the brand of Morumbria

~

Number of Cast Members: 3

Roles: The Dark One 3x

Misc: The Blessing of Murumbria

Props: Scroll of the Blessing of Morumbria, metronome, rope lights for lighting

Hook: The Chosen one has been captured by the Morumbrains.

Scenes:

In Game: Out of Game: mod Shack or all cabin with only , Murumbrian Glowing Eyes and robes /w no weapons. Before the players is a table with a slowly ticking metronome and the scroll of the blessing of morumbria in front of them. **Flee Point:** The only way to escape is death or to accept the deal.

A Conversation in Darkness : The Blessing of Murumbria

I give myself to the Darkness,
I loyally will my spirit to Murumbria,
I anchor my soul to eternal Abyss,
I swear to be the Dark that banishes Light,
Murumbria is true and Darkness does not falter,
In my darkest hour, they hear my cries and pleas for help,
For Murumbria will always be my home,
I willingly accept the Blessing of Darkness, to Murumbria I bind myself,
Darkness will keep our minds free of the Light's corruption
Forever shall it reign in a thousand years of Darkness,
Hail Murumbria!

Blessing of Murumbria, the Chosen One will always be able to communicate with the realm of Murumbria. The Murumbrians will ignore them and not attack them. Willingly being a vessel for Murumbria will grant the Chosen One great powers and knowledge. The Chosen One can summon the Murumbrians if they perform a ritual in which they offer artifacts of Darkness, Hoylean books/relics, the life of a Hoylean, or collect 9 Shadowstones (Local Stone rare and hard to find but will be consumed upon summoning)

Townsfolk

1 Modules to run

Stonewood Townsfolk

Written By: Chris Colland

Reviewed By: Scott Bennett

Brief: The citizens of Stonewood are tentative but free from the Bloody Fist's brutal occupation.

Requirements:

- Run on Townsfolk

Randoms

6 Modules to run

Orc Scouting Pary

Written By: Scott Bennett

Reviewed By: Brittney Perry

Plotline: orc invasion

Brief: Bloody Fist Scouts attempt to gather intelligence.

Requirements:

- Run on Randoms

Synopsis: The lowest members of the Bloody military structure the scouts gather intelligence.

Outcomes:

- 1.Orcs gather information about the town and escape.
- 2.Orcs kill townsfolk and inspire fear.

~

Number of Cast Members: 1-5

Roles: Bloody Fist Scout

Misc: Orc Intel

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Rumors:

Bloody Fist scouts are the youngest members of the bloody fist war machine. They often do not bring to bear the ferocity that one expects from the more seasoned Bloody Fist but rather they are willing to observe and plan. The Scouts will often leave the field of battle without ever engaging with an enemy in battle having gained knowledge to bring back to the horde with none the wiser.

~ Notes and Observations on the Bloody Fist - Gathered by the Black Anvil Mercenary Company

Hook: Bloody Fist Scouts arrive in town.

Running Notes: There is no need for the scouts to fight the people of Elysia. They must rather discover a picture of the people that they hope to subjugate.

Orc Scouting Pary : Bloody Fist Scout

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are very expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.

Reset: 3 times each.

Body: 40

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Defenses: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Immune Death

Abilities: Mighty Slay (Racial, no Parry), Healing Arts,, First Aid,, Read and Write,, Read Magic,, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Costume: Red Tabbard

Makeup: Bloody Fist Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face)

Killing Blow: If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value.

Motivation: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intelligence for the Raid Leaders. If pressed you will try to flee if you have learned something. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Movement: Forceful and with purpose. Don't slouch or stoop show your might.

Search: Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Orc Scouting Pary : Orc Intel

The Bloody Fist Scouts are always looking for more information on the people that the horde is working against. If you gain any information leave immediatly and report back to the horde.

We are representing this by having a board with the intelligence gathered by the Bloody Fist Scouts in the NPC Shack with the results of their findings. Each unkilld Bloody Fist Scout will add to this board and build a picture of the town of Stonewood for the Bloody Fist Horde.

- identify possible targets for rituals the Orcs have planned.
- Identify targets to take as hostages. If a hostage is taken run "Bonesaw's Black Site"
- Identify who is in charge and giving orders?
- Identify people who can be bought or blackmailed. If someone agrees to sell information in exchange for a bribe run "So you want to make a deal"
- Where are magic items, relics, or rumors of lost magic?
- Are there surrounding defenses?
- Identify where the money is kept.

Bring Out Your Tails

Written By: Brittney Perry

Reviewed By: Mary Courtney

Plotline: The Rat Pack

Brief: A mercenary from the Black Anvil Company is paid by the city to periodically to collect rat tails and pay the bounty.

Requirements:

- Run on Randoms
- The stock of rat tails in the NPC shack is running low.
- Stonewood City Pest and Sanitation has been ran

Synopsis: A mercenary from the Black Anvil company will, from time to time, go into the town and collect any rat tails the adventurers may have, paying them 1 silver per rat tail.

Outcomes:

- 1.The PCs sell their rat tails
- 2.No rat tails are sold

~

Number of Cast Members: 1

Roles: Black Anvil Company Mercenary

Props: Bag For Rat Tails, Bag For Gold, Silver

Treasure: Silver, Gold for Rat Tails

Hook: Black Anvil Company comes into town

Rules Clarifications: Each Rat, when killed, will give a rat tail for the bounty. These are in game items.

Running Notes: The mercenary will announce his intention to collect rat tails throughout the town eg, “Bring out your tails!”
“Bounty Collection!”

Bring Out Your Tails : Black Anvil Company Mercenary

R.O.U.S.

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: Rat Pack

Brief: These unusually large rodents have dispersed from the food stores, but now they are swarming the local area. These rats will show up wherever there is food. The tavern, cabins, everywhere.

Requirements:

- Run on Randoms
- A Grainy Situation complete

Synopsis: The rats, driven from their home, are now invading the nearby city for food. Groups of rogue rats can be seen wandering the streets, and are proving dangerous to anyone that gets nearby. These rats have the ability to smell any food and will attack anyone or anything with food.

Outcomes:

- 1.The rats come into town and are collected for the bounty

~

Number of Cast Members: 1

Roles: Giant Field Rat

Props: Rat Tail for Treasure

Costuming: Brown or Gray Tabard, Rat Mask, Rat Tail

Treasure: Rat Tails

Hook: Rats wandering into town

Non Standard Effects: The giant field rats can detect food in the area and are drawn to it. Seeking Food

R.O.U.S. : Giant Field Rat

Squeak! You are a Giant Field Rat, and you love grain. In fact, you love grain so much, you will seek it out anywhere there is any. You are not aggressive, and will only attack in defense of yourself or another rat. You love to stay in your group and eat.

Body: 20

Weapons: Claws/ Longsword

Damage: 3 Disease

Abilities: - Rip from Pin/ Blind - Ability to Heal x2- On a TEN count [one I feed, two I feed, etc...] a Giant Field Rat can heal if there is a food source available [Food sources include, Plot designated garbage dumps, other Plot designated feeding areas, grain piles, etc.] - Dodge x1

Props: 82, 97, 116, 32, 84, 97, 105, 108, 32, 102, 111, 114, 32, 84, 114, 101, 97, 115, 117, 114, 101

Motivation: To eat grain and nest

Speech: Animal Squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, will not attack unless attacked first. Defensive.

Movement: Wondering, Drawn toward food source, tend to stay together

Roaming Gnawing One

Written By:

Brief: One of the gnawing ones is looking for a good tree to burrow into

Requirements:

- Run on Randoms

Roaming Lord of the Woods Cultist

Written By:

Brief: A lord of the woods cultist is lurking around.

Requirements:

- Run on Randoms

Those Bloody Stinking Rats

Written By: Brittney Perry

Reviewed By: Scott Bennett

Plotline: Rat Pack

Brief: The Bloody Rats, dispersed from their feeding ground, are now invading... everywhere.

Requirements:

- Run on Randoms
- Completion of 'The Bloody Rats'

Synopsis: Groups of Bloody Rats are seeking a new nesting area. They are invading the country side, killing their mild mannered counterparts, and attacking the farmer and anyone else who tries to repeatedly entering the town and attacking anyone they find. They are agitated by the disturbance of their feeding grounds, and are drawn to the area by the PCs bloodshed. Unprovoked attacks are on the rise. There seems to be no end in sight.

Outcomes:

- 1.The PCs are attacked repeatedly by Bloody Rats

~

Number of Cast Members: 1- desired amount of Bloody Rats

Roles: Bloody Rats

Props: One rat tail per rat for treasure

Costuming: Brown or Gray tabard, rat mask, rat tail, red tabard or sash around waist

Treasure: Rat Tails

Hook: Packs of Bloody Rats keep coming into town

Non Standard Effects: The rats can self heal on a ten count

Rules Clarifications: Each Rat, when killed, will give a rat tail for the bounty. These are in game items.

Those Bloody Stinking Rats : Bloody Rats

You are a field or sewer rat who has fed on the bodies of the Bloody Fist victims and from the Orcs themselves, when available. This has turned you into a crazed rat, ready to kill and eat anything you think you can. Nothing can soothe your hunger. You are also drawn to the Stonewood Seed Grains by smell.

Body: 45

Weapons: Claws/Short/Longsword

Damage: 7 Disease

Defenses: Immune to Calm Animal, Charm Animal, Cause Disease, Cause Weakness

Abilities: - Rips from Pin/ Bind/ Web/ Confine - Racial Mighty Slay (Slay that can only be used as a Slay no Parry) - Racial Battle Rage x2 (Resists a Berserk or +5 damage for 5 attacks) - Ability to Heal, unlimited- On a TEN count [one I feed, two I feed, etc...] a Bloody Rat can heal to full, if there is a food source available [Food sources include downed and dead PCs, other down or dead rats, Plot designated garbage dumps, Other Plot designated feeding areas, etc.] - Physical Strike Wither Limb x2 - Physical Strike Pin x3 - Track Stonewood Seed Grain by SMELL

Props: One rat tail per rat for treasure

Motivation: Feed on dead bodies, nest

Speech: Animal squeaks

Tactics: Will tend to stay grouped together and fight as a group rather than individuals, super aggressive toward any non-rat.

Movement: Wandering, Group Movement, aggressive to non rats