

ORC HUNTING IN RURAL ARTHEDAIN

Setting

Location

The rural hilly areas in northwestern Arthedain.

Date

22 *Gwirth* TA1110

Weather

Cold (15 – 45), 40% chance of sleet or snow showers

Background

Beyond the borders of the lands of Arthedain's noble houses lie the rolling hills of the *Emyn Uial*. While the capital has moved to Fornost many lesser houses in this area cannot afford to make the move to the lands on the North Downs and remain in their houses and forts scattered through this area.

Recently a number of attacks by orcs have occurred right in the middle of this area much further inside Arthedain than ever before. The armies of the noble houses are busy patrolling the *Rammas Formen* and have neither the time nor the manpower spare to investigate. The PCs have therefore been engaged to hunt down the band or bands of orcs making a nuisance of themselves.

Details

There are three small bands of orcs, who have holed up in small cave systems. They are actually on a reconnaissance mission ahead of the creation of the kingdom of Angmar by the Witch King. The three bands moved down in secret from the north and now make small raids to assess the strength of Arthedain, and to discover the patrol routes and supply chains in this rural area.



Notes

The orcs will be out of their caves during night, scouting and causing mischief. They leave tracks but they are **Hard** to detect and follow. During the day they rest in the caves and sleep but are quick to awaken when there is trouble. If fought outside they are at -90 in sunlight, -40 in other daylight.

After successfully clearing all three lairs the players should head back to a town or royal keep to claim a reward. Current bounty on orcs is 25cp per orc, proof of kills, heads, hands or some other easily identifiable as orcish body part is usually required.

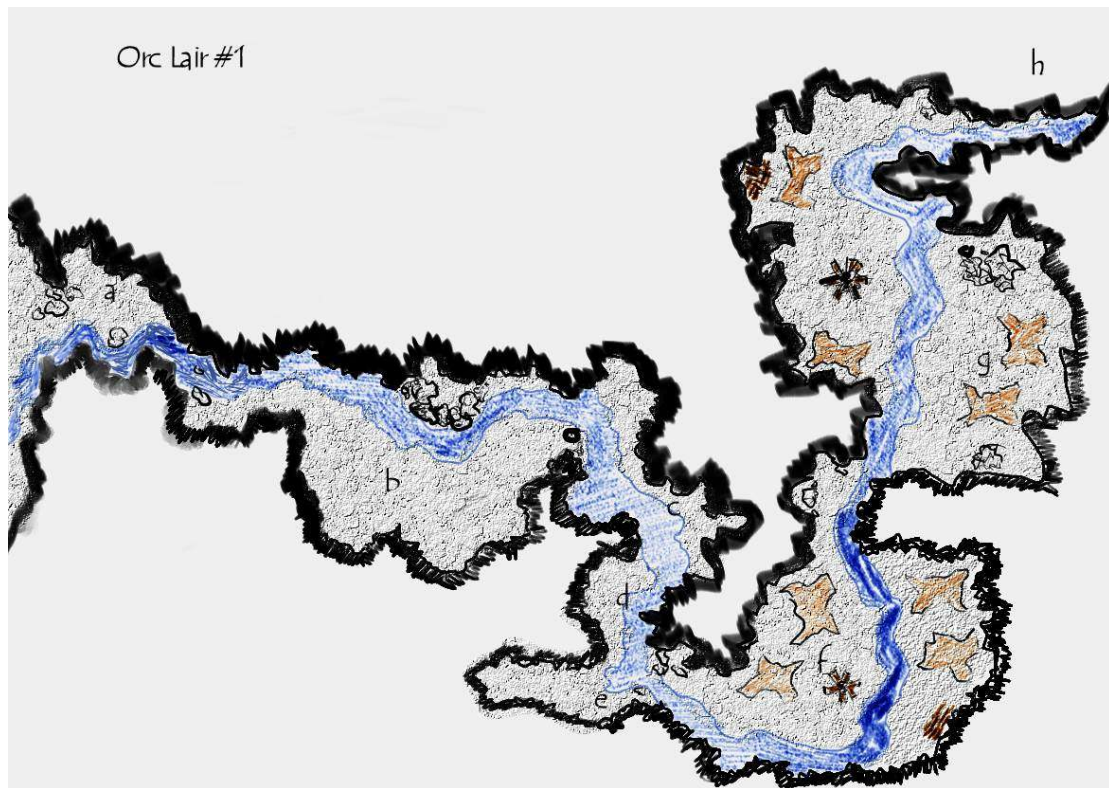
While heading back they players should meet up with Leratir who is leading a patrol back from the Rammas Formen towards the Noirin family's holdings. This leads in to our next adventure...

NPCs

Name / #	Race	Lvl	Hits	AT	DB	S h	Gr	Melee	Missile e / 2 nd ry	MM	Notes
Gurlak	Orc	4	65	9	30	y	n	75sc	60sb	-5	Has a key to the chest in Lair 1.
Lurgoth / 7	orc	2	35	3	35	Y	N	35sc	20sb	5	Lair 1. each has 20-30 cp
Lurzog	orc	5	95	9	35	y	n	89sc	77cp	5	Lair 2, hold key to cell
Lurgoth / 4	orc	3	45	5	25	y	n	45sc	25da	5	Lair 2 each has 20-30 cp
Will Brannock /1	Rural man	2	27	1	10	n	n	15	5	0	Prisoner
Lugoth / 4	orc	3	35	5	35	y	n	50sc	20sb	5	Lair 3 40-50 cp each
Burl Rudget /1	Rural man	1	10	1	0	n	n	5	5	0	Prisoner

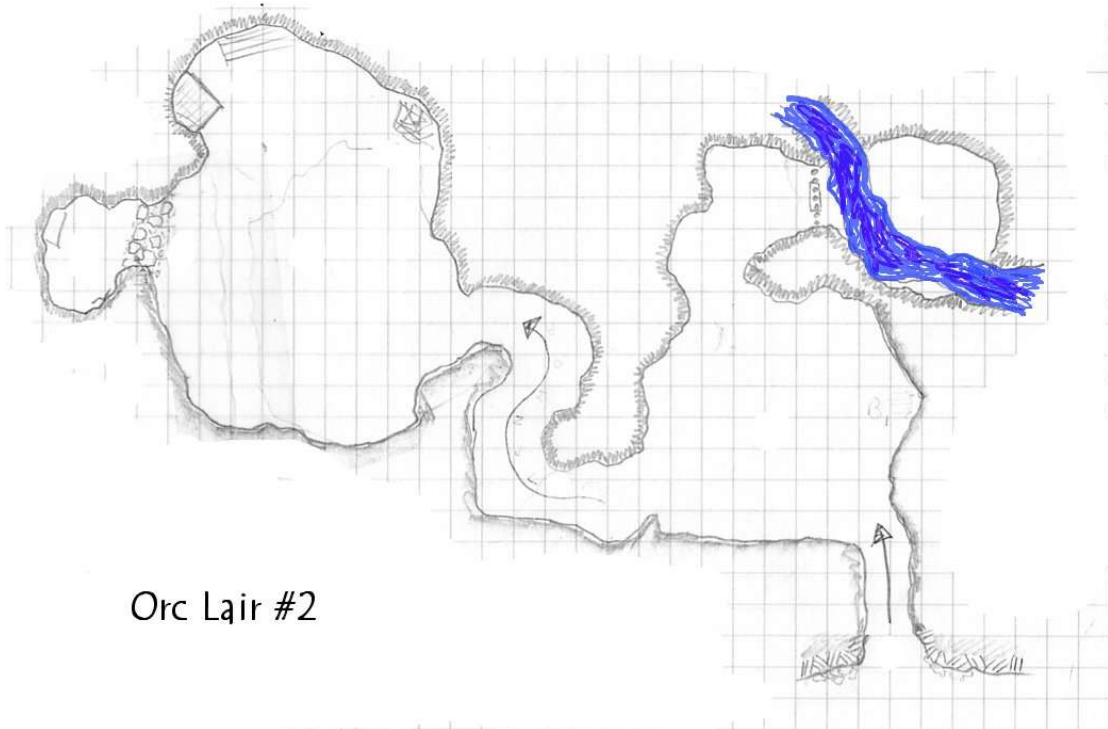
Maps

Orc Lair #1



- a) Entrance – The cave entrance is a 12' wide triangular crack in the rocky base of the hill. A small stream 2 feet deep runs out of a 5' high passageway to the East, which is the only way to get further into the system. The water is cold, but clean.
- b) First cavern – This cavern is around 30' long, 20' wide and 8' to 10' high, unlit and usually guarded by two orcs during the day. If they see intruders one of them will run for help. To the east the passageway bends to the right and winds south. There is a pile of boulders to the north, which hides a chest owned by Gurlak the leader of this orc band. The chest is locked (Hard to pick) and Gurlak has the only key. It contains 8gp, 50sp, 450 cp, 1200 hc, 2550 qc and a sheaf of notes in Gurlak's untidy and poor Westron scrawl describing what they have found of patrol routes etc.
- c) Passage – from here the glow of a fire in the caverns further on can be seen flickering off the walls
- d) Passage – here the passage drops to 6' high
- e) Store – the orcs use this dead end passage to store food. It is nasty but edible to humans and dwarves though an elf could not bear to eat it.
- f) Second Cavern – This 40' cavern has a 12' roof and houses 4 orcs, one of whom will have been on watch in b. A fire is burning in the centre and a supply of wood lies piled against the Eastern wall. The orcs sleep on piles of filthy animal skins. There is little else as the orcs jealously guard their few meagre possessions.
- g) Third cavern – This 50' irregular caver has a 11' roof and houses the other 4 orcs, one of whom will be on watch in the first cavern.

Orc Lair #2



Orc Lair #3

