Den of the Orcish Raiders (Level 1)

The King's only daughter, Princess Elinore has been kidnapped by a band of bloodthirsty Orcs and they are now hiding out in an abandoned castle. The King has promised a reward of 500 gold coins to whoever returns her to him safely.
This quest can be played by 2-4 hero-characters. Search the abandoned castle and free the Princess and put an end to the Orcs reign of terror.

Location Chart 2D6

Roll	Location
2	Room 6x6 (2 door)
3	Room 6x4 (4 doors)
4	T Intersection
5	Room 6x6 (3 doors)
6	Room 6x6 (4 doors)
7	Hallway
8	X Intersection
9	Corner
10	Room 6x4 (4 doors)
11	Special
12	Special

Monster Chart D6

Roll	Monsters (#)
1	Wolves (D4)
2	Wolves(D6)
3	Orcs (D4)
4	Orcs (D6)
5	Ghoblins (D4) & Orc(D4)
6	Ghoblins (D6) & Wolves (D4)

Encounter Chart D8

Roll	Encounter
1-4	Monsters
5-6	Chest (1) & Monsters
7-8	Chests (D4)

Doorway Chart D10

Roll	Type
1-7	Unlocked Door Dif:1
8-10	Locked Door Dif:2
11+	Great Door *

* Becomes unlocked door after second Great Door

Chest Chart D6

Roll	Result
1-3	Locked Dif:2
4-6	Unlocked Dif:1

Random Event D6

Roll	Effect
1	**Broken Weapon** The Weapon the Hero last used is broken and must be discarded.
2	**Quake Crevice** A tremor flows through the dungeon and a crack opens up in the floor. Roll a D6. On an odd number the crevice goes across the room, on an even it goes down the room. Roll the appropriate coordinate die to determine which row or column of squares is now a crevice. Any Characters on the crevice can jump to one side but must randomly determine which side. Chests on the Crevice are lost. To cross the crevice a character must get 2 successes on a Dexterity roll.
3-5	**Monster Patrol** Monsters appear at the Doorway through which you entered the room or hallway. Roll on the Monster Chart and place the Monsters at the Doorway.
6	**Nothing**

Door Trap Chart D6

Roll	Trap
1-2	*None*
3-4	*Spiked Ball – Dif: 2 DEX* A giant spiked ball on a chain swings down in front of the door. All characters in its line of travel from wall to wall suffer an attack. Make an attack roll with 3d6 against each character in line. Each gets to roll DEF but without Armor or Shield bonuses.
5	*Sleep Trap – Dif: 1 WIT* When sprung all Characters in the room make a RES roll and must get two success or fall asleep. Characters may make no actions on each following turn except to repeat the RES roll, when two successes are achieved that Character wakes up and may make one action this turn. A Hero may awaken another Hero as the second part of their action. If that Hero moves adjacent to a sleeping Hero they are awoken and may make one action this turn. Any action directly against a Character will also awaken them with the same results.
6	*Expanding Pit – Dif: 2 DEX* When sprung a pit appears in the four square in the centre of the room. Characters can immediately move to an adjacent square to avoid falling. All characters have 2 rounds to exit the room or fall to their death! When all characters are out of the room the trap resets. All chests in the room are lost.

Chest Trap D6

Roll	Trap
1-4	*None*
5-6	*Snapper – Dif: 1 WIT* Mechanical Jaws are hidden within the lock ready to crunch the would-be disarmer. This trap only affects the hero opening the chest or door. The Jaws make a 3d6 attack against the hero. The hero rolls DEF but without Armor or Shield Bonuses

Treasure Chart D6 (+2 for Locked Chests)

Roll	Treasure
1-2	5 Gold Coins
3-4	Potion of Healing
6	Great Key (Unique – Re-roll this result)
7	Potion of Revival
8	Orc Blood Whetstone

Special Location (D6)

Roll	Room
1-3	Fountain Room
4-6	Sarcophagus

Unique Location Chart

First great Door	Boss' Lair
Second Great Door	The Cell Block

The Adventure

Having decided to aid the King and rescue his daughter, you make your way to the old Castle. You enter the foyer and by the light of two torches, find three unlocked doors leading into the depths. As per the rules these will not be locked or trapped.
Where to next . . . ?

Time Span
10(11)

Unique Rooms

The Boss's Lair

The Boss' Lair tile is a 6 by 8 room with an "Orc" symbol in the centre. There is only the one entrance to this room which is the Great door you enter by. This is where Grolda, leader of the Orcish Raiders, makes his plans to steal from the Realm.

Setup

The Boss figure is located on one of the Orc squares in the centre of the room. He will always detect the hero and attack immediately. Four Ghoblins and four Orcs are also in the room, roll for their locations as normal. You must kill the Boss to retrieve the special key for the doors in the Cell block.

The Cell Block

The Cell block has 6 cells locked with a special key but none are trapped. The Orc Boss has the special key.

Setup

There is one Orc in the center of the room. When you open a cell roll a D6. On a 1, the cell contains a troll who attacks instantly, on a 2-5 the cell contains an Orc Prisoner who attacks instantly, and on a 6 the cell contains the Princess. The Princess and Troll are unique, so if the results are rolled again, reroll until a different result is obtained. If you get down to the last two cells without finding the Troll or Princess, a 1-3 is the princess and a 4-6 is the troll.

Orc Boss

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	XP
5	4	3	4	2	0	4	3	15

Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: The Orc Boss appears as any other Orc with the exception of his attire and attitude. He wears battle armor and is much more cruel and cunning than the Orcs that are subordinate to him.
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Life Chart D6

Roll	Result
1-5	Nothing
6	+1 to future rolls (cumulative)
7	Defeated

Monsters

Ghoblin

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	2	4	4	4	0	3	3	1	2	9

Powers: None
Law: Sneaky -The monster will wait and only attack the nearest hero in an adjacent space to another monster. The monster will attack if cornered and attacked by a hero.
Description: Ghoblins are the smallest of the green-skinned races. They are not as strong as their larger cousins, the Orcs, but they are smarter and just as cruel and vicious. Like the Orcs they dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them.

Orc

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	3	3	4	2	0	3	3	1	6	11

Powers: None
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Orcs are a brutal and savage race of green-skinned humanoids. They delight in war and violence. They lack most of the higher intelligence of other races, but they are cunning and clever in devising new ways to cause mayhem. Orcs dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them.

Wolf

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	2	4	6	2	0	5	1	1	0	12

Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Wolves are large wild canines. They have fur ranging in colours from brown, red, grey, white, and black. Wolves have large sharp teeth and equally as deadly claws. Wolves are often reared by ghoblins to serve them as attack animals, and occasionally as mounts.

Troll

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
5	4	2	3	2	0	3	1	1	10	13

Law: Frenzy- Once a monster detects the Heroes it will always move and attack the nearest. If it survives a turn, it will always attack a different Hero usually the next nearest.
Description: Trolls are the largest, strongest, and dumbest of the green-skinned races. Trolls maybe dumb but they can be just as cruel as other green-skins. Trolls can be found in small wandering bands that will attack anything they come across. Some can be found in the company of other green-skins, but are controlled with fear and violence.

Items

Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with full life.
Orc Blood Whetstone	The Orc blood Whetstone can be used to sharpen a bladed weapon. That weapon then gets a +1 when fighting Orcs and Green skins (as well as its normal other bonus). The whetstone is discarded after use.

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