

# Adventurers All

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A badly injured man has arrived in Warhall. After having been treated by the Order's healers he introduces himself as Tarkin Melek – a tracker and huntsman part of *Drake's League*, headed by the dulous adventurer Killian Drake. Apparently the party has gotten itself into trouble and Tarkin begs the Order to send a team to the rescue.

## Act 1: Tarkin's Story

Tarkin tells how they ventured into the orc-infested Erwodol to explore an old abandoned temple. Initially successful against the undead defenders of the tomb they were surprise attacked from behind by a band of orcs. After being injured Tarkin managed to stay hidden while the rest of the party took refuge inside the temple with the orcs laying siege outside. This was 3 days ago and while they were well stocked Tarkin believe the others should be running low on provisions within a day or two.

As the mission is not a high priority to the Order the newly proven adepts are ordered to handle the rescue mission. The Order gives the adepts two common elixirs each and sends them on their way. Of course the characters can attempt to use contacts or their own resources to acquire other gear or pieces of information.

Tarkin will of course accompany the group and can tell them about the other four members of the League. There is Killian Drake, the charismatic leader of the group, famous swordsman and storyteller. Dalarhin is a half-elf mage with a bit of a mood even on a good day that carries a mended oaken staff. Tyrrian d'Aramon is a Menlorian knight out to make his fame, though Tarkin suspects there are other reasons for him to leave his homeland (in fact, Tyrrian was a squire whose master fell in battle – rather than face the shame he took his master's armor and fled north). Lastly there's Herrik, a vagabond from Arbea with an odd set of skills from picking locks to being the League's scribe.

Tarkin will gladly speak as they travel through Falcon controlled lands, but as they reach the border of the human lands he suggests caution as they must travel a full day through orc infested lands.

## Act 2: The way through Erwodol

Erwodol is mostly an open landscape with many small creeks and rivers with bush vegetation and a few trees. Staying hidden is difficult but possible, but it will be hard for the characters to avoid the eyes of orc hunting parties. Though these are unlikely to give chase they might send for aid from their tribe, so keeping a high pace or perhaps setting an ambush might be required. For those learned in the area, passing from one tribe's turf to the next might also discourage any pursuers.

At the end of the day the characters will see the temple as it is situated on a hill overlooking the distant sea. It is a ruin built in the same black stone which forms the walls of Warhall. A orcish war party of 10 warriors are camped outside the gates.

### *Orc Hunter*

|                 |   |                |                       |            |                          |                      |              |        |
|-----------------|---|----------------|-----------------------|------------|--------------------------|----------------------|--------------|--------|
| Characteristics | STR 23  | TOU 26         | AGI 18                | INT 12     | WIL 18                   | PER 21               | CHA 8        | KNO 12 |
| Level           | Novice(-10), Adept(-5), Skilled(±0), Expert(+5), Master(+10)                  |                |                       |            |                          |                      |              |        |
| Skills          | Awareness(25), Concealment(22), Move Silently(20), Survival(28), Tracking(25) |                |                       |            |                          |                      |              |        |
| Stats           | Initiative<br>19  | Combat XP<br>0 | Movement<br>6 9 18 36 | Power<br>3 | Hit Points<br>8 16 24 49 | Shock<br>11 22 33 67 | Actions<br>3 |        |
| Attacks         | Shortbow(25) Inf3d10+4T, Silent<br>Broadaxe (25) Inf3d10+3S, Unbalanced       |                |                       |            |                          |                      |              |        |
| Behavior        | Aspiring lieutenant, Warrior  |                |                       |            |                          |                      |              |        |
| Gear            | Provisions x5   |                |                       |            |                          |                      |              |        |

## Act 3: The Temple

The temple consists of a large courtyard beyond which are several smaller chambers and a grander hall. The courtyard is littered with freshly killed zombies which Tarkin explain the League battled as they arrived at the site (apparently a misinterpretation of the runes on the doors read by Herrik caused them to rise from the graves). Inside the temple itself the characters can encounter more zombies as they look for the League. There is also some treasure and, more troublesome, a hydra has taken up residence in the hall. The hydra can be killed or the characters might attempt to avoid it.

### *Zombie*

| Characteristics | STR 18   | TOU 18         | AGI 9                | INT (9)    | WIL (21)                 | PER 9      | CHA 3        | KNO (24) |
|-----------------|--|----------------|----------------------|------------|--------------------------|------------|--------------|----------|
| Skills          | Awareness(14), Climb(14), Concealment(14), Dodge(14), Jump(14), Move Silently(14), Search(14), Throw(14), Tracking(14) |                |                      |            |                          |            |              |          |
| Stats           | Initiative<br>9  | Combat XP<br>0 | Movement<br>3 4 9 18 | Power<br>- | Hit Points<br>6 12 18 36 | Shock<br>- | Actions<br>1 |          |
| Protection      | Chainmail shirt (Body) S20 B6 T8 E2<br>Zombies suffers -10 Radiation   |                |                      |            |                          |            |              |          |
| Attacks         | Truncheon(14) Inf2d10+2B<br>Unarmed(14) Inf1d10B   |                |                      |            |                          |            |              |          |
| Special         | Facing a zombie requires a Routine Test against Fear   |                |                      |            |                          |            |              |          |

### *Hydra*

| Characteristics | STR 110   | TOU 60          | AGI 12                | INT (9)    | WIL 15                     | PER 24                | CHA (6)      | KNO (6) |
|-----------------|---|-----------------|-----------------------|------------|----------------------------|-----------------------|--------------|---------|
| Skills          | Awareness(35), Climb(18), Dodge(25), Navigate(Underground)(25), Swim(30)  |                 |                       |            |                            |                       |              |         |
| Stats           | Initiative<br>22  | Combat XP<br>20 | Movement<br>7 9 27 39 | Power<br>2 | Hit Points<br>38 66 95 180 | Shock<br>30 61 92 185 | Actions<br>4 |         |
| Protection      | Hard skin (Head) S16 B16 T16 E16<br>Very hard skin (Body) S25 B25 T25 E20   |                 |                       |            |                            |                       |              |         |
| Attacks         | Bite, piercing(22) Inf5d10S, Pen 5<br>Stomp(22) Inf12d10B<br>Tail whip(20) Inf6d10+4B   |                 |                       |            |                            |                       |              |         |
| Behavior        | A hydra will not chase prey as it cannot move very fast for its size. Instead it waits in darkness until its prey comes within striking range. If caught off guard or in strong light it will simply stand still, hoping in vain not to be discovered. If attacked it will fight until death. |                 |                       |            |                            |                       |              |         |
| Special         | Encountering a hydra requires a Hard Test against Fear<br>Each head gain a free attack<br>Contact with hydra blood causes +1d10 Trauma and Pain   |                 |                       |            |                            |                       |              |         |

The Temple is dedicated to the orcish god of fire Zorch who has a blood altar in the main hall. More interestingly, in the writings behind the altar can be found a map towards the legendary Gates of Truth who supposedly points the way to the lost city of Anmarest.

## Map over the Temple to Zorch

