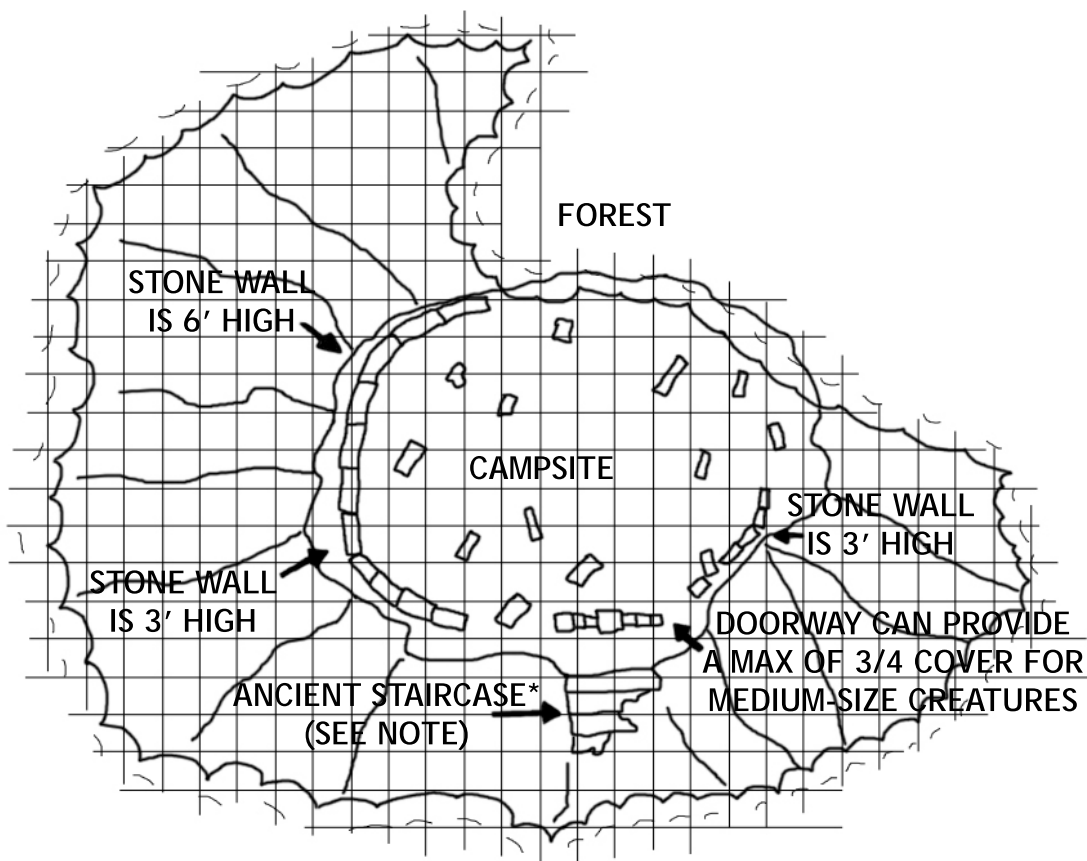


ORC PATROL ENCOUNTER by Curt Carbonell

The PCs come upon an ancient watch tower deep in a crop of dense woods through which they've been travelling. The tower's commanding view of the surrounding area makes it an ideal place to set up camp for the night. The plateau upon which the watch tower sits is about 30 feet high, with steep slopes surrounding it (Climb check, DC 10).

Unbeknownst to the PCs, a patrolling party of orcs (see below) are returning to this same campsite after an uneventful patrol along the outer borders of their tribe's territory. They camp regularly in this spot, however any traces of their once being here have been long since washed away by recent rainfall.

The orcs arrive shortly before dawn. If the PCs are making any noise (such as donning armour, or otherwise preparing for the day, have the orcs roll a Listen check (DC 10) to see whether they are alerted to the PCs presence; if they are, they attempt to ambush the PCs; if not, they take no precautions in trying to scramble up the steep slopes (Climb check, DC 10), eager to curl up and sleep during the light of day. Upon discovery of the PCs, they waste no time in attempting to dispatch the intruders.



* Ancient Staircase - Attempting to climb the stairs requires a Reflex save (DC 18). Failure causes the stairs to collapse and the individual suffers 2d6 falling damage. The stairs are rendered useless once they collapse (more so).

KARLOCK - CR 6; Male Orc; 6d12+12; hp 54; Init +2; Spd 30 ft.; AC 17; Atk +11/+6 (1d12+4, greataxe, masterwork); SA Fast Movement, Rage 2/day, Uncanny Dodge (Dex / Flank) SQ Light Sensitivity, Darkvision; AL CE; SV Fort +7, Ref +4, Will +4; Str 17, Dex 14, Con 15, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +5, Intimidate +6, Jump +5, Listen +10, Spot +4, Survival +8; Dodge, Leadership, Weapon Focus: Greataxe.

Possessions: masterwork greataxe, breastplate, potion of *bull's strength*, pouch containing 300gp.

DARMOK - CR 3; Male Orc; 3d12+3; hp 30; Init +0; Spd 30 ft.; AC 14; Atk +5 (2d4+3, falchion); SA Fast Movement, Rage 1/day; Uncanny Dodge (Dex); SQ Light Sensitivity, Darkvision; AL CE; SV Fort +4, Ref +1, Will -1; Str 14, Dex 11, Con 12, Int 9, Wis 6, Cha 10.

Skills and Feats: Climb +4, Intimidate +3, Jump +4, Listen +3, Spot +0; Alertness, Power Attack.

Possessions: falchion, scalemail, a red garnet.

G'RUK - CR 2; Male Orc; 2d12+2; hp 20; Init +5; Spd 40 ft.; AC 15; Atk +3 (1d10, heavy crossbow), +4 (1d8+3, longspear); SA Fast Movement, Rage 1/day, Uncanny Dodge (Dex); SQ Light Sensitivity, Darkvision; AL CE; SV Fort +4, Ref +1, Will -1; Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +4; Improved Initiative.

Possessions: chain shirt, longspear, heavy crossbow, a box of (1d20) bolts.

ORCS (6): hp 8, 8, 7, 6, 5, 5.

- Use the default Orc found on page 146 of the *Monster Manual*.

Any questions, comments, or queries would be very welcome, please send them to - carbonellcurt@hotmail.com

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