



ORC HUNT v1.1

A Fantasy Quick Adventure
by Dave Martin



THE STORY

The Orcs have been breeding again! It is spring time once more, and with the melting of the winter snow, one highland village knows that this time of year means it is time once more for their annual Orc Hunt. The mountain orc population is very large after most winters, and this spring looks set to provide the most bountiful harvest in years. The orcs populate several glens and cave networks east of the village, their territory eventually extending up into the highest and most dangerous peaks of the mountains.

Your party has found itself in the village just as the pre-hunt festivities are starting up and have been asked if they are going to participate in the event.

BEGIN THE HUNT

The party will be referred to this year's Master of the Hunt, Dolfang Grundo, to register for their team entry and learn the official rules. Dolfang is a large, burly, hairy man who is happy to see newcomers and is convinced that this is a sign that word of the Orc Hunt has reached distant lands. He will believe this despite all efforts by the party to tell him that they arrived in the village, either by accident or through fortunate timing.

It is one day before the hunt is to begin, and any participants must spend the night in the central town hall. This gives the party the opportunity to size up the competition and interact with any of the other teams. They inevitably come across a woodsmen named Prol and his band of huntsmen, who dislike the arrival of the party and attempt to draw them into a bar brawl. The party may get out of the situation by social means, but any attempts to talk Prol and his huntsmen out of the fight will suffer a -4 penalty. Should they scuffle with the other team, they will be broken up by Dolfang and members of other teams who encourage them to save their strength for the Orc Hunt. At the end of the encounter, Prol promises to "see them again."

THE RULES

The following morning, Dolfang Grundo enters the hall shortly before sunrise and addresses the teams, awakening those hunters who are still sleeping. He welcomes all of the teams and reads the official rules for the Orc Hunt.

Rule 1: There are no official boundaries to the competition, but the further east you travel will take you deeper into orc territory.

Rule 2: For safety, no team is allowed to break up, separate, or split into smaller groups during the competition.

Rule 3: Orcs are being hunted, not other teams. Any aggression from one team to another will result in the disqualification of the offending team or teams.

Rule 4: The team that returns after the third night, before the sounding of the gong at midday, bearing the most orc left ears will be declared the winners.

After reading the rules, Dolfang sounds a gong that officially begins the Orc Hunt, and the teams disperse into the wilderness. There are about a dozen other teams, and it does not take long for the teams to separate enough that they are out of sight and earshot from one another.

ON THE HUNT

The party travels out into the wilderness for a few hours before they begin running into groups of orcs. At first they are small scouting parties of one to five orcs, but soon they begin to run across much larger groups of up to dozen at a time (depending on the size and skill level of the party). For every ten or so orcs they encounter, one should be a Wild Card. The terrain can be used to set traps and ambushes, and anything from a small camp of orcs to a cave full of them can be encountered in the wilderness. Based on appropriate Tracking and Notice successes, the party can find larger groups, and raises will

allow the party to anticipate their movements for ambushes.

At some point, Prol and his huntsmen will show up, ready to fulfill their promise to see the party again. Out in the deep wilderness, however, there appears to be no officials of the Orc Hunt near enough to arbitrate any disputes. Prol and his huntsmen will attempt to ambush the party, and a successful opposed roll will allow the party to not be fooled. If a raise is rolled by the party, they will have a chance to turn the tables and ambush Prol and his huntsmen. The number of huntsmen accompanying Prol will scale based on the number and rank of the party.

WRAP UP

The party may or may not make it through the Prol encounter and out of orc territory in time to finish the competition. If they can successfully track their way back to the village in time, they have a fair shot at winning the competition (GM's choice). Dolfang Grundo reports that, sadly, Prol and his huntsmen were lost to the orcs, and a search party has been sent to recover them or evidence of their fate.

MONSTERS AND NPCs



PROL

A man of few talents, Prol is the leader of a group of fur hunters who visit the village every year to take part in the Orc Hunt. Nobody enjoys their company, but they are human and not orcs.

For Prol's stats, use the Huntsmen template below, as a Wild Card.

HUNTSMEN

(Ranger, from *Fantasy Companion* page 143)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Healing d6, Intimidation d6, Notice d8,

Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Various

Edges: Beast Master, Woodsman

Treasure: Meager

Gear: Leather armor (+1), long sword (Str+d8), dagger (Str+d4), long bow (Range: 15/30/60, Damage: 2d6)

ORCS

The orcs east of the village are famous for their breeding habits. Although they are savage, aggressive, and dangerous, they have largely been kept in check by the great Orc Hunt, held every spring. As soon as the orc scouting and raiding parties are spotted each spring, it is time for the hunt to begin again.

(Orcs, from *Fantasy Companion* page 141)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Treasure: Meager, per 3 orcs

Gear: Leather armor (+1), short sword (Str+d6)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.

- **Infravision:** Half penalty for poor light versus heat-producing targets.

TEST DRIVE FRIENDLY

This Quick Adventure includes all the stats you need to play with the *Savage Worlds Test Drive* V6 rules from Pinnacle Entertainment Group which can be downloaded from their website, www.peginc.com. The additional free rules supplement, *Wizards & Warriors* provides you with a free preview of fantasy setting rules for *Savage Worlds*.