

# Iridia

role-playing games and miniatures, old and new  
by Christian Walker

## On Point

The longest campaign I ever ran was a 1e AD&D game that was set in the World of Greyhawk. The campaign featured 60 adventures or so. By the end, the most powerful character in the group, an elven Fighter-Magic User, had achieved several levels in both classes. Recently I looked over my notes to see if there was any material that might be dusted off and revised for an issue of Iridia.

One of the themes I noticed in the campaign were mixed-race bands of marauders. Many of the sessions took place in the northern section of the Vesve, with groups of orcs, goblins, hobgoblins and ogres rampaging about. In retrospect, I guess this makes sense since the Living Greyhawk Gazetteer states that unaligned humanoid are common in the region. I've written material for the World of Greyhawk in Iridia 4, 5 and 16, so the encounter below will fit right in. To date, all of the Greyhawk articles have been set in Perrenland, the eastern shore of Lake Quag to be precise.

Until next time, Christian

## Marauders

world of greyhawk

*"I'm tired of runnin'! It's time ta stand and fight!"*

Rugorim, orc warrior

In the Vesve Forest, skirmishes are frequent. Humanoids from Iuz constantly raid the woodsmen and olve (elves), who refuse to yield. As a result, the north-eastern section of the Vesve Forest has been described as a "heavily wooded killing field." One group of humanoid raiders are lead by Rugorim, a euroz (orc) warrior with dreams of creating his own kingdom within the forest. Unfortunately for him, his bold plans have derailed.

Three weeks ago, Rugorim set out with a mixed group of euroz, jebli (goblins) and a few ogres. En route to a small hamlet Rugorim wanted to plunder, the band was attacked by wood elves and several human rangers. The ensuing battle claimed most of Rugorim's warband. Pursued west for several days, the ragged band of humanoids sought refuge in the Sepia Uplands, which lay along the Perrenland border.

Rugorim and the remnants of his band eventually found a cave to hide in. For the past week, they have been licking their wounds and planning their next move. Fearful that a return trip through the Vesve will result in their deaths, Rugorim is considering attacks on the noniz (gnomes) who live in the area. He hopes to find treasure, food and better shelter within their tunnels. Even as Rugorim plans, a noniz prospector named Schepni has spied the humanoids and is reporting their presence to the authorities in nearby Traft.

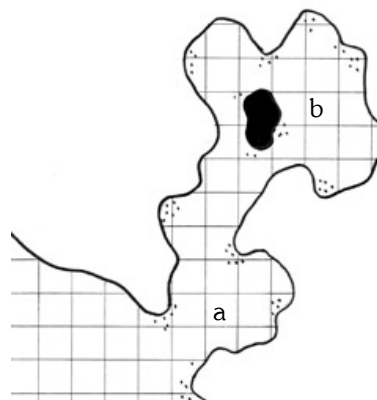
Traft is the location of a warehouse that was detailed in Iridia 4 and 5. If the players in your campaign are using it as a base of operations, then perhaps they might exterminate the humanoids that are recovering nearby. Word of Rugorim and his band will come from Schepni, who knows Matthias Vinder, the guardsman who watches the warehouse. (Matthias met Schepni years ago when Matthias was still a mercenary.) Schepni is terribly bothered by the humanoids and is fearful that they are advanced scouts for a much larger invasion force. (This is not true.) Schepni has collected a monetary reward from other noniz and would be willing to pay 25 marks (gold pieces) to each party member for driving off the humanoids.

Although he's not a warrior, Schepni (Exp3) would be willing to lead the party to Rugorim's cave, which lays two days to the east along seldom-used cart paths.

## The Cave

Rugorim and his band are resting in a cave at the base of a hill. The ogre, Grabbock, is only able to fit within the first chamber (area "a") due to a low ceiling. (8' high in area a, 6' high in area b) The rest of the humanoidoids will be found in the rear of the cave in area "b." At night, the goblins stand guard in front of the cave, while Grabbock keeps watch during the day. Having been pursued this far by enemies, the marauders are tired of running and will stand and fight if attacked.

An online calculator suggested that the humanoidoids have an Encounter Level of 6. This seems reasonable, although the humanoidoids are all wounded, so perhaps 5 might be more fair. In the stat blocks below, there are two values for hit points. The first number is the creature's regular hit points. The number in parenthesis represents the current amount.



*Rugorim and his band are recovering from wounds in this cave.*

**Rugorim, male orc War3;** Medium humanoid; CR 2; HD 3d8+3; hp 15 (9); Init +0; Spd 30 ft; AL CE;

*Armor:* AC 13 (+3 studded leather), touch 10, flat-footed 13.

*Attacks:* Base Atk +3, Grp +6;

*Melee:* Falchion +7 (+3 BAB, +3 str, +1 weapon focus) (2d4+4/18-20).

*Special Qualities:* Darkvision 60', light sensitivity.

*Saves:* Fort +4, Ref +1, Will -1.

*Abilities:* Str 17 (+3), Dex 11, Con 12 (+1), Int 8 (-1), Wis 7 (-2), Cha 6 (-2).

*Languages:* Common, orc.

*Skills and Feats:* Listen +1, Spot +2; Alertness, Weapon Focus (falchion).

*Possessions:* Falchion, maggoty biscuits, wineskin.

**Orc (6), male War1;** Medium humanoid; CR 1/2; HD 1d8+1; hp 5 (3); Init +0; Spd 30 ft; AL CE;

*Armor:* AC 13 (+3 studded leather), touch 10, flat-footed 13.

*Attacks:* Base Atk +1, Grp +4;

*Melee:* Falchion +4 (+1 BAB, +3 str) (2d4+4/18-20).

*Special Qualities:* Darkvision 60', light sensitivity.

*Saves:* Fort +3, Ref +0, Will -2.

*Abilities:* Str 17 (+3), Dex 11, Con 12 (+1), Int 8 (-1), Wis 7 (-2), Cha 6 (-2).

*Languages:* Common, orc.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Possessions:* Falchion, maggoty biscuits, wineskin.

**Grabbock, male ogre;** Large giant; CR 3; HD 4d8+11; hp 29 (15); Init -1; Spd 30 ft; AL CE;

*Armor:* AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16.

*Attacks:* Base Atk +3, Grp +12;

*Melee:* Great club +8 (2d8+7);

*Ranged:* Javelin +1 (1d8+5).

*Space/Reach:* 10 ft./10 ft.

*Special Qualities:* Darkvision 60ft., low-light vision.

*Saves:* Fort +6, Ref +0, Will +1.

*Abilities:* Str 21 (+5), Dex 8 (-1), Con 15 (+2), Int 6 (-2), Wis 10, Cha 7 (-2).

*Languages:* Common, ogre.

*Skills and Feats:* Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (club).

*Possessions:* Belt pouch with 4 gp, 15 sp.

**Goblin (2), male War1;** Small humanoid (Goblinoid); CR 1/3; HD 1d8+1; hp 5 (3); Init +1; Spd 30 ft; AL NE;

*Armor:* AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14.

*Attacks:* Base Atk +1, Grp -3;

*Melee:* Morningstar +2 (1d6);

*Ranged:* Javelin +3 (1d4).

*Special Qualities:* Darkvision 60'.

*Saves:* Fort +3, Ref +1, Will -1.

*Abilities:* Str 11, Dex 13 (+1), Con 12 (+1), Int 10, Wis 9 (-1), Cha 6 (-2).

*Languages:* Goblin, orc.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

*Possessions:* Rat jerky, wineskin.



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