

Orcs Among Us



BRUTAL Big Bad Ball Busting Bloody Battles

"ORCS AMONG US"

A Brutal Adventure

This adventure takes place in and around
the city of New-Zella™.

Created and freely distributed by

DAVID J. STANLEY

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ORCS AMONG US

This adventure is intended as a sample adventure, and may very well be the first BRUTAL – Big Bad Ball Busting Bloody Battles adventure you've ever read. For this purpose, a lot of its content has been dedicated to a verbose, step-by-step tutorial.

A small group of Orcs, have been desperately trying to earn the trust of the city. Then suddenly they find themselves in danger. They need the help of your characters and offer to pay them with the gift of a magical weapon. But these are Orcs. Can they be trusted?

NEW-ZELLA

This adventure can be easily incorporated within any existing town you may already have. All you need is a city with a big wall, a small unknown brick building next to the wall, and some nearby ruins only 2 to 3 hours away.

This adventure was developed for the world of Zella'Tier, and begins in the free city of New-Zella, in the open Market. Refer to the city map at end of this booklet (area M), where the characters meet an Orc and follow him to a small brick building nestled in the corner of the Wall of Dead (area W). From there, the characters leave the city and travel through the swamp for 2 to 3 hours to arrive at the ruins of Skullcap Tower.

AT THE MARKET

☠ *Text is a box should be read to the players...*

This adventure begins in the open Market (area M), as many adventures often do. While standing in line for a couple of fish sticks – fried fish on a stick – you notice a single Orc wandering about the market place all alone. “How odd is that?” You think to yourself, ...an Orc by himself. Then suddenly you realize that you've been staring a bit too long, and to make matters worse, he's looking right back at you! He gestures for you to follow him, and begins to move away rapidly. He's wearing leather armor and a chain shirt. He carries a wooden shield and has a small sword stuck through the left side of a big black leather belt. The Orc doesn't speak to you. However, he is definitely trying to get you to follow him.

☠ *Text not in a box should be kept secret...*

This is where the secret details of the boxed encounter above are provided, and are meant for the Game Master only. Never read out loud any text not inside a box.



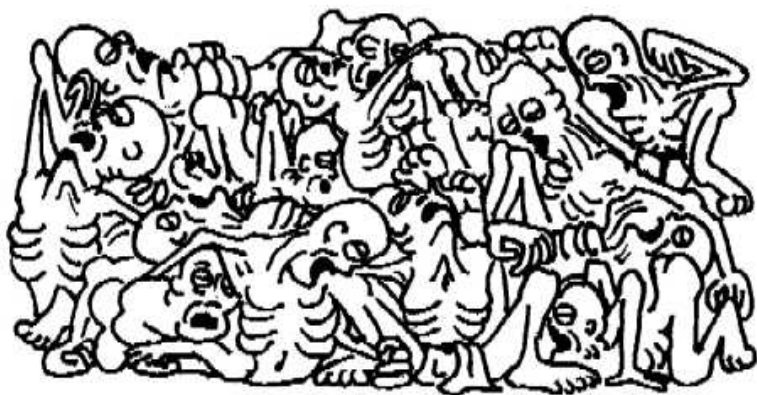
KEEP FOLLOWING

After leaving the open market and the public crowd, the Orc stops and looks back to make sure you're still following him. He then continues on down the street.

Pause here as if the players forgot something. The idea is to keep them guessing and to peak their curiosity.

ORC DWELLING

A bit further, the Orc eventually leads you to a single story brick building roughly 20 feet wide, 10 feet tall, and 40 feet long. The nondescript building is nestled into the inside corner of the Wall of Dead (area W), a 40 foot tall stone wall carved to appear as dead bodies stacked upon each other.



Surprisingly, the Orc dwelling has a larger than normal open yard, especially for such an excellent location. The simple looking building has a flat, stone roof, no windows and a single nondescript door centered along its longest wall. Standing on both sides of the door is an Orc Guard. The Orc you are following stops at the door and gestures you to enter.

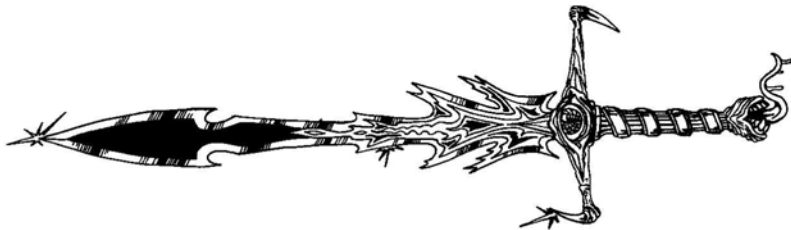
Don't let the characters enter the building. Give them a minute to think about it then read the following. If they start to enter, then read the following immediately.

The three Orcs say nothing to you. Nor do they make any advances with their weapons. However, they do seem to sense your lack of trust, and become insulted. All three begin to gesture repeatedly for you to enter but a loud grunting from within the dwelling causes them to snap to attention, ...stiff as boards.

Through the door you peer into the darkness. The large room within has only dim lighting. The floor is dry and dusty, and perhaps a dozen Orcs can be seen scattered about, squatting near the floor and panting like wolves trying to stay cool in the shade. Then with the clank-clank of metal armor, a larger than normal Orc steps out of the darkness and stops at the doorway. He's wearing full plate armor, and has a large steel shield slung over his back. He carries in front of him a large wool blanket in both hands. Across this blanket lies a spectacular two-handed sword, which he holds out to you. With a snort and a few grunting sounds, he manages to clear his throat and speak to you in the language of Humans (the most common language in these parts), "This is all we have." He states. "Please help us, and the sword is yours."

Over the next few minutes, the Orc Chief explains that the Orcs simply want to live in peace, but are being killed by someone who they believe resides in the ruins of Skullcap Tower, an abandoned lighthouse only two short hours away. The murder is an invisible sniper, who attacks with a deadly bow. The Chief realizes that his guards are no match against this assassin, so he now asks for your help. However he also realizes that the risk of this favor is very great, even for heroes like yourselves, so he sold 7 of their 12 women into slavery as cooks aboard a pirate vessel in exchange for this mighty sword that creates a magical sphere of protection from any and all arrows. The magic can only be used once per week, so the Orcs have kept it wrapped in the blanket for 7 days and suggest that you do not touch the sword until you are ready to use its power.

If the players accept, then it's on to the tower.



Sword of Rage

Two-handed sword

Gold = 2500, Treasure = 3d

Spell Glyphs

(1) Rage, Secret = 9d, Magic = 12d, Autocast = 12d

Experience Points = 25

EXAMINE THE SWORD

Encourage the players to have their characters examine the sword.

The sword is a larger than normal, 2-handed sword. It is a bit horrific, or perhaps really awesome looking - depending on your point of view I suppose. Its steel blade is flawless, and the hilt and guard are ornately sculpted with ivory claws and golden scales encrusted with 7 sardonix (bands of sard "red" and onyx "white").

Next, let's have the characters try to guess its value. To do this they must all attempt the "Appraise" action.

APPRAISAL

Assuming this is the first action the characters have ever attempted, I will now enter into a step-by-step detailed set of instructions on how to do it exactly.

The "Appraise" action (page 52 of the Game Rules) defines Intellect as the ability used to attempt the Appraise action, so all characters who want to attempt the Appraise action must now their Intellect rating now. If your character has an Intellect = 3d, then you need to roll three 6-sided dice and add them together generating a result between 3 and 18. The Sword has a Treasure rating of 3d, so as the Game Master "GM", I will now roll 3 dice against you. You may not combine your rolls, and only those of you who roll higher than me can determine the sword's estimated value.

In BRUTAL, the results of all actions are determined by opposing dice rolls. The highest roll wins and ties always go to the defender. In this case the sword is defending its value against your attempts to Appraise it, so ties go to the sword.

If any of you had won, I would now lookup the value of the sword and disclose it to you.

Since most of your characters are new, it's not likely that any of you won. However this time I'm going to share with you the value anyway, ...it's worth 2,500 gold coins!

IS IT REALLY MAGICAL?

Enchanted armor and weapons gain a +1d Modifier to their rating, and Legendary items gain a +2d Modifier to their rating.

Let's have your characters check to see if the sword is really magical. To do this, they must attempt a Detect Magic action, where the enchanted or legendary status of the item will be discovered.

The Detect Magic action (page 123 of the Game Rules) defines Magic as the ability used. When attempting the Detect magic action, the Game Master always rolls 3d.

The players should all "get it" now and immediately roll their MG ratings, which for most of them will only be 1 or 2 dice. Meanwhile, you should be rolling the 3d for the sword who is defending itself against the Detect Magic action.

Ties go to the sword, but if any character should roll higher than you, then that character successfully detects the magic of the sword. Even if they don't win, let's again give it to them anyway, because their new players...

Indeed the sword is magical. In fact, it is the Legendary Sword of Rage known for causing it's wielders to go insane with anger and begin attacking everyone they see, ...even their friends and family members.

MAGIC SPELL GLYPHS

Most characters within BRUTAL can not cast magic spells from memory, especially new characters, but any character may attempt to cast spells by reading Spell Glyphs.

Spell Glyphs are powerful, secret, magical markings found on many magical items.

Enchanted items do not need spell glyphs, but many of them have one or two anyway. Legendary items on the other hand, almost always have at least two, but some of them have been know to have many, many more.

Magic Spell Glyphs can be read again and again with no limitations. The only trick is to find and identify the Spell Glyphs first. Only then may your character may attempt to use them as they would attempt any other action.

LOOKING FOR SPELL GLYPHS

To search for Spell Glyphs on the sword, your characters must now attempt the “Spot” action (page 61 of the Game Rules). To attempt the Spot action your characters must roll their Intellect rating, while the Game Master rolls the Secret ratings for each of the Spell Glyphs. I might pretend to roll for Spell Glyphs, even if there aren’t any, just to keep you guessing.

As this is your first adventure, I will share with you that the sword only has 1 Spell Glyph with a secret rating = 5d. Now let’s see if any of your characters can find it.

All characters who win the Spot action have found the Spell Glyph and can read it immediately:

IDENTIFYING SPELL GLYPHS

Finding a Spell Glyph is not enough. Your characters may not use it until they first understand what it does. The Identify Spell Glyph action (page 123 of the Game Rules) defines Magic as the ability rating used. The Game Master will roll the Spell Rating of the Spell Glyph to resist being identified. The more powerful the Spell Glyph, the harder it is to identify.

USING SPELL GLYPHS

To use a Spell Glyph, a character must roll their Magic ability rating vs. the Spell Rating of the glyph. If they succeed the spell is cast. If they fail the action is lost and their turn ends.

Warning: Some glyphs have bad things happen to those who fail.

AUTOCAST SPELL GLYPHS

Some Spell Glyphs include an Autocast (page 143 of the Game Rules). These Spell Glyphs occur automatically such as a cloak of invisibility, or a cursed sword of rage.

WHAT DOES IT ALL MEAN?

If your characters try to use the sword, the wielder will very likely go mad with rage and began attacking his or her friends. Apparently, the Orcs were fooled by the pirates, or perhaps they know the sword is cursed and hope that your characters will try to use the sword to protect themselves from the archer assassin. But if they know the sword is cursed, then why give it to you when you’re trying to help them out?

Either way, you know the truth and won’t try to use the sword, ...will you?!

Meanwhile, let’s continue on to Skullcap Tower...

SKULLCAP TOWER

The journey goes smoothly enough and in a few short hours you find yourselves standing before the oldest of ancient light houses. Skullcap tower was built to look like a huge giant skull, stuck on top of a tall round tower, 30 feet across and 60 feet high. The lights that once burned in the eye sockets of the skull, are now nothing more than a spooky legend. The face of the skull gazes over the sea, and directly beneath its jaw are the rusted hinges that once held the door where only a gaping hole now lies. Within the round tower can be seen the unsafe remains of an ancient spiral staircase. Surrounding Skullcap Tower once stood a simple rectangular wall of stone, 2 feet thick and 12 feet high forming a 100 foot by 60 foot perimeter. Now the wall is in ruins, collapsed into piles of large rubble and moved around somewhat regularly to spell various Greek letters for some odd reason or another. Currently they spell "Alpha Beta".

Ground Terrain = 2d
+2d modifier to hide amongst the crumbled walls.

"Alpha Beta"? - Many fraternity brother players like to change the letters here to represent their houses.

For more information on the Tower refer to the adventure: "Skullcap Tower"

LOOKING AROUND

To look around, your characters must attempt the "Spot" action, again. This is the same action your characters used to find the Spell Glyphs.

To attempt the Spot action, you must roll your character's Intellect rating.

As the Game Master, I am responsible for rolling all of the secret, hidden, and invisible stuff. In many cases there is nothing to find. I simply roll a few dice and pretend you missed something. My job is to keep secrets and keep you guessing as long as possible.

ORCS ARE HIDING

Unknown to your characters, 12 Orcs are hiding in the rocks. The "Spot" action in the Action tells us to use our character's Coordination rating to remain hidden. Since these Orcs all have a Coordination rating = 2d, I will roll 2 dice.

Let the players look for the Orcs.

Spotted or not the Orcs howl with excitement as they leap from their hiding places and attack with simple looking bows and arrows.

The bows and arrows are simple sticks with strings. The Orcs can't afford real bows and arrows, and only use these in hopes of tricking the character into grabbing for the magic sword, which just happens to be cursed.

If anyone tries to grab the sword at this point, then stop playing for a minute and explain that the Orcs wanted them to do that and if they do, then they'll go mad and attack their own friends.

For now, let's assume that no one tries to grab the magical sword.



Monster	ORC
Say	ORK

Combat	8	Magic	1
Coordination	2	Nature	2
Corruption	4	Strength	5
Intellect	2	Willpower	2

Dark Vision	0	Spring	1 / 5
Movement	1	Skin	0
Size	3	Fist	0
Life Force	3		

Armor and Weapons	Rating
(A) Half Chain	2
(A) Wooden Shield	1
(A) Small Sword	1
(W) Small Sword	2
All Out Defense = 4 + 3 + 1 = 8	

Miscellaneous Equipment

2 to 3 days standard rations, 1 or 2 skins of water

Defense Roll:

	Rating
Total Armor	4
Adjustment	3
Total Dice:	7

Attack Roll:

Weapon	Rating
Sword	2
Adjustment	5
Total Dice:	7

Counter Attack:

Weapon	Rating
Sword	2
Adjustment	3
Total Dice:	5

Hit Points:

Max Hit Points	10
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EP Value	12
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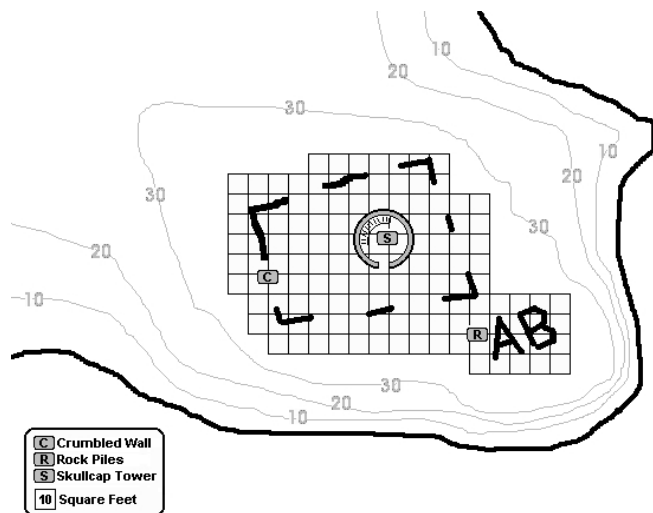
BRUTAL BATTLES

Before the battle can begin, we must position our miniatures on the table. When setting up the battle field, feel free to use pencils, small pebbles, extra dice, small sticks, etc. to position the various land marks.

For this battle we're going to need to identify a 60 foot by 40 foot crumbled wall with 4 or 5 gaps, built around a 20 foot diameter circle (representing the round tower). A map is provided below.

Remember that 3 inches on the table represent 10 feet for the characters. So the wall is 18 inches by 12 inches, and the tower is 6 inches across.

All of the characters for the miniatures should be placed somewhere within the square walls. All of the Orc miniatures should be placed outside the rectangle walls.



ROUNDS OF COMBAT


Battles are divided into one or more consecutive rounds of combat. During most rounds, everyone will get a chance to move twice and attempt one or two actions.

Round #1

FIRST MOVE

At the start of each round, all characters (and monsters) move at the same time. This is meant to happen "all-at-once" without communication between the players.

Characters (and monsters) may only move as many inches on the table as they have in their Movement rating. For example, if your character has a Movement rating = 2d, then they may move up to 2 inches on the table.

 *The Orcs do not Move, they hide behind the rocks.*

WHO GOES FIRST?

Each round of combat is broken down into 10 individual seconds of time. The Game Master will count them down in reverse order: 10, 9, 8, ... 3, 2, and Last Call.

To find out when your character may begin fighting, they must roll one dice. Characters with a Coordination rating = 6d or higher may roll two dice. All rolls 10 or higher are treated as 10's.

Normally when two or more characters and monsters share the same count down second, they are supposed to attempt their actions at the same time.

When watching a BRUTAL game, the players seem to reach out move miniatures, roll dice and yell out results all at the same time. The battles move very quickly and the deaths pile up!

Because this is meant to be your first adventure, we will still count down the seconds but only play one character at a time. Also, all of the Orcs will wait until the end of the round to move and attack.

FIRST ATTACK

When it's your character's turn to move and attack, you may turn your character to face any direction you want, then move them as many inches as they have dice in their Movement rating.

If you character has a bow or moves within 1" of an Orc, they may attack the Orc by rolling their attack dice. Your attack dice are found by adding your characters weapon rating (for example a sword=2d) and their attack adjustment (minimum=1d, maximum=5d). If you have an attack roll of 5 dice then you need to roll five 6-sided dice and add their values resulting in a total of 5 to 30 points.

FIRST DEFENSE

When your character attacks one of my Orcs, I roll the Orc's defense dice. Their defense dice are found by adding their total armor ratings and their defense adjustment. Currently, while the Orcs are still holding the bow and arrows, their total defense roll is 7 dice.

For range weapon attacks like bows and spears, they gain a +2d Modifier because they are hiding behind the piles of stone.

The Orcs are using toy bows and arrows that the made with simple sticks and strings. Their goal is to motivate one of the characters to grab the magical sword which they mislead the characters into believing had protection from bows and arrows.

Since the Orcs do not intend on Attacking with the bows, they are using All Out Defense (page 77 of the Game Rules).

Also, the Orcs gain a +2d Modifier to their defense rolls against range weapons (like bows and spears) while hiding behind the rocks.

All Out Defense with Bows = $3 + 3 + 1 = 7$

FIRST DAMAGE

If one of your attack rolls is higher than my corresponding defense roll, then your character has successfully hit my Orc and damage is found as the difference between our two rolls. For example, if you rolled 5 points higher than I did, then your character caused 5 points of damage to my Orc.

If you rolled equal or lower than I did, then your character missed. In BRUTAL, ties always go to the defender.

FASTER COMBAT OPTION

This option must be discussed and agreed upon by all the players first. And this option is either used throughout a battle or not at all. Players are NOT free to change options in the middle of a fight.

A successful hit is found by simply counting the 5's and 6's rolled. If the Attack roll has more 5's and 6's than the Defense roll then a successful Attack has been made and the Damage is still found as the difference between the two sums. Essentially, there is no need to sum the dice unless damage occurs.

Of course this option is not perfect. It is a shortcut after all. Sometimes the Attack roll has a lot of 4's and damage might have been made but is lost using this option. And sometimes the Defense roll has a lot of 4's and though a successful hit is made, there is no damage found.

SURVIVING

Each of my Orcs have 10 Hit Points and when one of my Orcs suffers damage, the points are taken away from their currently remaining Hit Points. After subtracting 6 points of damage, one of my Orcs would still have 4 Hit Points currently remaining.

If one of my Orc's Hit Points falls to zero, then they collapse and lie unconscious.

If one of my Orc's Hit Points fall below zero, then they are dead.

When an Orc is killed, you may tip the miniature on its side.

If you are using Splt Marks (page 70 of the Game Rules), then remove the dead miniature, slap down a Splat Mark (small bit of red felt) and yell out "Splat".



Make sure every player moves every one of their characters.

Count down from 10 to 1, stopping each time a player informs you that one of their characters has an Initiative roll that allows them to Move and possibly Attack if they get within range.

ORCS ATTACK

Now that all of the characters have had a chance to Move and possibly Attack if they managed to get within range of the Orcs, ...it is now the Orcs turn to fight back.

During each round of combat, every character and monster are permitted two Moves. The first Move happens all-at-once at the beginning of round. The second move is not permitted until your Initiative roll is reached during the countdown of seconds from 10 to 1.


During each round of combat, every character and monster are also permitted two Actions. Typically one of the Actions is used for Attacking. The second Action is often ignored, but may be used to attempt a different Action. The two Actions may never be the same and in this case the Orcs use their first Action to grab their swords as they drop their bows. Dropping an item like their bows is not considered an Action, though putting them away is considered an action. Their second Action will be to grab their shields so they are unable to Attack this round, ...lucky you!

During a countdown second, your characters may only attempt one Move and one Action. If you wish to attempt two Actions, you will need to attempt them during different countdown seconds.

As the Orcs move away from the rocks they loose the +2d Modifier when defending against range weapons, and by loosing their bows and grabbing their swords and shields their Attack and Defense rolls change. However, this information is kept secret from the players.

Defense = 4 + 3 = 7

Attack = 2 + 5 = 7

 *Don't forget to Move your Orcs.*

RUNNING AWAY

If your character is not dead but fears they will be very quickly, they may decide to run away. If your character is going to run away, you must yell out "run away" for all to hear and do so quickly, before the next round of combat begins.

All characters who are running away automatically get an Initiative roll of 10 and get to move first.

Still, they must successfully move off the battlefield before getting killed, and if they somehow manage to escape with their lives the forfeit all claims to experience points and treasure.

While running away, your character is only permitted to Move toward a consistent exit. They may not attempt any actions. They are free to drop stuff, but they may not look around or try to pick up anything.

While running away they are permitted to use an All Out Defense found (see page 77 of the Game Rules).

Round #2

FIRST MOVE

At the start of each round, all characters (and monsters) move at the same time. This is meant to happen “all-at-once” without communication between the players.

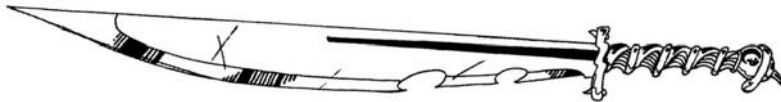
☠ *Don't forget to Move your Orcs.*

WHO GOES FIRST?

To find out when your character may begin fighting, they must roll one dice. Characters with a Coordination rating = 6d or higher may roll two dice. All rolls 10 or higher are treated as 10's.

In the first round of combat I gave you a break and made all the Orcs wait until the end of the round, but this time I will roll an Initiative for the Orcs. I have an option of rolling them individually or use a single roll shared by all.

Some of the Orcs may roll higher then some of your characters and there by get a chance to Move and possibly Attack before some of your characters do.



BINDING WOUNDS

Now that you understand that your characters have two Actions each round, you might be wondering what to do with the extra one.

For a wounded character the option should be easy. I recommend using the Bind Wounds action (page 72 of the Game Rules). Any character who is hurt but not dead, may use either their first or second Action to tend to their wounds. The Bind Wounds action instantly heals 1 dice of damage.

WARNING

The Bind Wounds Action may only be received by a character one time per day.

SPRINTING

Another common Action used by characters in a battle is the Sprint Action (see page 79 of the Game Rules). In simple terms, the extra Action is used as an additional Move. To attempt the Sprint Action you must roll your characters Coordination rating against twice the Terrain rating, which happens to be 3 in the ruins of Skullcap Tower, so you will need to roll your character's Coordination against 6 dice.

The Sprint Action must always be attempted as the first Action and if you fail your turn ends. Also, the Sprint Action may be used by characters who are Running Away.

BETTER BATTLES

Now that you've all seen the move, attack and defend, it's time to show you how this game really works.

Keep on Fighting

Keep running through round after round of combat until all of the Orcs are dead, or all of the characters are dead or have run away.

EXPERIENCE POINTS

In most adventures, the characters must wait until the end of the adventure to be awarded any experience points, but in this example it is assumed that you are all playing new characters who desperately need them, so we'll stop and add them now.

The 12 Orcs were each worth 12 Experience Point for a total of 144 points, and the magic sword is worth 25 points for a grand total of 169 points.

I now divide the 169 points up evenly between the number of characters who survived the battle and did not run away.

If there were 6 survivors, then they each earned 49 points. Always round up.

TREASURE

After searching all of the dead Orcs, you find a total of only 2 gold coins and 18 gold bits among them. A gold bit is a tiny round golden marble. 1 gold coin is worth 10 gold bits.

How you choose to divide this up is up to you.

IMPROVING YOUR CHARACTER

You can find the rules about experience points on page 7 of the Game Rules, but I'll sum it all up right here.

You may only use Experience points to advance your character's Ability ratings: Combat, Coordination, Corruption, Intellect, Magic, Nature, Strength and Willpower.

The higher your rating, the more points are needed to increase it. You may not skip a rating. You must advance from 3 to 4 then 4 to 5, etc.

It costs 2 points to advance 1 to 2.
It costs 3 points to advance 2 to 3.
It costs 4 points to advance 3 to 4.
Etc.

HEALING AND RECOVERY

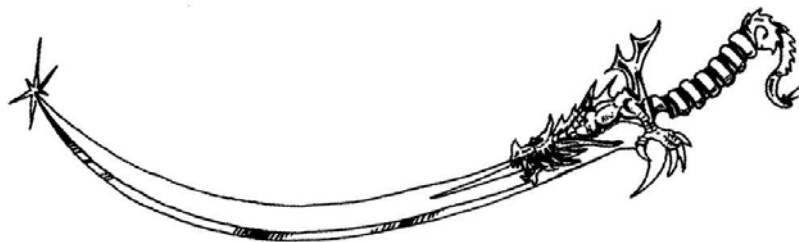
Your characters heal at a rate of 3 points a day while on the road (see page 72 of the Game Rules), so if your characters are badly wounded you may consider setting up camp and getting some rest. However, random swamp monsters (including Dragons) might attack you during the night so it's best to get back to the city and find a safe place to rest.

The Drunk'n Griff'n (area G on the city map) will let you place up to 4 individuals in a room for only 5 gold coins. And for an additional 1 gold coin you can get room service to deliver plenty of chicken noodle soup which adds +1 point of healing.

3 points per day
2 points if resting all day (1 point if resting half a day)
1 point for chicken noodle soup
d6 for Binding Wounds

The total is d6+6 for 7 to 12 points of healing each day.

If this isn't enough, then stay a second day (costs more gold) and do it again, and again.



TWO SHIELDS

Now I realize that your characters want to go back to those pesky Orcs in the city and teach them a thing or two, but before you do, here are a few more rules about combat.

Characters who have the ability to attack with a bite, or kick, etc. may do so freely while holding a pair of shields one in each hand, and both shields defense ratings are included in all defense rolls. Adventure Beetles, Cesspoolers, Cyclops Turtles, and Nightstalkers are often encountered with two shields and attack with their bite. This is considered to be a bit uncivilized and barbaric however, and some characters might look down upon such a defense.

Also realize that an Elf, for example, can carry two shields around for safety, then drop the shields and grab their bow in a single action when they are ready to fight.

COUNTER ATTACKS

During each round of combat, your characters are all permitted a single "Counter Attack".

The first time each round, and only the first time each round that your character is attacked using a hand-held melee weapon (even if the attacker misses), your character is permitted a free, single counter attack using a free Attack Adjustment of 3d.

GETTING EVEN WITH THE ORCS

Now let's go get even with those pesky, cheating, ambushing Orcs, so it's back to the brick dwelling nestled in the corner of the Wall of Dead.

In front of the building are two Orc guards standing on either side of the door. They immediately scream for help and 10 other Orc Guards join them in battle.

12 Orcs near the building.

Hit Points = 10

Movement = 1

Defense = $4 + 3 = 7$

Attack = $2 + 5 = 7$

Counter = $2 + 3 = 5$

EP = 12

Orc Chief.

There is 1 Orc Chief here as well. He wears a full suit of plate armor, carries a +1 enchanted steel shield and wields a massive sword.

Hit Points = 15

Movement = 3

Combat = 10

Defense = $6 + 3 = 9$

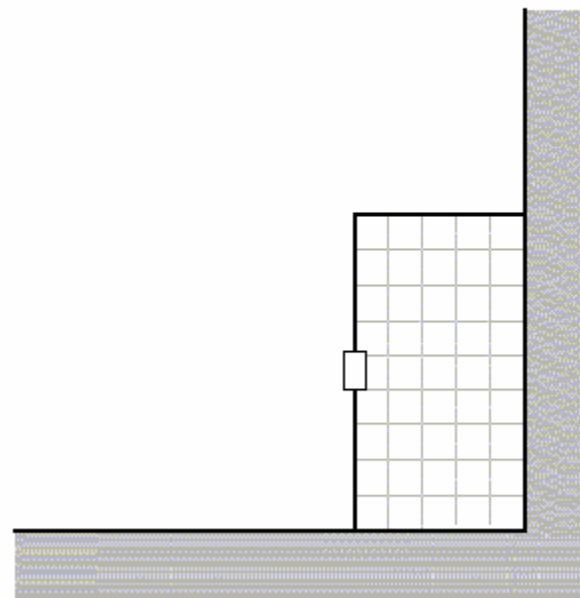
Attack = $4 + 5 = 9$

Counter = $4 + 3 = 7$

EP = $20 + 10$ (for the enchanted shield)

Setup the battlefield.

For this battle, we need to identify a large yard in front of a 20 foot by 40 foot building nestled into the corner of a tall wall.



The Ground Terrain = 1d in the city of New-Zella.

Orcs have a Coordination = 2d, so they successfully Sprint using 2d vs. 2d.

10 of the Orcs rush out from the door attempting the Sprint action as they try to attack the characters using range weapons first.

2 of the Orcs hold two shields and use All Out Defense and a shoulder to shoulder formation (see page 95 – 101 of the Game Rules) to protect the Orc Chief. They will even get in the way of all arrows and spears.

Defense = $4 + 3 + 1 = 8$

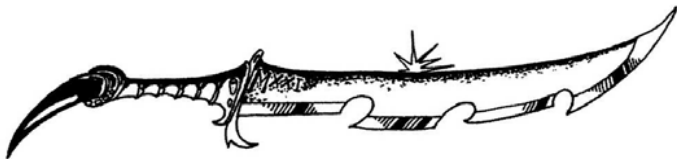
The Orc Chief is very tall and wields a massive sword. As long as both his guards live, he is safe and will attack from behind his two guards by stabbing over and down using Multiple All Out Attacks.

Defense = 6


All Out Attack = $4 + 5 + 1 = 10$ (twice per round)

MULTIPLE ATTACKS

Multiple Attacks (see page 83 of the Game Rules) are all considered as one single Action, even though they may be used during different countdown seconds and attempted on different opponents.



ROUNDS OF COMBAT

 *Do not forget.*

1. Initiative Roll = 1 dice
2. Everyone Moves all at once
3. Count down 10 to 1
4. Repeat

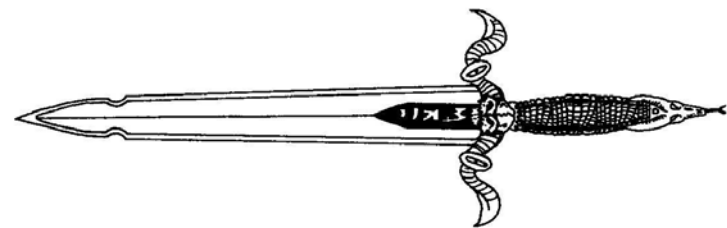
Keep on fighting until the Orcs or characters win.

LOOK AROUND

Excellent work. The Orcs are destroyed. Normally, any form of violence within the city is punishable by death, but no one was around to see it, ...or perhaps they just don't care enough to call for help.

Still, it might not be a bad idea to quickly drag all of the dead bodies off the street and hide them inside the building.

In fact, you should probably explore the building for treasure.



ORC BUILDING

Within the building is a 20 x 20 foot room with a dirt floor and two doors, one to the left and one to the right. The left door is already opened and leads into a 10 foot by 20 foot room with heaps of blankets and piles of pillows. They're mostly ragged and have little to no value.

The other door is shut tight and locked by an internal key-mechanism.

In BRUTAL, no two doors and no two locks need ever be the same. I'm going to help you out with this door because it is your first one.

Wooden Door
Life Force = 15
Hit Points = 45
Strength = 12

Keyhole Lock
Life Force = 6
Hit Points = 22
Lock = 8

There are a few ways to open the locked door.

1. Use the key found on the chain around the neck of the Orc Chief.

2. Burn the door with oil from a lamp. This takes 2 rounds to set up and burns 5 points per round for 9 rounds.

3. Bash it down with a blunt weapon, causing as many points of damage each round as your character has Strength.

4. Break it down with a siege weapon, such as a massive stone war hammer which causes 3d points of damage + Strength each round.

5. Push the door down in a single round using a combined Strength of 1 to 3 characters vs. 12d (Door's Strength Rating)

6. Pick the Lock (requires thief tools) and can be picked in a single round using your character's Coordination vs. 8d (Lock Rating). Try as many rounds as you want until you succeed or give up.

STORAGE ROOM

Beyond the locked door lies a storage room with barrels of water and wine, additional armor and weapons, and plenty of food.

If they stop and take inventory... 20 x leather armor, 20 x wooden shield, 25 x staff, 35 x sword, 87 days food, 1 barrel wine, 2 barrels water,

LOOK AROUND

It's almost always a good idea to use the Spot Action to look for traps, hidden thieves, invisible monsters, hidden treasure and secret doors.

Secret Stone Door

Secret = 3

There is only one way to find a secret door and that is to look for it. To do this have them attempt the Spot action vs. the Secret door's "Secret" rating. Players roll their character's Intellect rating while the Game Master rolls the secret rating of the door = 3 dice.

SECRET STAIR CASE

Beyond the secret door is a dry, dark staircase that descends into the Wall of Dead. The faint smell of the ocean tickles your nose.

Before entering secret chambers, hidden passages, and such, it might be a good idea to use the Spot action here to look for traps.

Spear Trap

Life Force = 3

Hit Points = 14

Secret = 5

Trap = 5

Attack = 8

SPEAR TRAP

The second step down is trapped. It sinks in a bit, like a button being pushed, when the first character going down the stairs steps on it. There is an immediate Click sound as your throats tighten with fear, then a spear suddenly thrusts upward attacking the poor fool who stepped on the trap.

In BRUTAL, traps must be found using the Spot action. Once found, a trap may be removed by using the Remove Trap action. But more often than not, a trap is found the hard way, by accidentally setting it off.

Every trap in BRUTAL must be detailed by the author. Some are needles with poison, so the poison must be defined. Others are damage traps that define the number of dice to roll. Still others are traps that slide your characters into another room or slide a stone wall to block off a passage. And finally, there are traps that result in an attack roll.

This trap has an Attack roll of 8 dice against your character's Defense roll.

If you didn't find the trap then maybe you can avoid it (see page 120 of the Game Rules) by rolling your character's Coordination against the Trap Rating.

If you didn't avoid it, then roll your character's Defense Roll now.

HIDDEN TREASURE

No doubt they are attempting their Spot action more often now, as they continue down the steps. With any luck they'll find the hidden treasure near the bottom.

Hidden Treasure
Secret = 3

To find hidden treasure, they must attempt a Spot action and roll their Intellect vs. the Secret rating. In this case the treasure is hidden with a secret rating = of 3 dice.

If they look for it, and if they find it, read the following:

Hidden under a loose step in the stair case is a large leather bag filled with 94 gold coins.

While we're talking about treasure, did you remember to take the plate armor and enchanted shield from the Orc Chief?

ANOTHER SECRET DOOR

At the bottom of the stairs, you come to a dead end.

Secret door
Secret = 1

It's so easy, because they are looking at it from the inside.

SECRET PASSAGE

If they find the secret door and open it, read the following:

A burst of fresh ocean air rushes in as you crack open the secret door at the bottom of the stairs. You have emerged on the other side of the Wall of Dead and are now outside of the main city!

Directly in front of the secret door is a large tent and three wooden shacks surrounding a nice fire pit. Orc females and their children immediately scream in fear and scatter in all directions.

Congratulations. You have defeated the Orcs and found a spectacular place to use as a home base for future adventures. Why you even have a secret way into and out of the city!

 *Do not forget to divide up experience points..*

144 Orcs
20 Orc Chief
10 Enchanted Shield

174 total

