

Adventure Located In:  
**Fury in the Wastelands**  
**The Orcs of Tellene**  
**pp 117-126**

This is a dungeon-crawl type of adventure. It generally requires between 4 to 6 hours for completion, though different groups may play and move through the adventure at varying speeds.

Background from the Orc Book pg 67-68

Location: Brindonwood, the northwestern portion controlled by Orcs.

Orc Tribe: Flesh Eaters, a poorly equipped tribe (iron weapons & leather armor). Many of them believe that their gods have abandoned them. The Orcs do not have Great Axes they have orcish scimitars and large wooden shields with crossed femurs as decoration. Change all the normal orcs in the encounters to scimitar & shield.

Set up - almost the same as provided for in the book. The PCs start in Bet Rogala when a priest of the Valiant contacts them saying he has been told of an abandoned temple that has been overrun with Orcs. The priest hopes the PCs accept the opportunity not only to save the temple, but also for the promise of rewards and favor with his church.

*Scaling this adventure for different ATLs:*

At the end of this document are details on different orcs and how many to use at various ATLs. The number of orcs in each encounter is consistent for every ATL, only the difficulty of the orcs increases. The amount of experience reward is the same regardless of character level or ATL. A copy of Core Rulebook III (Monster Manual) is required for some of the encounters.

*How to use this document:*

The judge should only use the NPCs as detailed in this document, and not in the adventure text. All important information and treasure is listed by the adventure section, and experience is calculated at the

end of the document. Additionally, all certs are listed with location and gp value.

### **Outside the Temple**

#### A) Outbuilding-stables

#### B) Outbuilding-workshop

NPCs: 2 Orcs

Treasure: Anvil with symbol of Valiant (10 gp), 2 scimitars (8 gp), 2 leather armor (12 gp), 2 shields (2 gp)

#### C) Outbuilding-Grain Silo

### **Upper Temple Level**

#### 1) Main Temple

NPCs: 2 Orcs

Treasure: 2 scimitars (8 gp), 2 leather armor (12 gp), 2 shields (2 gp)

Note: As indicated on page 118, these orcs sound the alarm if they notice the PCs. All the orcs in section 5 are alerted if the alarm sounds. These orcs respond in 1d4 rounds.

#### 2) Confessionals

#### 3) Infirmary

Treasure: Mortar & Pestel with symbol of Valiant (5 gp)

#### 4) Public Records Office

Treasure: Scrolls about history of the area (200 gp)

5) Temple Guard Barracks

NPCs: 3 Orcs

Treasure: 3 scimitars (8 gp), 3 leather armor (12 gp), 6 javelins (1 gp), 3 shields (2 gp); strange polyhedral dice (1cp)

6) Offices7) Work Carrels8) Office Area**Lower Temple Level**9) Entry Stairwell10) Antechamber11) Well Room12) Prayer Room

NPCs: 2 orcs

Treasure: 2 scimitars (8 gp), 2 leather armor (12 gp), 4 javelins (1 gp), 2 shields (2 gp); Damaged copy of "To Serve" canon of faith of Valiant (75 gp)

These orcs hide behind the benches if the alarm is sounded. They attack PCs with javelins first, then scimitars. Give the PCs a Spot check against the orcs Hide check to see if the javelins surprise the first PC to enter the room.

13) Clerics Robing Room

Treasure: Silver key, 12 robes of the Valiant (4 gp)

14) Inner Temple*Encounter A: Going through this room the first time...*

This encounter occurs when the PCs are entering the temple for the first time.

NPCs: 2 orcs

Treasure: 2 scimitars (8 gp), 2 leather armor (12 gp), 2 shields (2 gp)

The orcs from section 19 join combat as soon as they hear it. It is possible that they do not hear anything (i.e. if all combat takes place inside a *silence* spell), but if they do hear combat, they appear during the second round of combat on their initiative.

The massive golden eye has been removed but light still illuminates the room.

*Encounter B: Going through this room a second time...*

When the PCs come back through this room (after some time passes, not simply exploring side rooms or walking through the door, then immediately back into the room), they have another encounter. Grishnok was out in the surrounding forest, but has now returned with his bodyguards. This is intended to be the final battle of the adventure, though it is not mandatory.

NPCs: Grishnok, 2 orcs

Treasure: Second encounter: 2 scimitars (8 gp), 3 leather armor (12 gp), 2 shields (2 gp); +1 *Greatsword "Elfbane"* (1,300 gp); 2 *potion of enlarge person* (150 gp)15) Clerics' Chambers16) Chapel of Contemplation17) False Door Trap18) Sub Treasury

Treasure: Coins worth 100 gp; Writings of Akum B'larn (120 gp)

19) Scared Statues

NPCs: 3 orcs

Treasure: 3 scimitars (8 gp), 2 leather armor (12 gp), 2 shields (2 gp)

These orcs move to section 14 to join the attack if they hear it. Otherwise, they attack any PCs they notice.

20) Council Chamber21) Purification Room22) Inner Sanctum

Treasure: Blessing of the Valiant (priceless)

Paladins of the Valiant entering the room always receive the vision (and are healed of all damage they may have suffered; loss of hit points, ability scores, blindness, etc).

Other PCs may receive a vision as indicated in the adventure text. If a paladin who does not follow the Valiant receives a vision, they are healed of all damage as described above.

Paladins do not get the "Blessing of the Valiant" cert.

23) Paladins Quarters

NPCs: 2 Undead

Treasure: The chest does not contain anything of value.

24) Trap25) Main Treasury

NPCs: 5 Undead

Treasure: 5 scale mail (50 gp) 1000 gp, Stallion Statue (200 gp); Brindonwood map (50 gp); Longsword of the Valiant (320 gp); Gilded Scale Mail of the Valiant (500 gp)

**Experience Points**Outside the Temple

A) Defeating the Orcs: 25 xp

B) Avoiding the Mind Fire: 25 xp

**Sub-Total: 50 xp**

Upper Temple Level

1) Defeating the orcs: 25 xp

3) Poisoning themselves: -25 xp

5) Defeating the orcs: 25 xp

**Sub-Total: 50 xp**

Lower Temple Level

12) Defeating the orcs: 25 xp

14) First encounter – Defeating the orcs: 25 xp

14) Second encounter – Defeating Grishnok and his guards: 100 xp

16) Finding the secret door: 25 xp

17) Avoiding the trap: 50 xp

18) Finding the secret door: 50 gp

19) Defeating the adept and orcs: 50 xp

19) Solving the puzzle of the statues and making it through the secret door: 50 xp

21) Gaining entrance to the Inner Sanctum: 25 xp

23) Defeating the Undead-B: 25 xp

24) Avoiding the trap: 25 xp

25) Defeating the Undead-B: 100 xp

**Sub-Total: 550**

**Total Possible Experience: 650 xp**

**Treasure summary**Sale value of all possible mundane items:

Scimitars: 16 sell for 4 gp	64 gp
Leather armor: 16 sell for 6 gp	96 gp
Shields: 15 sell for 1 gp	15 gp
Javelins: 10 sell for 0.5 gp	5 gp
Scale mail: 5 sell for 25 gp	125 gp
Scrolls about history of the area: 1 set sell for 100 gp	100 gp
Coinage:	1,100 gp

**Total Mundane Item Sale Amount: 1,505 gp**

Sale value of normal certified items:

Strange polyhedral dice	--
"Elfbane"	700 gp
Potion of Enlarge Person	170 gp
Potion of Enlarge Person	170 gp
Writings of Akum B'larn	120 gp
Brindonwood Map	30 gp

**Sale value: 1,190 gp**

Certed items that may be sold for ¾ market value:

	Normal (½)	(¾)
Anvil of the Valiant	10 gp	14 gp
Mortar and Pestle of the Valiant	5 gp	7 gp
Damaged canon	30 gp	60 gp
Stallion Statue	110 gp	160 gp
Longsword of the Valiant	180 gp	240 gp
Gilded Scale Mail of the Valiant	370 gp	450 gp

**Sale value: 705 gp 931 gp**

The priest of the Valiant is willing to purchase the above listed certs for ¾ the market value. This offer is only valid during this adventure, and if PCs do not use this option now, it is not permitted during future events.

The "Uraak" certs are for the scimitars used by the orcs. Players who wish to keep one of the scimitars receive a cert. Otherwise, they are not distributed.

**ATL 1****“Orc”**

1st-Level Fighter, Medium Humanoid (Orc)

**Hit Dice:** 1d10+1 (7 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**Armor Class:** 14 (+1 Dex, +2 leather armor, +1 shield), touch 11, flat-footed 13**Base Attack/Grapple:** +1/+4**Attack:** Scimitar +5 melee (1d6+3/18–20) or javelin +2 ranged (1d6+3)**Full Attack:** Scimitar +5 melee (1d6+3/18–20) or javelin +2 ranged (1d6+3)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., light sensitivity**Saves:** Fort +3, Ref +1, Will –2**Abilities:** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6**Skills:** Listen +1, Spot +1**Feats:** Alertness, Weapon Focus (scimitar)**Alignment:** Chaotic evil**“Grishnok”**Change starting hit points to **14**.**“Undead”**

Use human warrior skeletons with no weapons (as per Core Rulebook III).

**ATL 3****“Orc”**

2nd-Level Fighter, Medium Humanoid (Orc)

**Hit Dice:** 2d10+2 (15 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**Armor Class:** 14 (+1 Dex, +2 leather armor, +1 shield), touch 11, flat-footed 13**Base Attack/Grapple:** +2/+5**Attack:** Scimitar +6 melee (1d6+3/18–20) or javelin +2 ranged (1d6+3)**Full Attack:** Scimitar +6 melee (1d6+3/18–20) or javelin +2 ranged (1d6+3)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., light sensitivity**Saves:** Fort +4, Ref +1, Will –2**Abilities:** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6**Skills:** Listen +1, Spot +1**Feats:** Alertness, Weapon Focus (scimitar), Dodge**Alignment:** Chaotic evil**“Grishnok”**

As presented in adventure text.

**“Undead”**

Use ghoul statistics (as per Core Rulebook III).

**ATL 5****“Orc”**

4th-Level Fighter, Medium Humanoid (Orc)

**Hit Dice:** 4d10+4 (28 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**Armor Class:** 14 (+1 Dex, +2 leather armor, +1 shield), touch 10, flat-footed 12**Base Attack/Grapple:** +4/+8**Attack:** Scimitar +9 melee (1d6+6/18–20) or javelin +2 ranged (1d6+4)**Full Attack:** Scimitar +9 melee (1d6+6/18–20) or javelin +2 ranged (1d6+4)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., light sensitivity**Saves:** Fort +5, Ref +2, Will -1**Abilities:** Str 18, Dex 12, Con 12, Int 8, Wis 7, Cha 6**Skills:** Listen +1, Spot +1**Feats:** Alertness, Weapon Focus (scimitar), Dodge, Combat Reflexes, Weapon

Specialization (scimitar)

**Alignment:** Chaotic evil**“Grishnok”**

6th-Level Barbarian, Medium Humanoid (Orc)

**Hit Dice:** 6d12+12 (48 hp) [60 hp]**Initiative:** +1**Speed:** 40 ft. (8 squares)**Armor Class:** 13 [11] (+1 Dex, +3 studded leather armor), touch 10, flat-footed 13**Base Attack/Grapple:** +6/+12 [+14]**Attack:** Greatsword +13 [+15] melee (2d6+10/19-20) [2d6+13] or scimitar +12 melee (1d6+9/18-20) [1d6+12]**Full Attack:** Greatsword +13/+8 [+15/+10] melee (2d6+10/19-20) [2d6+13] or scimitar +12/+7 (1d6+9/18-20) [2d6+12]**Space/Reach:** 5 ft./5 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., light sensitivity, fast movement, illiteracy, rage 2/day, trap sense +2, uncanny dodge, improved uncanny dodge**Saves:** Fort +7 [+9], Ref +3, Will +3 [+5]**Abilities:** Str 22 [26], Dex 12, Con 14 [18], Int 7, Wis 8, Cha 6**Skills:** Listen +1, Spot +1**Feats:** Alertness, Iron Will, Power Attack**Alignment:** Chaotic evil**Notes:** greatsword statistics assume using +1 *greatsword*, use statistics inside [ ] when raging**“Undead”**

Use ettin skeletons, except undead in adventure are medium size, have 30 ft movement, do not have superior two-weapon fighting, and do not have weapons. (as per Core Rulebook III) .

**ATL 7****“Orc”**

6th-Level Fighter, Medium Humanoid (Orc)

**Hit Dice:** 6d10+6 (40 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**Armor Class:** 14 (+1 Dex, +2 leather armor, +1 shield), touch 10, flat-footed 12**Base Attack/Grapple:** +6/+10**Attack:** Scimitar +11 melee (1d6+6/18–20) or javelin +7 ranged (1d6+4)**Full Attack:** Scimitar +11/+6 melee (1d6+6/18–20) or javelin +7 ranged (1d6+4)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., light sensitivity**Saves:** Fort +6, Ref +3, Will +2**Abilities:** Str 18, Dex 12, Con 12, Int 8, Wis 7, Cha 6**Skills:** Listen +1, Spot +1**Feats:** Alertness, Weapon Focus (scimitar), Dodge, Combat Reflexes, Weapon Specialization (scimitar), Iron Will**Alignment:** Chaotic evil**“Grishnok”**

9th-Level Barbarian, Medium Humanoid (Orc)

**Hit Dice:** 10d12+18 (88 hp) [106 hp]**Initiative:** +2**Speed:** 40 ft. (8 squares)**Armor Class:** 14 [12] (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13**Base Attack/Grapple:** +9/+15 [+17]**Attack:** Greatsword +17 [+19] melee (2d6+10/19-20) [2d6+13] or scimitar +15 melee (1d6+9/18-20) [1d6+12]**Full Attack:** Greatsword +17/+12 [+19/+14] melee (2d6+10/19-20) [2d6+13] or scimitar +15/+10 (1d6+9/18-20) [2d6+12]**Space/Reach:** 5 ft./5 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., light sensitivity, fast movement, illiteracy, rage 2/day, trap sense +2, uncanny dodge, improved uncanny dodge**Saves:** Fort +8 [+10], Ref +5, Will +4 [+6]**Abilities:** Str 22 [26], Dex 14, Con 14 [18], Int 7, Wis 8, Cha 6**Skills:** Listen +1, Spot +1**Feats:** Alertness, Iron Will, Power Attack, Weapon Focus (greatsword)**Alignment:** Chaotic evil**Notes:** greatsword statistics assume using +1 *greatsword*, use statistics inside [ ] when raging**“Undead”**

Section 23: Use mohrgs (as per Core Rulebook III).

Section 25: Use 2 mohrgs and 3 mummies (as per Core Rulebook III). Note that since the mummies are wearing armor, they no longer have vulnerability to fire as a Special Quality.



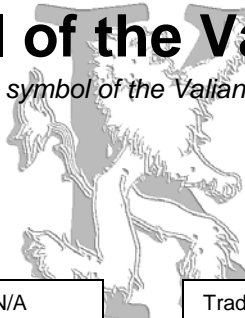
The following "Living Kingdoms of Kalamar" character known as

has received during

Lost Temple of the Valiant

## Anvil of the Valiant

This old anvil has the symbol of the Valiant engraved on its side.



Value: 18 gp (10 if sold)

Charges: N/A

Tradable: Yes

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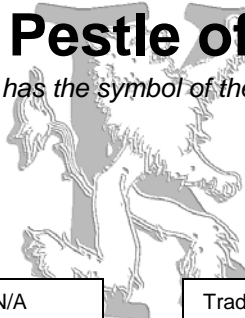
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## Mortar and Pestle of the Valiant

This large iron mortar and pestle has the symbol of the Valiant engraved on each piece.

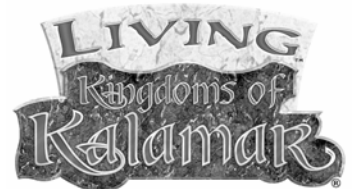


Value: 8 gp (5 if sold)

Charges: N/A

Tradable: Yes

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## Strange polyhedral dice

There are two of these six-sided dice carved from bone, with orcish numbers on the faces.

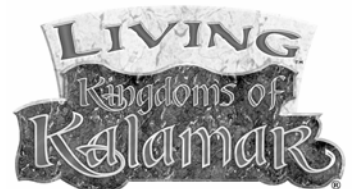


Value: 1 cp

Charges: N/A

Tradable: Yes

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## Damaged canon

*This old leather case contains all 21 Heroes of “To Serve,” canon of the Knight of the Gods.*

*Though damaged, careful individuals can use this canon for study and copying purposes.*

Value: 75 gp (30 if sold)

Charges: N/A

Tradable: Yes

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## “Elfbane”

*This large greatsword is razor sharp and in excellent condition. Upon inspection, the leather-wrapped hilt appears to be made from the thigh bone of an elf. Also, the word “Elfbane” is etched into the blade using orcish runes.*

*This is a +1 greatsword, and has no other abilities, despite its name.*

Value: 1300 gp (700 if sold)

Charges: N/A

Tradable: Yes

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## Potion of Enlarge Person

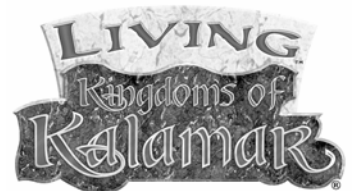
*This is a potion of Enlarge Person cast at 1<sup>st</sup> level.*

Value: 250 gp (170 if sold)

Charges: N/A

Tradable: Yes

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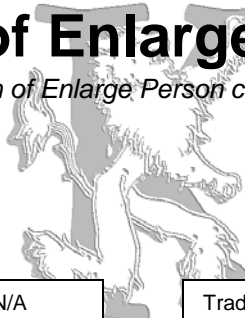
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Value: 250 gp (170 if sold)

Charges: N/A

Tradable: Yes

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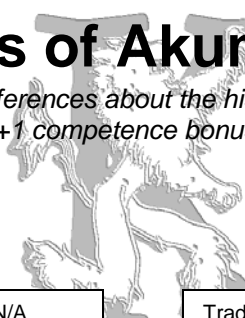
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## Writings of Akum B'larn

These historical writings provide interesting references about the history of the immediate area, as well as Tellene. Characters who possess these scrolls gain a +1 competence bonus to Knowledge (history) or similar skill checks.

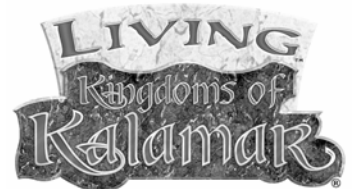


Value: 200 gp (120 if sold)

Charges: N/A

Tradable: Yes

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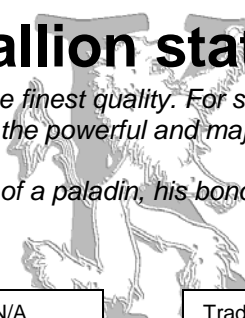
has received during

Lost Temple of the Valiant

## Stallion statue

This ornate statue of a rearing stallion is of the finest quality. For some reason, those who have special bonds to certain animals feel drawn to the powerful and majestic portrayal of the creature.

If this statue is in the possession of a paladin, his bonded mount receives +1 hp per HD.

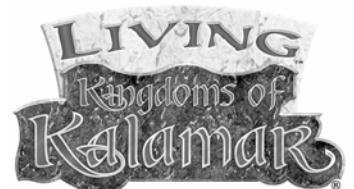


Value: 200 gp (110 if sold)

Charges: N/A

Tradable: Yes

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## Brindonwood map

*This is a very detailed map of the region surrounding Brindonwood.*

*Characters possessing this map gain a +1 competence bonus to skill checks relating to geography or survival when within 2 days travel of Brindonwood.*

Value: 50 gp (30 if sold)

Charges: N/A

Tradable: Yes

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## Longsword of the Valiant

*This ancient blade is still as sharp as the day it was forged. Though the hilt and pommel are of an older and cruder time of warfare, the blade itself is of dark steel, and is just as deadly as the most modern weaponry. Near the base of the blade, the symbol of the Valiant is etched into each side of the blade.*

*This is a masterwork longsword*

Value: 320 gp (180 if sold)

Charges: N/A

Tradable: Yes

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## Gilded scale mail of the Valiant

*This suit of scale mail has retained its sheen after all these years. Large scales cover each shoulder, and on each of these is the engraved symbol of the Valiant. Though the large scales offer more mobility to the wearer, the suit appears to weigh more than normal.*

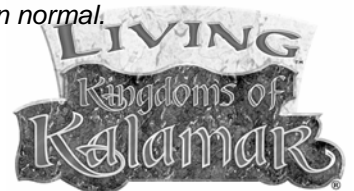
*This is a suit of masterwork scale mail that weighs 15 lbs more than normal.*

Value: 500 gp (370 if sold)

Charges: N/A

Tradable: Yes

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## Blessing of the Valiant

The Valiant has blessed and inspired you to acts of extreme bravery and heroism.

This cert allows the character to automatically make the next fear-based saving throw that he fails. When this happens, a strong voice echoes about him, "The Valiant shall not fear when doing good in my name!"

Value: N/A

Charges: 1

Tradable: No

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## Uraak

This crude orc scimitar appears relatively new, except for the chips and the blade. Due to this style of manufacturing, it has a tendency to rip through its target, rather than make a clean cut. These weapons have a crude symbol of two crossed human femurs etched on the blades.

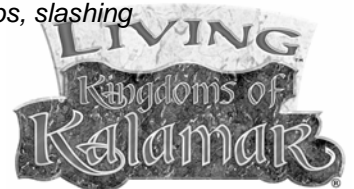
Orc scimitar, one-handed melee weapon, 1d6 damage, 19-20/x2, 4 lbs, slashing

Value: 8 gp (4 if sold)

Charges: N/A

Tradable: Yes

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Charges: N/A

Tradable: Yes

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