

THE ROAD TO

AZAMAR



A CINEMA6 RPG MINI-CAMPAIGN

KICKED
NORTH
GAMES



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THE ROAD TO AZAMAR

*"In the heart of every rogue, is the spark of potential. We
are fools to overlook those willing to brave the darkness
before them for coin."*

*- Lady Invac of Evercrow, Tre'uoall, Sword Chanter
Praescentian*

A ROAD TO ADVENTURE...

Introduction

The characters, which have worked together on a previous quest, have been hired by an Agent of Bowen to conduct a search. A party consisting of three adventurers traveling from Krane to Azamar failed to check in and have been missing for two days now. The characters primary goal is to investigate their last known location and to bring them back to Azamar. Vraacch, leader of the agents contacted the characters himself, which is rare for those who deal with the agents.

GETTING STARTED

This adventure is best suited for 3 to 5 players in addition to the Game Master. It takes approximately five hours of game play to run The Road To Azamar.

Helpful Hint: Game Masters, don't be afraid to give your Player Characters a run for their Cinema Points! If you have a group of five or more Players, change the number of adversaries they have to face. Perhaps in the Orc's camp there are two Shock Troopers? One specializing in ranged combat as the other fights along side the Soldiers in the Melee. Or you can always tweak the stats, and make the Shaman even more deadly. Being creative often leads to the most memorable encounters!

Quick Start Outline

Episode One

The characters are assigned by Vraacch to travel to the last known whereabouts of a party of three adventurers' that have failed to check in. Last known contact was in the city of Krane where an Agent assigned them to travel to Azamar to undertake a very important assignment. The characters are given descriptions of the party and the proper equipment and are asked by Vraacch to leave at the first sign of daylight.

Episode Two

Three-quarters of the way to Krane have the characters make a Search check, DR Moderate. Those that pass will find a wicked-looking arrow stuck deep in a tree. Upon further investigation, signs of a struggle took place. This is the area, where the party was camping, when they were suddenly ambushed. One of the players catches the smells of something cooking in the wind. If they choose to locate the source of the smell, they will stumble into an Orc camp.

Episode Three

There are five Orcs total, three warriors, one Shocktrooper and one Shaman who appears to be conducting some sort of ritual. The Shaman leads the group while it is the Shocktrooper's job to keep the warriors in line. Then they will notice a survivor, a female Tre'uoall who matches the description of one of the missing party members. She is tied to a tree being guarded by the Shocktrooper. Whatever ritual the Shaman is preparing, it looks as if it will be performed on the surviving Tre'uoall. Her fate lies in the hands of your players!

Episode One: Audience with Vraacch.

(Stats for Vraacch, Page 159 of Azamar The Player's Guide)

Vraacch is one big imposing figure. His presence often demands your full attention, no matter where the location, the characters are approached by Vraacch while his bodyguards lurk in the shadows. This is a good role-

playing opportunity to give a little insight into the world of Azamar. The other party was on its way from Krane. If none of the characters have been there, you the Game Master can bring up current events, for example:

"Two weeks ago, the city was attacked by something in that came from the Uncharted Territories. Thankfully it was never able to make it past the Great Wall and the brave soldiers of Krane were able to defeat it."

The missing party that the characters are searching for is made up of:

- Kronk (Wyvine, Male Barbarian/Thug)
- Janrise (Tre'uoall, Female Warrior/Smuggler)
- Myssa Levhrehl (Tre'uoall, Female Warrior/Bodyguard)

After that incident at Krane, the party departed the city. Three days later, Ajran, the Lord of Krane restricted travel due to fears of any other creatures wandering the land around Krane. There have been reports by travelers of Orc sightings and one instance that involved a direct confrontation, but the Orcs for the most part stay away from the city itself.

The characters have that evening to gather their equipment before they are set to leave Azamar at first light. They are provided with fast, healthy horses if they do not already have horses of their own.



Episode Two: The Investigation Begins

The journey to the scene takes about a day's worth of travel on horseback. Thanks to the connecting road, traveling between Azamar and Krane is relatively quick. However, recent Orc sightings have become increasingly more frequent prompting the rulers of Azamar and Krane to warn travelers of the potential danger. It is not uncommon to encounter travelers being escorted by mercenaries. Those who are encountered may be questioned for information or bartered with.

After any encounters with travelers have, the characters make Search checks, DR Moderate. Those who succeed will notice a wicked-looking arrow lodged into a nearby tree just beyond the road. If the characters choose to investigate further, they will see signs of a struggle and they will find two more arrows. Those well-versed in projectile firing weapons will determine that the arrows came from a rather large custom-made crossbow. The arrows themselves are covered with Orcish handwriting. A Languages check, DR Easy will allow a character to decipher some of the writing.

If the players pass another Search check, DR Moderate they will notice the smell of something cooking in the air. The source of the smell is located deeper into the woods off the trail. If the characters are being cautious, allow them a few moments to observe the Orc's camp. The Shaman is conducting a ritual and is "cleansing" their captive, an unconscious Tre'uoall who fits Janrise's description. She is tied up against the tree while being guarded by the Shocktrooper. The three Orc Warriors are scattered throughout the camp. One sticks close to the Shocktrooper while the other two guard the camp's entrance close to the Shaman.

JANRISE

Character Type: Smuggler
Species: Tre'uoall, Female
Hit Points: 24
Initiative: 3d
Move: 5
Vitality: 2d
Cinema Points: 5
Experience Value: 2

Dexterity: 3d Dodge 1d, Melee 2d.

Intellect: 3d Survival 1d.

Strength: 2d

Aptitude: 3d Argot 1d.

Persona: 4d Con 1d, Languages 1d, Persuasion 1d.

Character Features:

Abilities: Apprentice Sword Chanter (5): +3d attack/+2d damage when using Janrise's Scimitar.

Equipment: Banded Leather Armor (+6 Vitality), Dagger (Str+6/x2), Scimitar (Str+24/x2).

Description: She is a young Tre'uoall, appearing to be coming out of the adolescence stage. She has fair, pale skin and golden blond hair. Most striking are her deep calculating, steel blue eyes. She travels light compared to her companions and is always ready to take on any challenge at a moment's notice. Her most prized possession is a map of the land of Azamar that is almost complete. She is very well traveled.

Episode Three: Rescuing The Captive

Upon closer inspection, have the Players make several Sneak checks, DR Moderate to Difficult depending on the circumstance. It looks as if the Shaman is done with his ritual, having placed some sort of magical effect on a ceremonial dagger. He is now approaching Janrise, who is still tied up to the tree.

After the players decide on their actions, the Orcs will detect their presence. Have them roll for initiative. The Shocktrooper will bark commands at the Warriors while he draws a heavy looking crossbow. Those players who are more observant will recognize the crossbow as the weapon that fired the bolt they found lodged in the nearby tree.

Complication: A pair of Owogs stand guard near the camp, tied to a tree far enough away to avoid detection by the Player Character's unless those actively searching make a Difficult Search check. If the fighting in the Orc's camp starts and the Owogs haven't been detected, your Player's could be in for a nasty surprise if a clever Orc sets them loose on the Player Characters!

Owogs

Creature Type: Tracking Animals, Domesticated
Species: Owogs (Canine's, native to the Inferium)
Hit Points: 30
Initiative: 3d
Move: 8
Vitality: 5d
Cinema Points: 1-3 (Varies)
Experience Value: 3

Dexterity: 3d Athletics 2d, Brawl: Bite 3d, Dodge 2d,

Sneak 2d.

Intellect: 3d Search 4d.

Strength: 5d Climb 2d, Jump 2d, Stamina 3d.

Aptitude: 1d

Persona: 2d Willpower 2d.

Attacks: Front Claws (+6 to Climb, Damage: Str+12), Bite (Str+18).

Creature Features

Tracking: Owogs posse an almost supernatural talent when tracking their prey. (Permanent Owogs receive +9 to Search when tracking by listening or by sent)

Owogs are native to the Inferium and have been domesticated by the Orcs for the purposes of tracking prey and hunting. Owogs often carry saddlebags, strapped with the Orc's equipment and are decorated in fearsome war paints.

Shock Troopers, Orcs

Hit Points: 50

Initiative: 3d

Move: 7

Vitality: 4d

Cinema Points: 4

Experience Value: 3 (Shock Troopers)

Dexterity: 3d Brawl 3d, Dodge 3d, Melee 4d, Ranged 3d, Running 2d.

Intellect: 3d Creatures 1d, Survival 1d.

Strength: 4d Lift 1d, Grapple 3d, Push-Pull 1d, Stamina 3d.

Aptitude: 4d Engineering 1d, Armor Smithing 2d, Weapon Smithing 2d.

Persona: 2d Command 2d, Intimidation 2d, Willpower 3d.

Equipment: Armor (+12 Vitality), Long Sword (Str+18/x2d), Broad Axe (Str+36/x2), Heavy Cross Bow (Damage: 1d+27/24/21, Range: 100/200/300, Ammo: 6* Conceal: Difficult)

* The Shocktrooper's Crossbow Bolts are magically imbued by the Shaman. They give the Shocktrooper +1d to his Ranged skill. Cost 1 Cinema Point to activate.

Life expectancy for Orcs is rather low given the violent nature of their culture. Those Orcs that survive a number of successful campaigns go on to be trained as Shock Troopers by the Elders. These Orcs are rewarded with better equipment and are often in charge of protecting

the Shaman in major battles

Shaman, Orcs

Hit Points: 36

Initiative: 2d

Move: 6

Vitality: 3d

Cinema Points: 5

Experience Value: 4 (Shaman)

Dexterity: 2d Brawl 2d, Dodge 2d, Melee 2d.

Intellect: 4d Creatures 4d, Culture 3d, Healing 6d, Search 4d, Survival 4d.

Strength: 3d Stamina 3d.

Aptitude: 4d Argot 1d, Engineering 3d, First Aid 4d, Piloting 2d.

Persona: 3d Command 4d, Intimidation 3d, Languages 3d, Willpower 4d.

Spells: Shield (5), Heal (5), Stricken (10), Martyr (5).

Equipment: Misc Magical Trinkets, Magical Staff (usually imbued with 1 Magical Power), Ceremonial Dagger (Str+12/x3).

The Shaman are the Elders that serve the Circle of Detriment in Orc society. They have survived numerous campaigns and have grown old by Orc standards, which is a rare occurrence. They then are taught to hone their abilities and study the world of Magic, learning to manipulate it to serve the Gods of Orcish kind.

Warriors, Orcs

Hit Points: 36

Initiative: 3d

Move: 7

Vitality: 3d

Cinema Points: 2

Experience Value: 2 (Warriors)

Dexterity: 3d Brawl 2d, Dodge 2d, Melee 3d, Running 1d.

Intellect: 2d Survival 1d.

Strength: 3d Lift 1d, Grapple 2d, Push-Pull 1d, Stamina 2d.

Aptitude: 4d Armor Smithing 1d, Weapon Smithing 1d.

Persona: 2d Intimidation 1d, Willpower 1d.

Equipment: Armor (+12 Vitality), Short Sword (Str+12/x2), Dagger (Str+6/x2).





Warriors are the fodder of Orc culture. Expendable, these ranks are continually replenished in Orc infested strongholds.

The Shocktrooper will use his ranged weapon to his advantage. He will send his Warriors into melee range while they engage the Players, he will attempt to pick them off one by one with his Heavy Crossbow. The Shaman will use his spells to his full advantage and stay close to the captive. He suspects the players are out to rescue her.

Players will always be Players!

Keep in mind as you run this scenario it probably will not go as you anticipated. One of your crafty players may throw you a huge curve but do not panic, it may lead to a more memorable encounter and unlock potential story arcs. Make sure, as a Game master you are flexible and if your players come up with a really cool strategy, give them a chance to make it work. Remember, it is only a game!

Orc Encampment Key

| | | |
|----------|-------|-------------------|
| X | | Orc Shaman |
| X | | Orc Shocktrooper |
| X | | Orc Warriors |
| X | | Janrise (Captive) |
| X | | Owogs |

After the Battle

Reward creative players with Cinema Points and give them a moment to rest up. Janrise is unconscious and the players when they search the Orc's camp will come across the remains of Kronk and Myssa. Searching the Orcs, they will also find a scroll on the Shaman, written in a language they do not recognize.

Potential Story Arcs

The Scroll of Command: A group of fractioned, Tre'uoall Isolationists have written the orders in their own dialect, looking at the orders the players do not even recognize the language its written in. Finding a translator - through either magic or a physical being should be the next priority.

Do they bring the Scroll of Command back to the agents of Bowen or do they take it upon themselves to find a way to translate it?

The Tre'uoall Captive: Her name is Janrise and she is the last survivor of a group of adventurers who were hired to take a job in Azamar by the agents of Bowen. When they failed to arrive, Vraacch approached the players since they have worked before to track down the missing party. Her main weapon is a custom Scimitar and she makes a living smuggling both purchased goods (legal and otherwise) and information. She is well traveled and knows just about every corner of the land of Azamar.

Since her party has been defeated by the Orcs, she, at first is reluctant to attach herself to another adventuring party. Through persistence though, she may change her mind although initially she will wish to part ways at the nearest city after their Adventure is complete. What is this job that Janrise was hired to do? Why were the agents really concerned about their disappearance?

Let your Imagination go Wild!

You may come up with Story Arcs of your own when running this scenario. Write them down so you can flesh out the details. When running its best to keep an open mind, listen to your players and do not forget to have fun! While Game Mastering (or GMing) is a lot of hard work, the real reward is hearing your players tell you, "thanks for running, we had a lot of fun tonight!"

Good luck! Remember, you can always email us or post on our Blog with any questions or comments you may have.

We are always happy to help.

"The call to adventure is irresistible! My friend, whenever you hear it, rise up, be strong and set off on a journey that will change the very essence of your being."

- Sirk Ellingsworth, Enfri, Shadow League Initiate

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Quick Character Creation & Starting Stats: 10d Attributes, 7d Skills, Hit Points = 12 x Str, Move = Str +3, Initiative = Dex, Vitality = Str, 7 Cinema Points