

Skirmish over the Ravine

This is a D&D 2.75E side trek adventure for a party of six to eight characters of 3rd to 5th level. The adventure involves three opposing tribe of orcs, goblins, and kobolds. All three had lived along the ravine for a year as cliffdwellers; their homes down the river taken over by a force of sahaugin. At first, they were tolerant of each other and supported each other in raids and robberies, but over the months, petty incidents set them against each other. The three tribes have silently agreed to settle thier differences through force of arms and the party is unfortunate to have arrived on the appointed day of the battle.

The setup is as follows: the main battlefield is a system of six rope bridges and three small plateaus set over the ravine, set a respectable distance from the cliffs' zenith. Four of these bridges are four bridges connected to plateaus and two are passages leading between the tribal lairs. There are also two additional stone bridges above the battlefield which lie to the north and south sides of this stage. Since these were made for the purposes of the civilized settlements, they are at the level of the cliff's peak.

Goblins

Goblin (72): AC 13; HD 1d8-1; hp 3; #AT 1; AB +0; Dmg 1d6, short sword; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp shortsword, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Goblin Wolf Rider (4): AC 13; HD 1d8-1; hp 3; #AT 1; AB +0; Dmg 1d6, spear; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp spear, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Mounted Worgs (4): AC 16; HD 3d8+3, hp 16; #AT 1; AB +2; Dmg 2d4, bite; MV 4; Saves Fort +3, Ref +3, Will +1; ML 11; Eqp leather barding; AL Neutral Evil; SA None, SD None; MR None, SIZ Small, XPV 120

Worg (10): AC 14; HD 3d8+3, hp 16; #AT 1; AB +2; Dmg 2d4, bite; MV 4; Saves Fort +3, Ref +3, Will +1; ML 11; Eqp none; AL Neutral Evil; SA None, SD None; MR None, SIZ Small, XPV 120

Goblin Leader (1): AC 13; HD 1d8-1, hp 7; #AT 1; AB +0; Dmg 1d6, short sword; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp shortsword, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Goblin Assistant (4): AC 13; HD 1d8-1, hp 7; #AT 1; AB +0; Dmg 1d6, short sword; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp shortsword, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Goblin Chief (1): AC 16; HD 2d8, hp 16; #AT 1; AB +1; Dmg 1d6, short sword or 1d6, spear; MV 4; Saves Fort +3, Ref +2, Will +1; ML 10; Eqp spear, shortsword, small wooden shield,

chain mail; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 35

Goblin Bodyguards (2): AC 16; HD 2d8, hp 9; #AT 1; AB +1; Dmg 1d6, short sword or 1d6, spear; MV 4; Saves Fort +3, Ref +2, Will +1; ML 10; Eqp spear, shortsword, small wooden shield, chain mail; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 35

Bugbears (3): AC 15; HD 3d8+3, hp 16; #AT 1; AB +2; Dmg 2d6+3, mace; MV 6; Abilities Str +2, Con +1; Saves Fort +4, Ref +1, Will +1; ML 12; Eqp large mace, chain mail; AL Chaotic Evil; SA Surprise (-2), SD None; MR None, SIZ Small, XPV 35

Coins: 3,015 silver pieces

Gems: Garnet (500 gp), Rock Crystal (50 gp), Alexanderite (100 gp), Sapphire (1000 gp), Oriental (1000 gp)

Magic Items: None

Orc Forces

Orcs (100): AC 14; HD 1d8, hp 4; #AT 1; AB +1/+0; Dmg 1d6+1, short sword or 1d6+1, spear or 1d6+1, mace, or 1d6, shortbow; MV 6; Abilities Str +1; Saves Fort +2, Ref +0, Will +0; ML 12; Eqp one weapon, small wooden shield, studded leather; AL Lawful Evil; SA None, SD None; MR None, SIZ Medium, XPV 35

Orc Leaders (30): AC 14; HD 1d8, hp 8; #AT 1; AB +1/+0; Dmg 1d6+1, short sword or 1d6+1, spear or 1d6+1, mace, or 1d6, shortbow; MV 6; Abilities Str +1; Saves Fort +2, Ref +0, Will +0; ML 12; Eqp one weapon, small wooden shield, studded leather; AL Lawful Evil; SA None, SD None; MR None, SIZ Medium, XPV 35

Orc Assistants (60): AC 14; HD 1d8, hp 8; #AT 1; AB +1/+0; Dmg 1d6+1, short sword or 1d6+1, spear or 1d6+1, mace, or 1d6, shortbow; MV 6; Abilities Str +1; Saves Fort +2, Ref +0, Will +0; ML 12; Eqp one weapon, small wooden shield, studded leather; AL Lawful Evil; SA None, SD None; MR None, SIZ Medium, XPV 35

Orc Shaman (1): AC 14; HD 1d8+3d4, hp 12; #AT 1; AB +3/+2; Dmg 1d6+1, mace, or 1d6, shortbow; MV 6; Abilities Str +1; Saves Fort +3, Ref +0, Will +3; ML 12; Eqp one weapon, small wooden shield, studded leather; AL Lawful Evil; SA 3rd level divine spellcaster, SD None; MR None, SIZ Medium, XPV 175

Orc Chief (1): AC 14; HD 3d8, hp 24; #AT 1; AB +4/+2; Dmg 1d6+2, short sword or 1d6, shortbow; MV 6; Abilities Str +2; Saves Fort +3, Ref +1, Will +1; ML 12; Eqp one weapon, small wooden shield, studded leather; AL Lawful Evil; SA None, SD None; MR None, SIZ Medium, XPV 65

Orc Bodyguards (15): AC 14; HD 3d8, hp 13; #AT 1; AB +4/+2; Dmg 1d6+2, short sword or

1d6, shortbow; MV 6; Abilities Str +2; Saves Fort +3, Ref +1, Will +1; ML 12; Eqp one weapon, small wooden shield, studded leather; AL Lawful Evil; SA None, SD None; MR None, SIZ Medium, XPV 65

Coins: 6 copper pieces, 1,306 silver pieces

Gems: Sapphire (1000 gp), Fire Opal (1000 gp), Zircon (50 gp), Pearl (100 gp), Lapis Lazuli (10 gp), Jasper (50 gp), Pearl (500 gp)

Magic Items: Potion of Growth, Potion of Healing

Kobold Forces

Kobolds (160): AC 13; HD 1d4, hp 2; #AT 1; AB +1; Dmg 1d4, dagger or 1d4, sling; MV 4; Saves Fort +2, Ref +0, Will +0; ML 8; Eqp one weapon, small wooden shield, padded armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 7

Kobold Leader (4): AC 13; HD 1d8-1, hp 4; #AT 1; AB +2; Dmg 1d4+1, dagger or 1d4+1, sling; MV 4; Abilities Str +1; Saves Fort +2, Ref +0, Will +0; ML 8; Eqp one weapon, small wooden shield, padded armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 7

Kobold Bodyguards (25): AC 13; HD 1d8-1, hp 4; #AT 1; AB +2; Dmg 1d4+1, dagger or 1d4+1, sling; MV 4; Saves Fort +2, Ref +0, Will +0; ML 8; Eqp one weapon, small wooden shield, padded armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 7

Kobold Chief (1): AC 13; HD 1d8+1, hp 7; #AT 1; AB +2; Dmg 1d4+1, dagger or 1d4+1, sling; MV 4; Abilities Str +1, Con +1; Saves Fort +3, Ref +0, Will +0; ML 8; Eqp one weapon, small wooden shield, padded armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 35

Kobold Guard (6): AC 13; HD 1d8+1, hp 7; #AT 1; AB +2; Dmg 1d4+1, dagger or 1d4+1, sling; MV 4; Abilities Str +1, Con +1; Saves Fort +3, Ref +0, Will +0; ML 8; Eqp one weapon, small wooden shield, padded armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 35

Coins: 2,213 copper pieces

Gems: Tiger Eye (10 gp), Opal (1000 gp), Peridot (500 gp), Blue Quartz (10 gp), Sardonite (50 gp), Amber (100 gp)

Magic Items: None

Guidelines of the Battle

The adventure assumes the party is crossing one of the rope bridges (perhaps they just discover an adjunct leading away from the campaign megadungeon) when all hell breaks loose.

Although the tactics do not assume the presence of the party, be aware that the humanoids will gladly use their tactics against everyone who tests their mettle, and being attacked by three sizeable war parties is not something every party of the suggested size and experience can handle.

The battle is divided into five phases and each phase is five rounds long.

Phase One

In the first round of battle, the kobolds and the goblins will enter melee along their respective bridges and plateaus. In the second round, they will be fully engaged. During the third round, ten kobold archers will appear on the southern bridge and fire on non-kobolds. During the fourth round, a goblin worg rider and three worgs will enter the melee. The fifth round concludes with orc archers taking the north bridge.

Phase Two

The first round of the second phase starts with the orcs entering the melee. Ten leaders, twenty assistants, and thirty orcs will pour out of their respective lair and try to dispatch the remaining goblins and kobolds out on the field. During the second round, the orcs will drag out a ballista onto the north bridge as well. The third round, the goblins will reinforce their ranks with two goblin worg riders and six worgs (these will appear on the north bridge and will try to destroy all orc archers and the ballista) while the kobolds will deploy a force of two leaders and eight bodyguards (these will appear on the south bridge). During the fifth round, three bugbears will appear on the south bridge and attack the kobolds there.

Phase Three

The first round of the third phase is a continuation of melee and volley. During the second round, the kobold chief will appear with his regiment of six guards to drive away the attacking bugbears. That same round, the goblins will be trying to secure the north bridge and will deploy a goblin worg rider, one worg, and two goblins there. The following round, an additional band of four goblins (armed with short bows and swords) will try to clear the north bridge. The fifth round, the goblin leader and his assistants will pour out of the goblin lair.

Phase Four

What happens during the first round of the fourth phase depends on the success of the bugbears and the goblins. If the bugbears are still alive, six goblins will reinforce their attack. If the goblins have secured the north bridge, they will attempt to use the ballista if it is still functional. Otherwise, they will rely on six goblin archers to thin the non-goblin ranks on the system. Both the kobolds and the orcs will temporarily retreat and regroup on the second and fourth rounds

respectively. The fifth round concludes with the outpour of ten orc leaders, twenty assistants, and thirty more orcs onto the system. The orc shaman and half of the chief's regiment, seven orc bodyguards, will also take to take the south bridge regardless of whether it is occupied by bugbear or kobold.

Phase Five

During the fifth phase, each side will send out the remnants of what forces they have left. During the first round, the remaining leaders will enter battle with their assistants and during the second round, the remaining chief will enter battle with their respective regiments. The third round concludes the bolstering with the entry of any remaining combatants. The orc chief would have consumed the potion of growth before entering battle. During the fourth round, the orcs will bring out another ballista. From then now, it's a battle of attrition with each force fighting until 50% or more of their forces has been exhausted (either through death or loss of morale). Of course, they could very well find in the threat that the PCs pose a reason to unite and settle differences more peacefully afterwards. Should the PCs drive away all three forces, they will find themselves with three monstrous lairs to explore (and loot).