

THE OVERWARLORD'S EMISSARIES

Scene One: Opening and Introductions

Setting

Ceremonial Bonfire of the Overwarlord. It is the black of night. A pile of tree limbs, piled nearly 10 feet high, is ablaze, lighting the night sky with red and orange sparks.

Before the bonfire sits the Overwarlord, Tu'ch Ra'tan, and arrayed behind him is a company of his elite guard. Three Shaman of the Old Ways tend to the ceremonial bonfire, chanting ancient prayers to the old gods to watch over the emissaries. Tu'ch Ra'tan looks at them with a combination of bemusement betrayed by a old solemnity, common amongst older orcs, who are less removed from the old ways.

Tu'ch Ra'tan wears a hammered bronze breastplate with scalemaille epaulets and an iron-banded battle kilt. His elite guard, similarly dressed, stare stoically at the ceremonial bonfire, listening with reverence to the shaman as they chant.

NPCs

Tu'ch Ra'tan: the Overwarlord of Orc Tribes or the *Homme-Cochon*. He is tall, old, but aging gracefully. Still considered a powerful physical foe with a brilliant military mind. He will impart his wisdom to the party and answer questions they may have.

The Council of Viziers:

Xyxix: His is somewhat crazy. Very old and eccentric. He will warn that party that many wish to betray these attempts at peace, both human and orc. Some believe the old gods speak to him. Some believe he is crazy.

Gluub: He is young and wiley, often sent to represent the Overwarlord in negotiations with human entities. He will inform the party that he has met briefly King Olaf the Younger of the Norways and King Harold VI of the Brittons. While they do not wage war with the Orcs, they were unwilling to enter into peace agreements. Gluub fears (and Tu'ch Ra'tan agrees) that the Brittons and Norways may join with Christendom simply for the sake of man vs. orc.

Purpose

The purpose of this scene is to impart the information the NPCs have. Specifically the desperate nature of the Orc's position, with enemies to the North and the South -- the long protracted war cannot be sustained -- especially with possibly hostile human forces (and significant military threats) to the North.

THE OVERWORLD'S EMISSARIES

Scene Two: Waylaid On the Way to Geneva

Setting

Along the Road to Geneva: The party will stumble upon several “bandits” who are secretly working for Lord Harvey (at the behest of Paul Cardinal Routelage). When the party arrives, several men, dressed for cold weather, will have been slain, and one remains, a tall, blonde man, youthful, but graceful and well-trained with his great axe. His long beard flies as he swings his axe in precise, yet artful arcs, wasting no motion, anticipating his opponents moves with ease. He is however, sorely out-numbered.

If the party watches, they will notice that one of the brigands is sneaking up behind him. They might also notice that some of the soldiers are using weapons and carrying armor that is of Orcish manufacture. Hidden in the woods they have sacks of orc bodies to litter the scene to frame orcs for the attack.

NPCs

The Brigands (these men were hired by Lord Harvey at the behest of Paul Cardinal Routelage to intercept the Viking emissary and frame Orcs.

Jacques - ST13 DX13 IQ10 HT11 Mv/Spd6 broadsword-15 2d6 cutting in Scale DR5

He is cunning and loyal to Lord Harvey. He will not give up his name.

Claude - ST13 DX13 IQ9 HT11 Mv/Spd7 bow-15 1d6 imp, in Leather DR2

An archer. He knows they are hired by Lord Harvey, but has not let on that he knows. He is loyal to himself and whoever pays him.

Florian - ST10 DX15 IQ9 HT12 Mv/Spd6.75 stealth-15 broadswd-14 knife-15 1d6-1 in Leather DR2

Florian is young and impulsive. He has spent much of his life as a brigand and thief. He is not used to serious combat, toe-to-toe. He is used to advantages.

Dominick - ST15 DX12 IQ8 HT12 Mv/Spd6 broadswd-14 2d6+3 in Scale DR5

Dominick is tough, strong and a steady soldier. He is not smart. He is very loyal to Jacques, however. He will not divulge anything, not that he knows anything.

Lars Svoorgen, son of Olaf the Younger, son of Olaf the Elder, son of Edgar the Brave, son of Egil the Stout. Emissary to King Olaf and his second son. He carries with him a Great Axe of exquisite design. He is handsome, brash and sure of himself. While he will never be king, he has already distinguished himself amongst the Vikings as a formidable warrior and a good man. He has come to observe the peace talks between the *Homme Cochon* and Christendom. His people are distrustful of the *Homme Cochon* but they are also distrustful of the Pope and his priests who constantly try to sway his people from their worship of the old gods.

Purpose

The purpose of this scene is to point out that there are humans who want to sabotage the peace process. It also provides an opportunity to befriend a Viking emissary.

THE OVERWORLD'S EMISSARIES

Scene Three: Rendezvous Outside Geneva

Setting

In the Rolling Hills Leading to the Alps and the Great City of Geneva. The land here is idyllic. Spring is in full bloom, wildflowers litter the landscape of the gently rolling hills leading to Geneva. A horseman stands on one of the hills in the distance. He notices the party and takes out a white flag of truce. He speaks to someone behind him, who is out of sight beyond the hill.

NPCs

Squire Northcote - Squire to Lord General Philip. He carries the flag of truce and will not speak unless spoken to, as is his place.

Lord General Philip - Lord Philip is from Saxony, which was lost long ago to the Orcs, though he still carries the title and a grudge. He has no love for the orcs, and some in the party might know him as one of the most capable generals under Lamar, Duke of Saxony. The Duke sent him here to convey his personal welcome, which he will relate flatly and without any personal sincerity. He was also sent to warn the orcs that treachery is afoot. He will also offer to escort the party into Geneva, since their appearance may cause a riot amongst the peasants.

Purpose

This scene is to establish Lord General Philip as an honest man. He will display his contempt for the orcs openly and unflinchingly. His liege, Lamar Baron of Saxony, has instructed him to behave, and he shall, but he did not instruct him to hide his contempt. The point is to show Philip as a man the party can trust, a man of honor, but NOT an ally.

THE OVERWARLORD'S EMISSARIES

Scene Four: Meeting Christendom's Emissaries

Setting

The Palace of Prince Lucas of Geneva. Behind the battle scarred walls of Geneva lies a beautiful city of white stone. The streets are lined with flowers. Most stores and homes have lush gardens. The air is sweet with the smell of flowers and aromatic plants. The Palace of Prince Lucas, a large, tall castle lies ahead. Peasants stand in wonder as the party proceeds, and they look about, wondering where the town guard are to repel these orc intruders.

NPCs

The Emissaries

Paul Cardinal Routelage Cardinal Routelage represents the displaced lands of the Alamanites, but also the church. He does not want the war to end until the Orcs are out of German lands. He is behind the attack on the emissaries. He will also attempt to assassinate one of the Orc emissaries. Failing that, he will attempt to assassinate Lamar, Duke of Saxony. He possesses an amount of poison (tincture of wolfsbane) from his homeland.

John Cardinal Purnelli Cardinal Purnelli was sent personally by the Holy See to end this war. The pontiff believes the cost has been too great, and the time is now to lay down arms and make amends.

Anthony, Baron d'Colville The Bloody Baron has personally led many campaigns against the Orcs, and most of the more devastating ones. He now respects the Orcs as warriors and tacticians.

Lamar, Duke of Saxony Duke Lamar is a duke without a duchy. He would like for the fight to continue, but he knows the strategic situation very well, and realized this is a lost cause.

Their Assistants

Lord Harvey - Assistant to Anthony, Baron d'Colville. Secretly does the bidding for Cardinal Routelage. He will be killed by Cardinal Routelage if the cardinal suspects the bandits failed.

Bishop Danielli - Assistant to Cardinal Routelage. Unaware of his machinations. He is a man of true faith. He finds the orcs and their pagan ways to be distasteful, but he will show mercy and hospitality.

Bishop Tern - Assistant to Cardinal Purnelli. A bookish academic. He will be very curious of the Orcs and their society and ways.

Lord General Philip - Assistant to Lamar, Duke of Saxony. Has spent most of his life fighting and has no love for the Orcs. He greeted the party outside of Geneva.

Purpose

This scene establishes the emissaries. It may be the ending point, depending on time and how the adventure went so far. If there is time, two more scenes may happen.

THE OVERWORLD'S EMISSARIES

Scene Five: The Death of Lord Harvey

Setting

The Orc Emissaries Lodgings. After the formal introductions, the party will be lead to their accommodations, each emissary will have a room and they will have an adjoined meeting room that is for their use. At some point, screams and calls of alarm will be heard throughout the castle. Lord Harvey is dead. A poisoned dagger is in his back. He is in his quarters, sitting it a chair, slumped over his desk. A hastily drawn sketch of the castle is on the desk before him. The dagger is of Orcish make.

NPCs

Anthony, Baron d'Colville The Bloody Baron has personally led many campaigns against the Orcs, and most of the more devastating ones. He now respects the Orcs as warriors and tacticians.

Lamar, Duke of Saxony Duke Lamar is a duke without a duchy. He would like for the fight to continue, but he knows the strategic situation very well, and realized this is a lost cause.

Bishop Tern - Assistant to Cardinal Purnelli. A bookish academic. He will be very curious of the Orcs and their society and ways.

Lord General Philip - Assistant to Lamar, Duke of Saxony. Has spent most of his life fighting and has no love for the Orcs. He greeted the party outside of Geneva.

A Chamber Maid Her name in Anna, and she found Lord Harvey dead when she arrived. She is quite traumatized.

Purpose

This scene eliminates Lord Harvey as a connection to Routelage, and further implicate the party.

THE OVERWORLD'S EMISSARIES

Scene Six: Routelage's Last Desperate Attempt.

Setting

The Grand Dining Hall.

NPCs

The Emissaries and their Assistants

Prince Lucas. He seems like a buffoon, and if the party has wondered why they haven't seen him before, all questions will be answered now. He might called in medical terms, an idiot.

Dozens of Servers and Entertainers

Purpose

This is likely the final scene, if time allows. It will be Routelage's last attempt to sabotage the peace talks. He has paid the cook to poison the soup with tincture of Wolfsbane. He won't eat the soup himself.

If the soup is discovered, he will keep quiet and look for a way to start an altercation that will end in single combat, then he will call his champion, a Knight Templar. He is tall and obviously strong. His face is scarred with countless battles. He will stand to meet an orc in single combat.

Routelage will approach him and give him a blessing.

He will then offer to give a blessing to the orc, so that God may decide the fate of this fight. When he approaches, he will stealthily stick a dagger in the orc's side.

Hilarity will ensue.

Sir Donald of the Knights Templar.

ST: 14 DX:14 IQ:13 HT:12 SpdMov:6.5

Two Handed Sword: 16 -- Parry 11

Plate: DR 6