

A 5E ADVENTURE

# WARPATH

**AN ARMY OF ORCS IS ABOUT TO ATTACK  
AND ONLY THE ADVENTURERS CAN STOP THEM**

  
KELFECIL'S  
TALES

WARPATH

BY



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## THE WARPATH

High up in the mountains, dozens of orc and goblinoid tribes make their lair. Often, the tribes are content to keep to themselves: They farm, and they trade with the settlements around the mountains.

Sometimes, the tribes fight. There are dozens of small territorial disputes among them, and the need to satisfy some old grudge or gain more arable land is strong.

Sometimes, however, a notable leader arises. This leader, through diplomacy and strength of arms, might even manage to forge the goblinoid and orc tribes into a single entity, at least for a little while.

It is then that a Warpath is formed. As hundreds of goblinoids and orcs march from their mountains against the settlements of the plentiful fields below, entire cities tremble in fear of their charge.



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## INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

## QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 4
- **Experience from Completion:** ~4,300 XP
- **General Theme:** Elimination, Infiltration
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (3-hours)

## ADVENTURE SUMMARY

The Orcs and Goblins are on the Warpath, and the players are the only thing standing in their way...

## RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

## SPECIAL THANKS

Kelfecil's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **My good friend and co-writer, Constantine**, who is always there to give feedback and help me out with anything.
- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

## MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Map 1: Redtooth Warcamp](#)
- [Map 2: Redtooth Warcamp - Night](#)

For more variants and gridless versions of the maps go to [Venatus' Patreon Page](#).

### PATREON SUPPORT

If you wish to support Kelfecil's Tales with writing more RPG modules in the future, you are more than welcome to do so through our [Patreon page](#).

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## BACKGROUND

The mountains surrounding southern Latakar are full of orc and goblinoid tribes. Usually, they are peaceful.

Even when a tribe launches a raid against its neighbors or the settlements of the south, things rarely become critical. By themselves, the tribes are too small to do any damage beyond burning down farms. The southerners are accustomed to such attacks.

A couple of years ago, however, a new threat emerged. The Redtooth Orcs tribe saw a new leader gain power, a warlord named Grush. Grush wasted no time in growing his power, first by eliminating rivals inside the Redtooths and then by subduing the neighboring goblinoid tribes.

At first, Grush's expansion went unnoticed by the people of the south. After all, the mountains held dozens - if not hundreds - of tribes. Why would they notice if one of them absorbed a couple others?

By the time the people of the south started realizing what was happening, it was too late. Grush's expansion had snowballed, and soon he had absorbed tens of tribes. At that point, in a grand ceremony, he called a Warpath.

With a Warpath called, all the tribes under Grush had to contribute their warriors to the cause. With a mighty host assembled, Grush came down from the mountains and began destroying entire settlements.

Each day, the warlord's power grows. An open battle against him would be disastrous even if it was won, due to the sheer amount of casualties. And so, assassination is preferred, and the town of Seesby has started looking for the people to do just that.

## TETHRA THE MAGE

Tethra is a red dragonborn mage, whose clan hails from the same mountain range the Redtooth clan comes from.

Tethra's clan was friendly with a hobgoblin tribe that resisted Grush's attempts at unification. In the end, the hobgoblin were utterly destroyed before the dragonborn could help. Now, Tethra seeks revenge.

- **Unique Phrase:** "Grush will pay."
- **Desire:** To put an end to Grush.
- **Fear:** Failing in the mission she has sworn to accomplish.
- **Misbelief:** Tethra has been blinded by her desire for revenge, and ignores the fact her magic isn't as strong as she wants it to be.

## GRUSH, ORC WARLORD

Grush has managed something not done in decades: To call a Warpath. He has accomplished this through his force of will, his martial prowess, and his diplomatic skill.

However, Grush is not really driven by any noble goals. He lives for martial glory, and he wants his name to be remembered. He believes that the best way to do that is to destroy the southern settlements, and literally leave his mark on the world that way.

- **Unique Phrase:** "I will be remembered."
- **Desire:** To be remembered through the ages.
- **Fear:** Losing control of his army.
- **Misbelief:** Grush has done well in controlling the various tribes under him, but there are still many among them that would betray him in an instant if they thought that was the better course of action.

## ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Locals:** One or more players hail from Seesby and wish to save the town.
- **Experts:** The players have fought orcs and goblinoids many times in the past, and they were specifically sought after for this skill.
- **A Personal Grudge:** One or more players hold a personal grudge against Grush and wish to take revenge.

## PROLOGUE

You can play out the adventure hook you've chosen, or start by reading the following text:

YOU WALK THROUGH DEVASTATED LANDS, THE SIGNS OF AN ARMY'S PASSING CLEAR.

EVENTUALLY, YOU FIND THE SPOT THE SCOUTS OF SEESBY TOLD YOU ABOUT: A CAMP BUILT ON THE SIDE OF A MOUNTAIN. GRUSH'S CAMP.

"THE PLACE MUST BE CRAWLING WITH WARRIORS," TETHRA WHISPERS AS YOU HIDE IN THE NEARBY TREES.

## THE CAMP

Luckily for the players, the Warpath splits into different camps when they stop moving. As such, they do not need to face the army's full might to take down Grush. Even so, they have a difficult task ahead of them.

The players enter the map at **1. on the map**. They start out concealed among the trees and remain so until they choose to move beyond them, at which point they might be noticed. It is up to the players to choose whether to move during the day or the night, and both versions of the map are included in the adventure.

There is more than one way to enter Grush's camp and more than one way to bring him down. Below, you will find a list of the positions of the Warpath's members, as well as details about the camp.

In general, the members of the Warpath do not react immediately to sounds of battle, unless they can see the players. Short fights between Orcs and goblinoids are not a rare thing in the Warpath, after all. However, if the battle goes on for more than a few seconds, the Orcs and goblinoids start to investigate.

## THE PERIMETER

As long as the players stick close to the trees around the camp, they are not noticed by the sentries Grush has posted unless they are extremely loud in their movements and actions. From their positions in the trees, the players can spot the following sentries:

➤ **"Encounter!"** x2 **Goblin Archers** and a **Bugbear** patrol the walls at **2. on the map**. A second group of the same composition patrols the wall at **3. on the map** as well. Roll **Perception Checks** for them if the players attempt to approach the walls. If the players do so during the night, the goblinoids have disadvantage. In any case, the sentries here are quick to shout and alert the other occupants of the camp if they spot intruders, as do all members of the Warpath if they spot the players.

➤ **"Encounter!"** x3 **Hobgoblins** guard the gate at **4. on the map**. Roll **Perception Checks** for them if the players attempt to approach. If the players do so during the night, the Hobgoblins have disadvantage. During the day, the Hobgoblins stand before the open gate. During the night, the gate is closed and the Hobgoblins stand on the walkway above it.

○ **"Athletics."** The wooden wall surrounding Grush's camp is about 20 feet tall. To climb it, the players must succeed on a **DC 14 Athletics Check**. If they attempt to do so during the night, they have disadvantage unless they illuminate their way, in which case they will certainly be noticed by the wall's sentries.

## INSIDE THE CAMP

➤ **"Encounter!"** Grush, the **Orc Warlord**, and his x3 **Orc** bodyguards are at **5. on the map**. Grush usually remains in his grand tent during both the day and the night. His Orc bodyguards are sworn to protect him, and so they stand around his tent during the day and sleep in shifts around it during the night. One of the Orcs is always awake, so if the players choose to approach at night roll a **Perception Check** for it.

Read the following when the players encounter Grush:

A TALL, REGAL ORC STANDS BEFORE YOU. HIS ARMOR SHINES PRISTINE, WITH SMALL THORNS ENGRAVED CARVED ON IT.

THE ORC - GRUSH, YOU'RE CERTAIN OF IT - WEARS A BEAUTIFUL PURPLE CAPE, DENOTING HIM AS THE EQUIVALENT OF A KING.

AS HE LOOKS AT YOU, GRUSH RAISES HIS WEAPON AND SHOUTS A BATTLE CRY, READY FOR COMBAT.





In battle, Grush makes full use of his martial prowess as a Warlord. He uses his *Leadership* and *Call to War* abilities to empower his allies, especially the 3 Orcs protecting him. Then, he uses his weapon to great effect, in an attempt to carve through the players.

### Look Out, Sir!

The 3 Orc bodyguards of Grush have a special ability on top of their standard statblock. As long as they are within 5 ft. of Grush, the Orcs can use their reaction to take a hit meant for Grush.

➤ **"Encounter!"** x2 **Orcs** and a **Hobgoblin** are at **6. on the map**. During the day, they are sitting around the fire pit. The Orcs are swapping stories while the Hobgoblin is making a poultice to use in brewing potions. During the night, both the Orcs and the Hobgoblin are asleep in the tents surrounding the fire pit. They wake up immediately after hearing violence, but it takes them a turn to get their bearings before moving.

⊙ **"Investigation."** The large tent to the immediate north of **6. on the map** is used to brew potions. Should the players investigate it, a **DC 16 Investigation Check** reveals 2 *Potions of Healing*. However, they are not perfectly made. If a player drinks one of the potions, roll a d10. On a roll of 1-5, they only heal half the normal amount.

➤ **"Encounter!"** An **Orc** and a **Hobgoblin** are dueling at **7. on the map**, training their martial skills together. The pair are only here during the day. During the night, they sleep in the tents around **6. on the map**.

### A SECRET PATH

⊙ **"Perception."** If the players are exploring the area around the camp before attempting to enter the camp, a **DC 16 Perception Check** reveals a small cave entrance at **8. on the map**, hidden behind some bushes.

➤ **"Encounter!"** Should the players follow this path, they will encounter x4 **Goblins** and x2 **Goblin Archers** at **9. on the map**. The Goblins are not expecting anybody to find them, so unless the players make a lot of noise as they are entering the cave, the Goblins do not notice them.

The Goblins found this cave a couple of days ago, when Grush set up camp here. Ever since then, they have been using it to hide from the rest of the Warpath, which delights in finding new tasks for the Goblins to do.

The players have two ways to proceed here. The first is a direct attack. Should the players attack, the Goblins at first try to stand their ground. If things go south for them though, they soon attempt to retreat. However, being afraid of Grush - particularly now that they will have to confess to hiding from him - they instead run out of the cave towards where the players came from, instead of back into the camp.

The second option the players have is to wait for one of the other members of the Warpath to shout for the Goblins, which are needed for one task or other. If one of the players speaks Goblin, they can hear the Goblins discussing this exact eventuality as well.

If this happens, the Goblins simply leave the cave, sneaking out back to the camp to do whatever work must be done - probably carrying things around near the tents. Of course, this means that the players might have to face the Goblins later on, but for right now they can proceed without the need to fight them.

⊙ **"Perception."** The Goblins have set up a rudimentary trap at **9. on the map**. They have dug a hole in the center of the room and filled it with sharp sticks. The hole is covered by a thin layer of ground and leaves. A **DC 12 Perception Check** is needed to notice the trap.

⊙ **"Dexterity."** Should the players not see the trap and fall into it, they must make a **DC 13 Dexterity Saving Throw** to attempt to slow their fall. They take 2d6 piercing damage on a failure, or half as much on a success. In both cases, they have to spend 15 feet of movement to get out of the trap.

➤ **"Encounter!"** Grush was able to hire a band of Ogres to join his Warpath. Of the band, x2 **Ogres** are currently at Grush's camp, at **10. on the map**. The Ogres entered Grush's service on the promise of loot, which to the Ogres means food and drink.

However, the Ogres are yet to see any of that. Instead of keeping the loot with the camp, Grush is quick to send everything the Warpath gets back home, so his soldiers don't squabble over loot. Instead of getting their food and drink, the Ogres have been tasked with guarding the camp's supplies, as well as a handful of pigs in the nearby pen. Understandably, the Ogres are upset by this, and even more so by the fact that they are made to guard food that they could be eating.

It is no surprise then that the Ogres do not immediately attack the players upon seeing them - unless the players attack first, of course. Should the players try to speak with the Ogres, the Ogres will tell them of their plight.

If the players suggest that the Ogres just eat the food around them, the Ogres will say that they have promised not to. However, if the players were to, say, break open the pen or a couple crates of food, the Ogres would be forced to eat so the food doesn't go bad - or escape.

If the players do this, the Ogres are content with eating for the next hour or so, during which they leave the players alone. If the players are still around the camp by that time, the Ogres finally move against them, as they do still have to obey Grush's orders.

## EPILOGUE

The players are successful in their mission if they manage to defeat Grush. Even if they only manage to kill the Warlord and no other members of the Warpath, the Warpath melts away as other tribal leaders fight amongst themselves.

For their efforts, the players are rewarded with 800 gold pieces each by the town of Seesby. What is more, they are allowed to keep Grush's armor too.

### ARMOR OF THORNS

Armor (half-plate), uncommon (requires attunement)

*A beautiful piece of half-plate armor. At first, the thorns on it seem to be carved with soft edges, but it doesn't take long for an attacker to notice their bite.*

**Thorns.** Every time you are successfully hit by a melee attack, the Armor of Thorns deals 1d4 piercing damage to the attacker.



## APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

### TETHRA

Medium humanoid (dragonborn), neutral good

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** Abyssal, Common, Draconic, Sylvan

**Challenge** 2 (450 XP)

**Spellcasting.** Tethra is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Tethra has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *shatter*, *suggestion*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Breath Attack (Recharge on Short or Long Rest).** The orc exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



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## GOBLIN ARCHER

Small humanoid (goblinoid), neutral evil

**Armor Class** 16 (leather armor, shield)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +7

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Shortbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## BUGBEAR

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### ACTIONS

**Morningstar.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.



## HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## ORC

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## GOBLIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## OGRE

Large giant, chaotic evil

**Armor Class** 11 (hide armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

### ACTIONS

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



## ORC WARLORD

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (half plate)

**Hit Points** 59 (7d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

**Saving Throws** Str +6

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Thorned Armor.** The Orc's armor is magical. Whenever the orc is hit by a melee attack, the armor deals 1d4 piercing damage back to the attacker.

### ACTIONS

**Multiattack.** The orc makes two Greatsword attacks.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Call to War (1/Day).** The orc chooses up to three allies it can see. On their next turn, these allies have advantage on their attacks. The orc can then use its bonus action to make a single attack.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the orc can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the orc. A creature can benefit from only one Leadership die at a time. This effect ends if the orc is incapacitated.



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