

KERKIN KARGE

Profession: Business Manager/Warrior King

Employment: Master Magus Ghellin Nashorn.

World View: The orcish clans of the Raiderspoint Alliance allow humans too much influence. Orcs should run the alliance, and he is their rightful king. Thus, he should run the alliance.

Identifying Marks: Kerkin wears a necklace made of Ogre tusks from Ogres he has defeated. He bears faint mystical tattoos on arms, legs, and the left side of his face.

Motivation: Recovery. He was King of several orcish clans that included one in five of the orcs in the Raiderspoint Alliance. He was planning to bring the rest of the clans under his sway when his second publicly shamed him and caused his banishment under threat of death. Now he is little more than a glorified bouncer, but the Ruby Order offers him opportunity to return himself – and all orcish peoples – to power in the region.

Reason He's Important: Through his work for Ghellin and his royal claims, Kerkin has become a central figure in a shadowy organization that is trying to take over the Raiderspoint Alliance. He has been promised a free hand with the orcish tribes if he helps the organization wrest control of the alliance from the guilds in the city of Raiderspoint.

Personality: Kerkin is harsh and short of words. He often allows his loyal servant to speak for him because his servant can stay calm and collected when stupid people make Kerkin want to bash their heads. Alone, he treats his guard/servant Emkhar as an equal. Kerkin will demand respect from orcs and half-orcs, seeing it as his due, and will take it by force if not given willingly. Kerkin demands loyalty from those that swear to him, and he holds himself to that same standard. He will not cross his mage employer Ghellin, but if he gives his word to someone else, he will keep it as best he can.

Views on Adventurers: Kerkin does not much care about adventurers unless they can somehow help him in his quest to return to power among the orcish clans. He will kill them if Ghellin orders him to, and he will demand respect of any that are of orcish stock, but for the most part he will ignore them.



KERKIN KARGE

Medium Orc, Lawful Evil

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Orcish, Common

Challenge 5 (1,800 XP)

Brave. Kerkin has advantage on saving throws against being frightened.

ACTIONS

Multiattack. *Kerkin* makes three melee or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Longsword +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. Medium or smaller creatures must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. Kerkin adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.



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Weaknesses: There is a bit of barbarian in Kerkin. He does not understand magic, and he fears it greatly. Part of his service to Ghellin is a belief that the wizard's powerful magic can help regain Kerkin's throne. He will shy away from users of powerful magic while he assesses if they are a threat or an opportunity.

Strengths: The loyalty of Emkhar is Kerkin's greatest asset. A strong warrior in his own right, Emkhar will gladly die in service to his king. This loyalty has saved Kerkin more than once, as there is nothing Emkhar will not do for him. Should a party attack Kerkin, Emkhar will interpose himself, buying time for Kerkin to decide what to do.

Special Items and Abilities: Kerkin was a king of several orcish clans. Before that he was a chief (or as they now call themselves, underking). He received his warrior training by surviving, and it shows. He has no problems with dirty moves, and he can wield sword or spear with the same powerful ability. His sword is a *longsword* +2 that he has named *Skullbiter*. If attacked in public, Kerkin can make a DC 5 Charisma check. If successful, any nearby people of orcish stock will leap to his defense.

Play Notes: Kerkin appears in both AT-3 *The Free City of Raiderspoint* and ONA-12 *The Ruby Order*. His presence is not critical to either of these adventures, but if your group will be playing either or both, the DM should read these modules before deciding to put Kerkin into a life and death situation.

EMKHAR (KNIGHT)

Medium Orc, Lawful Neutral

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet 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 knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



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