



Official Game Adventure

Five Shall Be One

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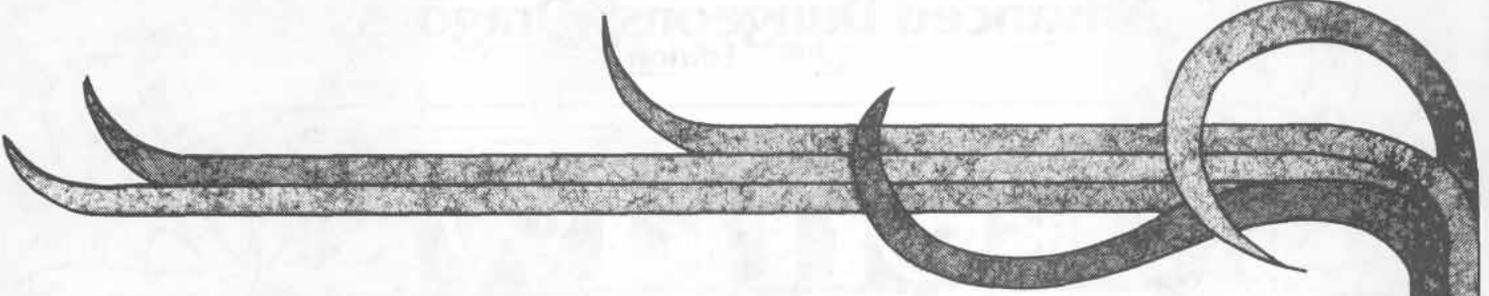
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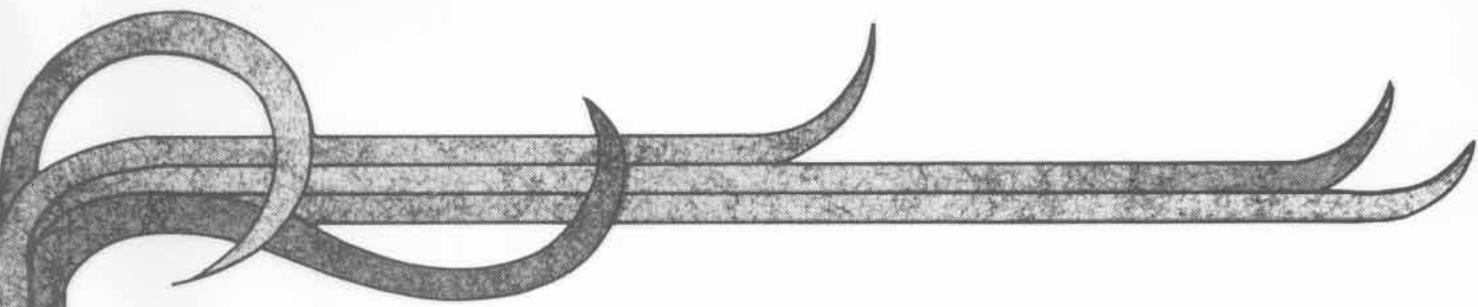
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Introduction

Five Shall Be One is the first in a trilogy of modules set in the north-eastern lands of Oerik, the great continent of the World of Greyhawk.

These modules are designed to be played as a sequence. However, this module also has an alternative ending which brings the adventure to a conclusion for DMs who don't want to play the entire trilogy of modules.

How This Module is Laid Out

The events of this adventure are presented in the order they are most likely to occur. There is a defined linear storyline in the adventure, but players won't feel they are being shoehorned into the storyline because of the unfolding mystery of the prophecy of the Blades of Corusk: *The Five That Shall Be One*. In addition to the specified goals of the adventure—finding out about and locating certain important magical items—other events and encounters are listed as options for you to use. These provide extra flexibility and freedom in the adventure script.

The content of this module is meant for your eyes only. Any text that appears in a box is meant to be read aloud (or summarized) to the players. Players should not read other parts of the adventure. If you intend to role-play an adventurer in this adventure, DO NOT read any further!

The Setting

The *WORLD OF GREYHAWK*® boxed set is useful as general background to this adventure, but isn't required for playing it. The information given in this pack tells you all you need to know to run the adventure smoothly. However, if you want to convert the adventure for use outside the *Greyhawk* world, you will need to read the material below on barbarians and the barbarian lands of Greyhawk and consider carefully how to set this adventure in another game world.

Locating References

When information from another source is

required the page number of the reference is given along with an abbreviation of the book in which it is found. The following abbreviations are used:

PHB means the *AD&D*® 2nd Edition *Player's Handbook*. *DMG* refers to the *AD&D* 2nd Edition *Dungeon Master's Guide*. *MC* refers to the *Monstrous Compendium*, and *MCG* refers specifically to the *Monstrous Compendium, GREYHAWK*® Adventures supplement. *WG* refers to the *WORLD OF GREYHAWK* boxed set.

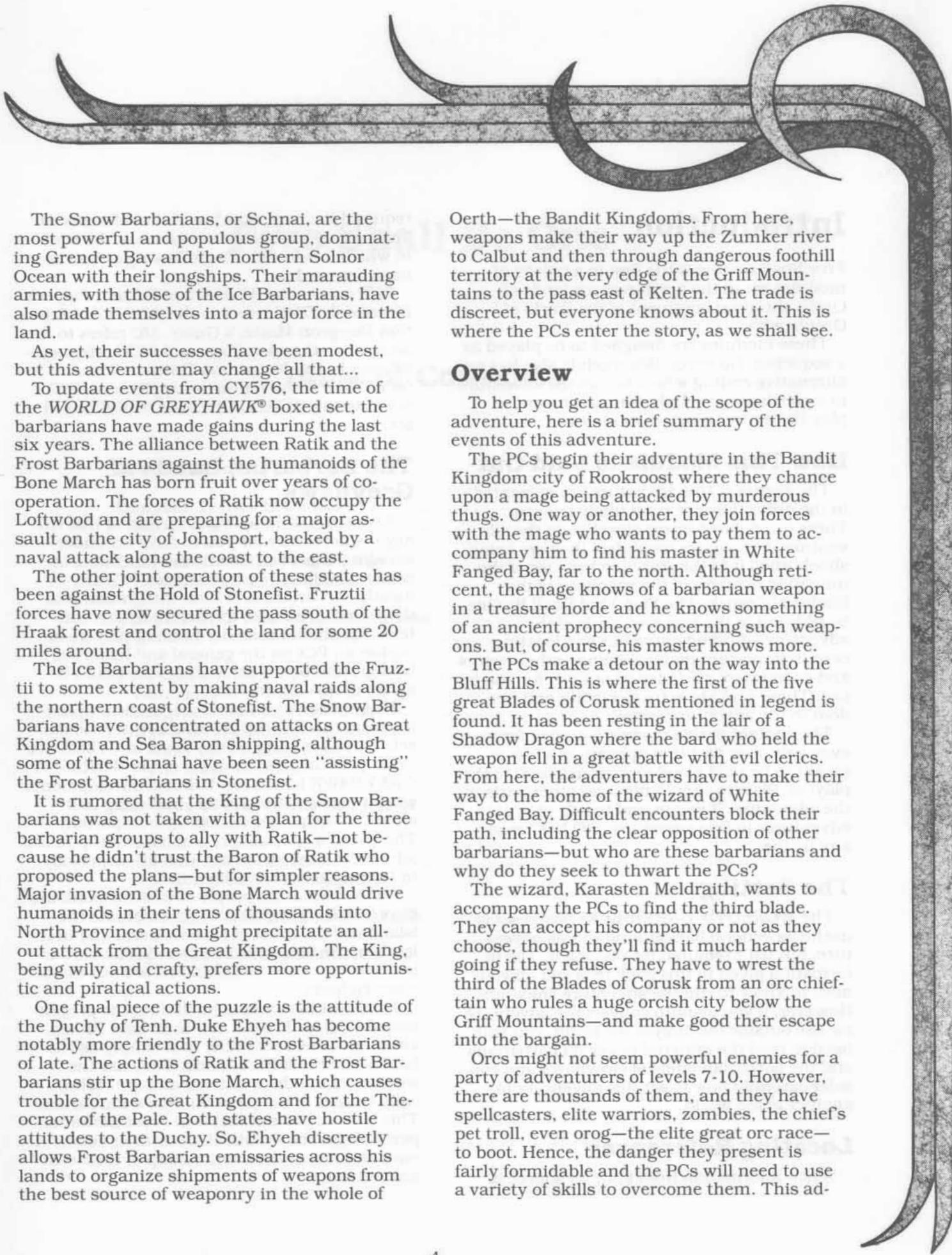
The Barbarian Lands of Greyhawk

To understand the broad themes of this trilogy it's necessary for you to have an understanding of barbarian cultures and lands in eastern Oerik. The pregenerated PCs are mostly barbarians and their integration into the adventure is also important in this context. You should consider briefing players of barbarian PCs on the general and historical background below since their PCs would be aware of this information.

This section also includes historical updating from the *WORLD OF GREYHAWK* boxed set. This adventure trilogy is set in CY582, six years past the final timeline of the *WORLD OF GREYHAWK* boxed set. Political developments within the barbarian lands, including their alliances with other nations, are important. They form a crucial part of the backdrop to the adventure themes as they unfold—especially in later stages of the adventure.

All the barbarian people of eastern Oerik are pure Suloise. The Suel people dominate the islands off the coast of eastern Oerik and in the lands of the Scarlet Brotherhood. The barbarian Suel races are threefold and are our major concern here.

The Frost Barbarians (including the pregenerated PCs), or Fruztii, call their land Rhizia, although other races refer to it simply as the land of the Frost Barbarians. They are the weakest of the three nations and are technically vassals of the powerful Snow Barbarians. This is an important factor in Frost Barbarian psychology: the Fruztii chafe at their subservience and resent the overlordship of their eastern cousins.



The Snow Barbarians, or Schnai, are the most powerful and populous group, dominating Grendep Bay and the northern Solnor Ocean with their longships. Their marauding armies, with those of the Ice Barbarians, have also made themselves into a major force in the land.

As yet, their successes have been modest, but this adventure may change all that...

To update events from CY576, the time of the *WORLD OF GREYHAWK*[®] boxed set, the barbarians have made gains during the last six years. The alliance between Ratik and the Frost Barbarians against the humanoids of the Bone March has born fruit over years of cooperation. The forces of Ratik now occupy the Loftwood and are preparing for a major assault on the city of Johnsport, backed by a naval attack along the coast to the east.

The other joint operation of these states has been against the Hold of Stonefist. Fruztii forces have now secured the pass south of the Hraak forest and control the land for some 20 miles around.

The Ice Barbarians have supported the Fruztii to some extent by making naval raids along the northern coast of Stonefist. The Snow Barbarians have concentrated on attacks on Great Kingdom and Sea Baron shipping, although some of the Schnai have been seen "assisting" the Frost Barbarians in Stonefist.

It is rumored that the King of the Snow Barbarians was not taken with a plan for the three barbarian groups to ally with Ratik—not because he didn't trust the Baron of Ratik who proposed the plans—but for simpler reasons. Major invasion of the Bone March would drive humanoids in their tens of thousands into North Province and might precipitate an all-out attack from the Great Kingdom. The King, being wily and crafty, prefers more opportunistic and piratical actions.

One final piece of the puzzle is the attitude of the Duchy of Tenh. Duke Ehyeh has become notably more friendly to the Frost Barbarians of late. The actions of Ratik and the Frost Barbarians stir up the Bone March, which causes trouble for the Great Kingdom and for the Theocracy of the Pale. Both states have hostile attitudes to the Duchy. So, Ehyeh discreetly allows Frost Barbarian emissaries across his lands to organize shipments of weapons from the best source of weaponry in the whole of

Oerth—the Bandit Kingdoms. From here, weapons make their way up the Zumker river to Calbut and then through dangerous foothill territory at the very edge of the Griff Mountains to the pass east of Kelten. The trade is discreet, but everyone knows about it. This is where the PCs enter the story, as we shall see.

Overview

To help you get an idea of the scope of the adventure, here is a brief summary of the events of this adventure.

The PCs begin their adventure in the Bandit Kingdom city of Rookroost where they chance upon a mage being attacked by murderous thugs. One way or another, they join forces with the mage who wants to pay them to accompany him to find his master in White Fanged Bay, far to the north. Although reticent, the mage knows of a barbarian weapon in a treasure horde and he knows something of an ancient prophecy concerning such weapons. But, of course, his master knows more.

The PCs make a detour on the way into the Bluff Hills. This is where the first of the five great Blades of Corusk mentioned in legend is found. It has been resting in the lair of a Shadow Dragon where the bard who held the weapon fell in a great battle with evil clerics. From here, the adventurers have to make their way to the home of the wizard of White Fanged Bay. Difficult encounters block their path, including the clear opposition of other barbarians—but who are these barbarians and why do they seek to thwart the PCs?

The wizard, Karasten Meldraith, wants to accompany the PCs to find the third blade. They can accept his company or not as they choose, though they'll find it much harder going if they refuse. They have to wrest the third of the Blades of Corusk from an orc chieftain who rules a huge orcish city below the Griff Mountains—and make good their escape into the bargain.

Orcs might not seem powerful enemies for a party of adventurers of levels 7-10. However, there are thousands of them, and they have spellcasters, elite warriors, zombies, the chief's pet troll, even orog—the elite great orc race—to boot. Hence, the danger they present is fairly formidable and the PCs will need to use a variety of skills to overcome them. This ad-



venture ends with the PCs gaining the third blade.

Barbarian Adventurers

The pregenerated PCs detailed in the central pull-out section are mostly barbarians. This adventure could be run with non-barbarian PCs, but since its basis is having adventurers obtain powerful weapons which will greatly strengthen the barbarian kingdoms, obviously barbarian PCs have a much stronger motivation for accepting the quest.

There is a special problem with non-barbarian PCs which you must know. Since one goal of the adventure trilogy is the ceremonial awakening of the Great God of the barbarian people, it's apparent that a cleric or priest of a non-barbarian deity would not be pleased by this. Use of the pregenerated PCs, or with barbarian PCs generally, is preferred. Note also that the encounters in this adventure with undead are far more dangerous if the party has no priest—if the party has a priest, the number of undead should be increased.

A problem with barbarian PCs is their alignment. The *WORLD OF GREYHAWK*® boxed set notes that the predominant alignment of barbarians is Chaotic Neutral. The pregenerated PCs are mostly of Neutral alignment with NG and CN both represented.

Players should be clear about what this alignment means. Neutral-aligned barbarians are self-reliant, independent, proud, and don't put up with nonsense from anyone. But, they are also very loyal to their tribe, their Chieftain, and their companions. Part of being a barbarian is the pride of being one of a "superior" tribe, the pride of being one with one's fellows. Despite their Neutral alignment these adventurers should co-operate and show loyalty to each other.

The second problem with the pregenerated PCs is the inclusion of a bard. A bard PC is deliberately included here as a magpie-mind PC. Bards, as the *PHB* notes, learn a little bit of everything. There is scripted information about what the bard may learn of the Blades of Corusk, dispensing some of this may help to develop the sense of discovery and unfolding mystery which will keep the adventure fresh and compelling. If there is no PC bard, this information will be difficult for you to feed to

players. Finally, note that barbarians have a form of "barbarian common"—the Cold Tongue—which is derived from Old Suloise.

Very few people other than barbarians will be able to speak or understand this language, although NPC exceptions will be noted in the text. Speaking the Cold Tongue gives the PCs (save for Stumred the dwarf) a channel of secret communication between themselves. You should check with players whether their players are speaking Cold Tongue or Common in certain social situations. Speaking Cold Tongue may give them privacy, but it may also offend or anger those who are excluded from the conversation.

A Note About AD&D® 2nd Edition Game Rules

This adventure is written using the terminology and rules in the AD&D® 2nd Edition game, but the adventure is still playable if you are using the original game materials. Some of the more obvious differences are name changes of the character classes. For instance, the term "magic-user" has been replaced by "mage" (or, in a few places, the more general designation of "wizard"). The "cleric" character class is now the "priest" class, although members of that class are still usually referred to as "clerics." "Fighters" are now called "warriors" and "thieves" are now called "rogues." Bards, however, are very much changed from the original character class.

Another change is in the presentation of monsters. The descriptions of the new monsters designed for this adventure are identical in format to the presentation of monsters in the *Monstrous Compendium* series. Although the information is organized differently and has been somewhat expanded, nothing from the original format is omitted. Everything that DMs are accustomed to seeing is still provided in the new descriptive format.

Chapter 1: Into the Hills

The adventure opens with the PCs arriving in the city of Rookroost. They don't have any pressing business at the moment having just completed a mission for their tribe. Read the text below to your players at the beginning of the adventure. At this stage, Mallon (the half-elf mage below) shouldn't be a player character.

You have done your duty as agents of your tribe. You delivered a sum of money to agents in Rookroost. Rookroost is well known among your people as the place to get the best swords and weaponry for their struggles in many lands. Now you are seated in the temple of Zilchus before a row of greedy-looking bandits.

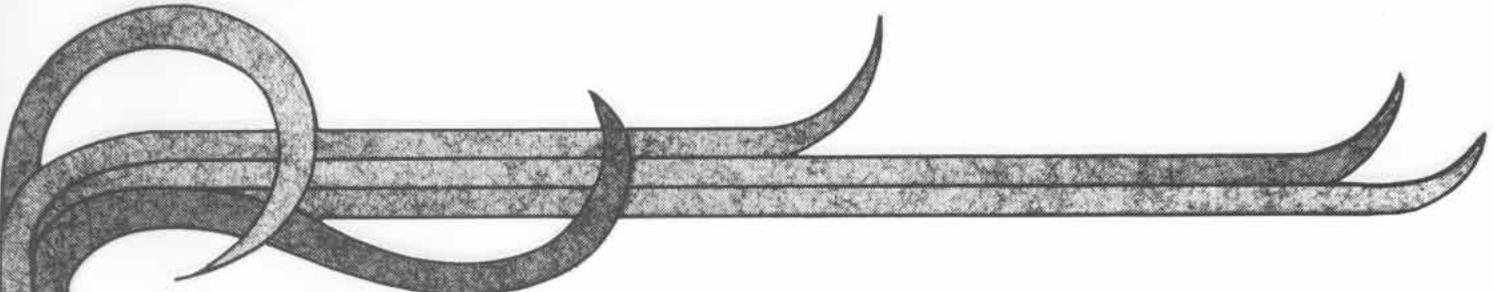
They take the small magical chest you brought and summon a nervous-looking half-elf. He's been looking around and fidgeting since you arrived. He takes a scroll from a belted tube and mumbles for a moment. The chest grows in size on the table.

then the top flings open. It is filled with gold. The bandits murmur appreciatively, filling their hands greedily. The half-elf casts another spell and says, "It's real, not just fool's gold."

The bandits have a browbeaten clerk present you with sealed documents of receipt and show you the final shipment of weapons being despatched to Marsakeer on the Zumker river. Your work is done and it's time to find a place to rest up in this untrustworthy city. As you leave the temple, you see the half-elf mage striding down the steps before you. He falls scattering possessions and documents on the ground before him. He scrabbles desperately to retrieve them, looking anxiously about him.

The PCs can go and help Mallon here if they wish. If they just want to assist him, they can do this. If a PC wants to try to use some sleight of hand to "acquire" something, a rogue can make a Pick Pockets roll. If this is successful, the rogue can snatch a note from under Mallon's nose; the harried mage won't notice (at





this time). Give the player of the rogue **Hand-out 1**. If the rogue fails the roll, Mallon notices and angrily grabs the note with a cry of, "Give me that!" It is clear that he attaches some importance to it. Either way, Mallon strides off on his own away from the PCs. Note that the use of a spell such as *ESP* won't reveal anything because of Mallon's *magical ring* (see his profile).

If followed, Mallon heads for a hostelry known as the Drunken Dragon where he meets with a hulking bandit bodyguard. Mallon is from out of town and the PCs won't learn anything about him from asking around. If the PCs hang around Mallon and follow him the next encounter takes place as scripted, but you will need to alter the details a little. Otherwise, tell the PCs that they find a moderate tavern to stay at before returning home, that they go out to get some decent food later in the day, and they are just returning to their accommodation when...

Assault in the Streets

Map 1 shows the layout for a small section of the back streets of Rookroost the PCs pass on their way home. The PCs chance upon an assault on Mallon, so read the text below to your players.

Striding home, you hear the ring of metal on metal and the curses and shouts of combat. There is a sudden flash of blue light and you duck as a forked lightning bolt comes streaking overhead!

Looking toward the direction of the melee you can see a pair of chainmail-clad fighters attacking a vaguely familiar figure while a fourth person lies groaning and bleeding on the ground. You suddenly recognize the figure as the half-elf mage you saw earlier today. He isn't going to last long against two strong warriors, that's for sure. You have a choice—help the mage or walk on by.

If the PCs choose to help Mallon, continue with this passage; if they walk away, turn to the section headed **Posting the Bail Bond** below. If they help, the bandits assaulting Mallon will now also attack the PCs. At this stage, Mallon should be regarded as disabled and incapable of effective action (it's the PCs against the bandits now).

If the PCs get into real trouble, though, Mallon can manage a swift recovery and fire off a *magic missile* spell or two.

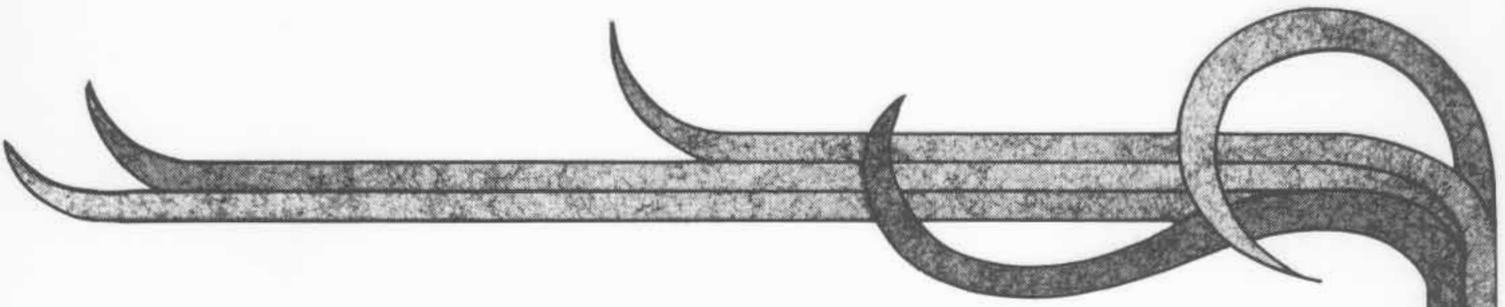
The two bandits who were assaulting Mallon will turn to fight the lead PCs heading toward them, and the two bandits lurking in the side-alleys will strike at PCs running past. They gain +2 to their hit rolls for these initial swings, and if they roll a natural 19 or 20 the PC must make a Dexterity check or else go sprawling from the force of the hit. This inflicts 1d2 points of damage and the PC must spend a full round getting up (and is +4 to be hit during this round). The bandit leader, Harkon Stanfeldrin, will emerge from around the corner where he has been keeping watch and will fight the PCs also.

Lastly, the bandit wizard who is watching everything from the rooftop (see **Map 1**) will use his spells to harass the PCs. He uses area spells (*stinking cloud* first, then *web* and *slow*) to try to cut off the rear of the PC group, and then individually targeted spells (such as *magic missile*) to assault PCs involved in melee with the other bandits. The wizard, who is a specialist Invoker, has drunk a *potion of flying* and also has a *mirror image* spell, a *shield* spell, and a *protection from good* spell precast for protection. The wizard is cowardly and will fly away if the warriors are about to lose or if the PCs get a strong fighter up to face him (e.g., with a *fly* spell) in melee. The bandits have a Morale of 14, which falls to 10 if Harkon is killed.

Harkon won't surrender and, if he is somehow captured or disabled, won't reveal anything. The bandits might talk, but they know little. They are just hirelings of Harkon, who paid them 250 gp apiece to ambush Mallon. Mallon was to be killed and the property on his person taken.

Bandit Fighters, 6th-level (4): AC 4, 4, 3, 3 (chain mail and shield, two have Dexterity bonuses); MV 9; hp 41, 36, 28, 31; #AT 1 at +1; Dmg 1d8 + 1 (long swords); AL NE; THACO 14. Each has a belt pouch with 3d10 gp and 1d10 pp.

Bandit Wizard, 6th-level Invoker: AC 7 (5 versus good-aligned creatures); MV 12, Fl 18; hp 27; Str 10, Dex 16, Con 17, Int 17, Wis 10, Cha 12; #AT 1; Dmg 1d4 (*dagger*); AL LE; THACO 19. Spells—*magic missile* (×3, 3 missiles), *protection from good**, *shield**, *mir-*



ror image, stinking cloud, web, fireball, Melf's minute meteors, protection from normal missiles*. Magic items: scroll of 2 spells: wall of fire and slow.

* Precast spells.

The wizard has a gold bracelet worth 50 gp, a pouch with 20 pp and a silver ring with a purple amethyst worth 125 gp.

Harkon Stanfeldrin, Ice Barbarian, 7th-level warrior: AC 1; MV 12; hp 62; Str 18/44, Dex 16, Con 16, Int 13, Wis 9, Cha 12; #AT 3/2 (+3 with magical *bastard sword* +1 and weapon specialization); Dmg 2d4+6; AL CE; THACO 14 (11 with *magical sword* and specialization).

Magic items: *chain mail* +2, *ring of free action*, *brooch of shielding* (29 hp remaining).

Harkon has a heavy gold bracelet worth 150 gp and a gold signet ring with a small opal worth 600 gp.

If the PCs win the combat, allow them a brief moment to look at the bandits they have overcome while Mallon regains his senses. In particular, tell them that the leader is certainly a barbarian. He has no specific racial identifications, but an Intelligence check made with a -4 penalty (one check for the smartest barbarian PC only) allows the PC to suspect that the bandit leader is an Ice Barbarian.

If the PCs are very quick to cast a spell such as *detect magic*, they should be allowed a round or two of time to take any magical items they detect (e.g., on Harkon's body). Mallon's dead bodyguard has no magic. At the same time, if they are quick about it, they can take belt pouches, bracelets, rings, and similar valuables.

Then there is the sound of the patrolmen on the street—the forces of law and order. Mallon curses and orders a fast retreat, saying that here in Rookroost there is little concern with justice, only scapegoats. The PCs should run off with Mallon. If they don't, have enough patrolmen turn up to arrest them and take them into custody (Mallon will make good his escape).

If the PCs try to fight, tell them they don't have a hope against a large group of mean looking patrolmen, and if they put up a fight they'll just be killed. The players should get the message: run; stay and be arrested; or stay, fight, and die. If the PCs run off with Mallon, go to **Conspirators!** below. If the PCs hang about to get arrested, go to **Posting the**

Bail Bond.

Posting the Bail Bond

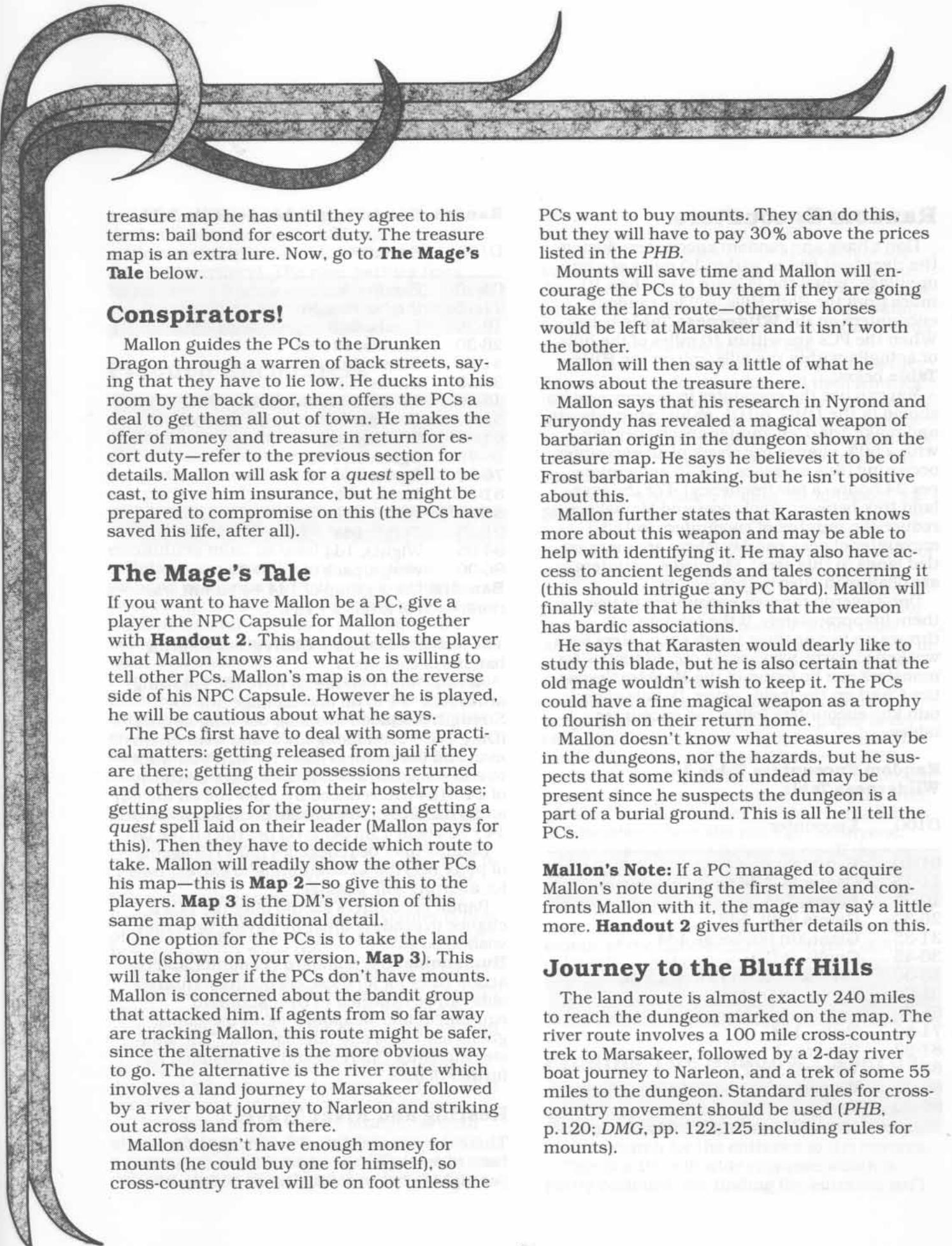
This scenario will be needed if the PCs run off leaving Mallon to his fate, or if they hang around after the fight, inviting arrest. If the PCs ignore Mallon, a large detachment of patrolmen turn up in time to rescue him and the PCs get caught up in all of this. They can't avoid being hauled in. The system of "justice" in the Bandit Lands is arbitrary and the PCs will be locked up awaiting trial in the morning (with weapons confiscated, hands manacled, etc.). If the PCs get arrested after a fight, then they'll be in a similar fix except that this time the PCs are held on charges of affray, gross bodily violence, and anything else the head of the patrol can trump up.

In either case, Mallon comes along and rescues the PCs. He is shown into their communal cell at dawn the next morning. He makes their predicament plain to them: they can expect to have all their possessions seized and be thrown into jail, or they can accept an offer from him. Mallon offers to pay bail for them, which in Rookroost is tantamount to getting them out of the city. This is going to cost thousands of gold pieces, so Mallon understandably wants some assistance in return. He wants the PCs to escort him to visit his tutor, the mage Karasten, who lives in White Fanged Bay. Mallon says that he can offer the possibility of adventure along the way since he has a treasure map which might interest the PCs.

Since the PCs aren't known to Mallon, he tells them he needs some form of insurance that they won't accept his help then abandon him. Specifically, Mallon demands that one of the PCs (the leader) must voluntarily accept a *quest* spell cast upon him to accompany Mallon to White Fanged Bay to find Karasten.

This is a reasonable request and the PCs shouldn't refuse it. Mallon only wants one of them to accept the quest. If they have doubts, Mallon says that a version of the *quest* spell can be cast which allows for the spell to be canceled when a stated event takes place (shaking hands with Karasten) rather than the PC having to go back and prove that the quest has been fulfilled. Mallon tells them that a cleric of Zilchus can cast this type of spell.

Mallon does not agree to show the PCs the



treasure map he has until they agree to his terms: bail bond for escort duty. The treasure map is an extra lure. Now, go to **The Mage's Tale** below.

Conspirators!

Mallon guides the PCs to the Drunken Dragon through a warren of back streets, saying that they have to lie low. He ducks into his room by the back door, then offers the PCs a deal to get them all out of town. He makes the offer of money and treasure in return for escort duty—refer to the previous section for details. Mallon will ask for a *quest* spell to be cast, to give him insurance, but he might be prepared to compromise on this (the PCs have saved his life, after all).

The Mage's Tale

If you want to have Mallon be a PC, give a player the NPC Capsule for Mallon together with **Handout 2**. This handout tells the player what Mallon knows and what he is willing to tell other PCs. Mallon's map is on the reverse side of his NPC Capsule. However he is played, he will be cautious about what he says.

The PCs first have to deal with some practical matters: getting released from jail if they are there; getting their possessions returned and others collected from their hostelry base; getting supplies for the journey; and getting a *quest* spell laid on their leader (Mallon pays for this). Then they have to decide which route to take. Mallon will readily show the other PCs his map—this is **Map 2**—so give this to the players. **Map 3** is the DM's version of this same map with additional detail.

One option for the PCs is to take the land route (shown on your version, **Map 3**). This will take longer if the PCs don't have mounts. Mallon is concerned about the bandit group that attacked him. If agents from so far away are tracking Mallon, this route might be safer, since the alternative is the more obvious way to go. The alternative is the river route which involves a land journey to Marsakeer followed by a river boat journey to Narleon and striking out across land from there.

Mallon doesn't have enough money for mounts (he could buy one for himself), so cross-country travel will be on foot unless the

PCs want to buy mounts. They can do this, but they will have to pay 30% above the prices listed in the *PHB*.

Mounts will save time and Mallon will encourage the PCs to buy them if they are going to take the land route—otherwise horses would be left at Marsakeer and it isn't worth the bother.

Mallon will then say a little of what he knows about the treasure there.

Mallon says that his research in Nyronnd and Furyondy has revealed a magical weapon of barbarian origin in the dungeon shown on the treasure map. He says he believes it to be of Frost barbarian making, but he isn't positive about this.

Mallon further states that Karasten knows more about this weapon and may be able to help with identifying it. He may also have access to ancient legends and tales concerning it (this should intrigue any PC bard). Mallon will finally state that he thinks that the weapon has bardic associations.

He says that Karasten would dearly like to study this blade, but he is also certain that the old mage wouldn't wish to keep it. The PCs could have a fine magical weapon as a trophy to flourish on their return home.

Mallon doesn't know what treasures may be in the dungeons, nor the hazards, but he suspects that some kinds of undead may be present since he suspects the dungeon is a part of a burial ground. This is all he'll tell the PCs.

Mallon's Note: If a PC managed to acquire Mallon's note during the first melee and confronts Mallon with it, the mage may say a little more. **Handout 2** gives further details on this.

Journey to the Bluff Hills

The land route is almost exactly 240 miles to reach the dungeon marked on the map. The river route involves a 100 mile cross-country trek to Marsakeer, followed by a 2-day river boat journey to Narleon, and a trek of some 55 miles to the dungeon. Standard rules for cross-country movement should be used (*PHB*, p.120; *DMG*, pp. 122-125 including rules for mounts).

Random Encounters

Don't have any random encounters during the river boat trip or within 10 miles of a city or village. When the PCs are more than 10 miles from the Bluff Hills, roll for random encounters on the **Wilderness Table** below. When the PCs are within 10 miles of the hills, or actually within the hills, roll on the **Hills Table** below.

You can use the encounter frequency system shown in the *DMG*, p.101, or just approximate and make 1d4-1 encounter checks per day with a 50% chance per check of an encounter occurring (this averages to 0.75 encounters per 24 hours, a fair frequency). For the overland trek between Rookroost and Marsakeer, reduce the number of encounters to 1d3-1 encounter checks per day (there are more settled lands in this area). Planned encounters are dealt with later in this section.

Don't overdo random encounters or use them inappropriately. If the random roll throws up two or three tough encounters for a weakened party, weed some out. Statistics for monsters can be found in the Monster Statistics Chart on the inside cover. Details of certain key encounters follow the encounter tables.

Random Encounters Table 1—Wilderness Table

D100	Encounter
01-10	Bandits
11-15	Centaur, 1d4 + 1
16-25	Flinds, 2d8
26-30	Giants (hill), 1d3
31-35	Giant-kin (verbeeg), 1d4
36-45	Gnolls, 2d10
46-50	Gnolls, 2d6, and Flinds, 2d4
51-60	Ogres, 1d4 + 2
61-70	Ogres, 1d4 + 4
71-80	Trolls, 1d4
81-82	Wyvern, 1
83	Wyverns, 1d2
84-95	Wolves, pack of d10 + 10
96-00	Re-roll and add 1 extra encounter during the day

Random Encounters Table 2—Hills Table

D100	Encounter
01-10	Bandits
11-15	Bugbears, 2d6
16-25	Flinds, 2d8
26-30	Ghouls, 1d4 + 2
31-35	Giants (hill), 1d4
36-45	Gnolls, 2d10
46-50	Gnolls, 2d6, and Flinds, 2d4
51-60	Goblins, 2d10, with 1d6 worgs
61-65	Griffons, 1d3
66-75	Ogres, 1d4 + 2
76-80	Ogres, 1d4 + 4
81-85	Trolls, 1d4
86-90	Trolls, 1d4 + 2
91-93	Tyrags, 1d4
94-95	Wights, 1d4
96-00	Worgs, pack of 1d6 + 6

Bandits: Use a group of 1d4 + 4 bandit warriors, each of levels 2 + 1d4.

The Monster Statistics Chart gives stats for bandits of each level.

Assume that bandits all have the following attributes: +1 to hit and damage due to Strength (included in stats), use long swords (*Dmg* 1d8 + 1) and longbows, and wear chain mail and use a shield (base AC4). If you want to add some extra detail, 25% have Dexterity of 14 + 1d4 (AC reduced by 1 per roll on the d4) and while 25% have Constitution scores of 14 + 1d4 (add 1 hp per level per roll on the d4).

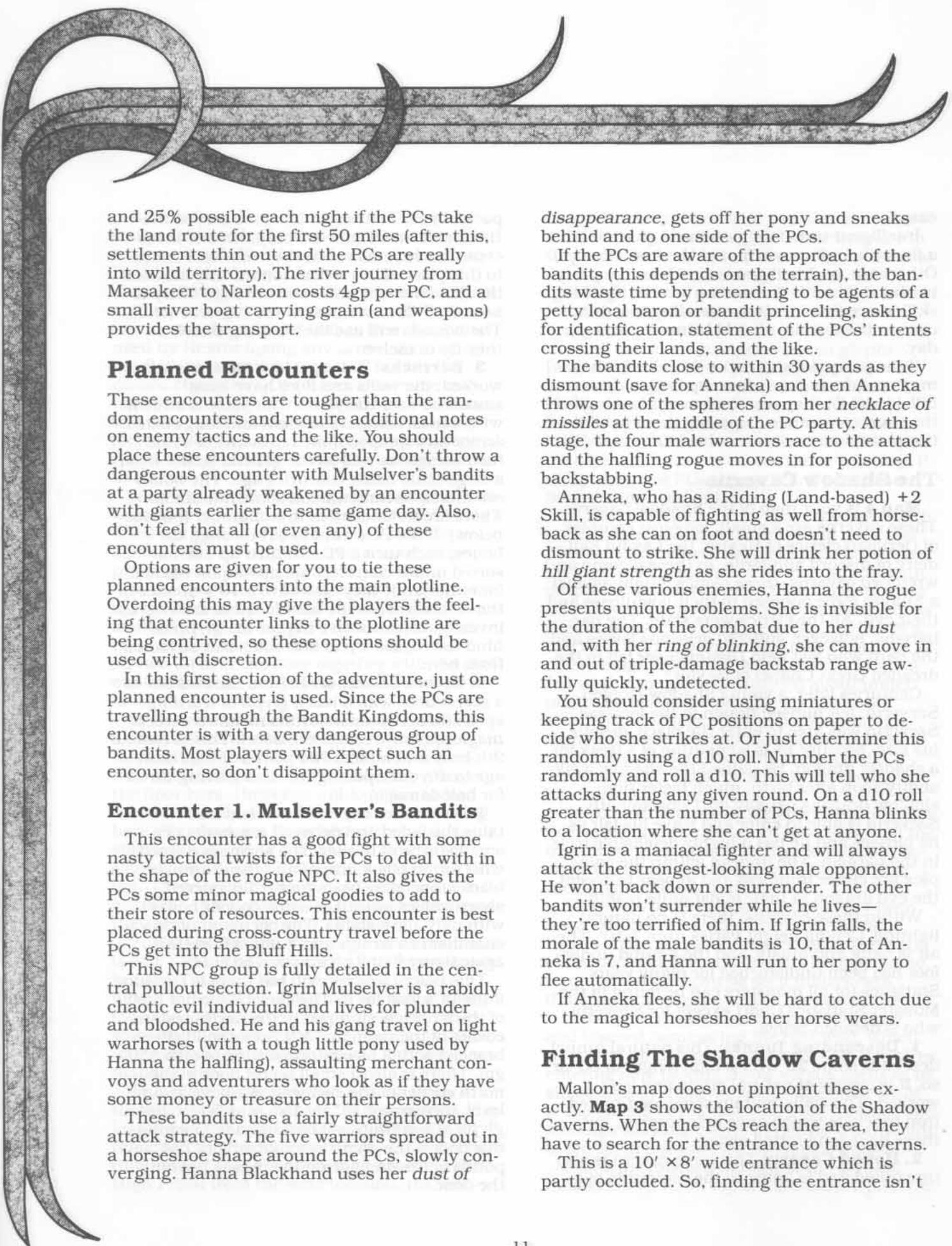
Bandits may be renegades (50%) or agents of petty fiefs (50%) attempting to extract tolls for allowing safe passage.

Bandit encounters should offer the PCs a chance to evade combat by paying up if they wish to do so.

Humanoids: Use standard encounter and reaction rules for all these encounters. Humanoids can be expected to use "standard" equipment and weapons—ogres use clubs, gnolls use clubs and flindbars, etc. The Monster Statistics Chart should be consulted for further details.

Resting and River Travel

There is a chance of the PCs finding a farm or barn to rest in for the night. This is 50% likely per night between Rookroost and Marsakeer,



and 25% possible each night if the PCs take the land route for the first 50 miles (after this, settlements thin out and the PCs are really into wild territory). The river journey from Marsakeer to Narleon costs 4gp per PC, and a small river boat carrying grain (and weapons) provides the transport.

Planned Encounters

These encounters are tougher than the random encounters and require additional notes on enemy tactics and the like. You should place these encounters carefully. Don't throw a dangerous encounter with Mulselver's bandits at a party already weakened by an encounter with giants earlier the same game day. Also, don't feel that all (or even any) of these encounters must be used.

Options are given for you to tie these planned encounters into the main plotline. Overdoing this may give the players the feeling that encounter links to the plotline are being contrived, so these options should be used with discretion.

In this first section of the adventure, just one planned encounter is used. Since the PCs are travelling through the Bandit Kingdoms, this encounter is with a very dangerous group of bandits. Most players will expect such an encounter, so don't disappoint them.

Encounter 1. Mulselver's Bandits

This encounter has a good fight with some nasty tactical twists for the PCs to deal with in the shape of the rogue NPC. It also gives the PCs some minor magical goodies to add to their store of resources. This encounter is best placed during cross-country travel before the PCs get into the Bluff Hills.

This NPC group is fully detailed in the central pullout section. Igrin Mulselver is a rabidly chaotic evil individual and lives for plunder and bloodshed. He and his gang travel on light warhorses (with a tough little pony used by Hanna the halfling), assaulting merchant convoys and adventurers who look as if they have some money or treasure on their persons.

These bandits use a fairly straightforward attack strategy. The five warriors spread out in a horseshoe shape around the PCs, slowly converging. Hanna Blackhand uses her *dust of*

disappearance, gets off her pony and sneaks behind and to one side of the PCs.

If the PCs are aware of the approach of the bandits (this depends on the terrain), the bandits waste time by pretending to be agents of a petty local baron or bandit princeling, asking for identification, statement of the PCs' intents crossing their lands, and the like.

The bandits close to within 30 yards as they dismount (save for Anneka) and then Anneka throws one of the spheres from her *necklace of missiles* at the middle of the PC party. At this stage, the four male warriors race to the attack and the halfling rogue moves in for poisoned backstabbing.

Anneka, who has a Riding (Land-based) +2 Skill, is capable of fighting as well from horseback as she can on foot and doesn't need to dismount to strike. She will drink her potion of *hill giant strength* as she rides into the fray.

Of these various enemies, Hanna the rogue presents unique problems. She is invisible for the duration of the combat due to her *dust* and, with her *ring of blinking*, she can move in and out of triple-damage backstab range awfully quickly, undetected.

You should consider using miniatures or keeping track of PC positions on paper to decide who she strikes at. Or just determine this randomly using a d10 roll. Number the PCs randomly and roll a d10. This will tell who she attacks during any given round. On a d10 roll greater than the number of PCs, Hanna blinks to a location where she can't get at anyone.

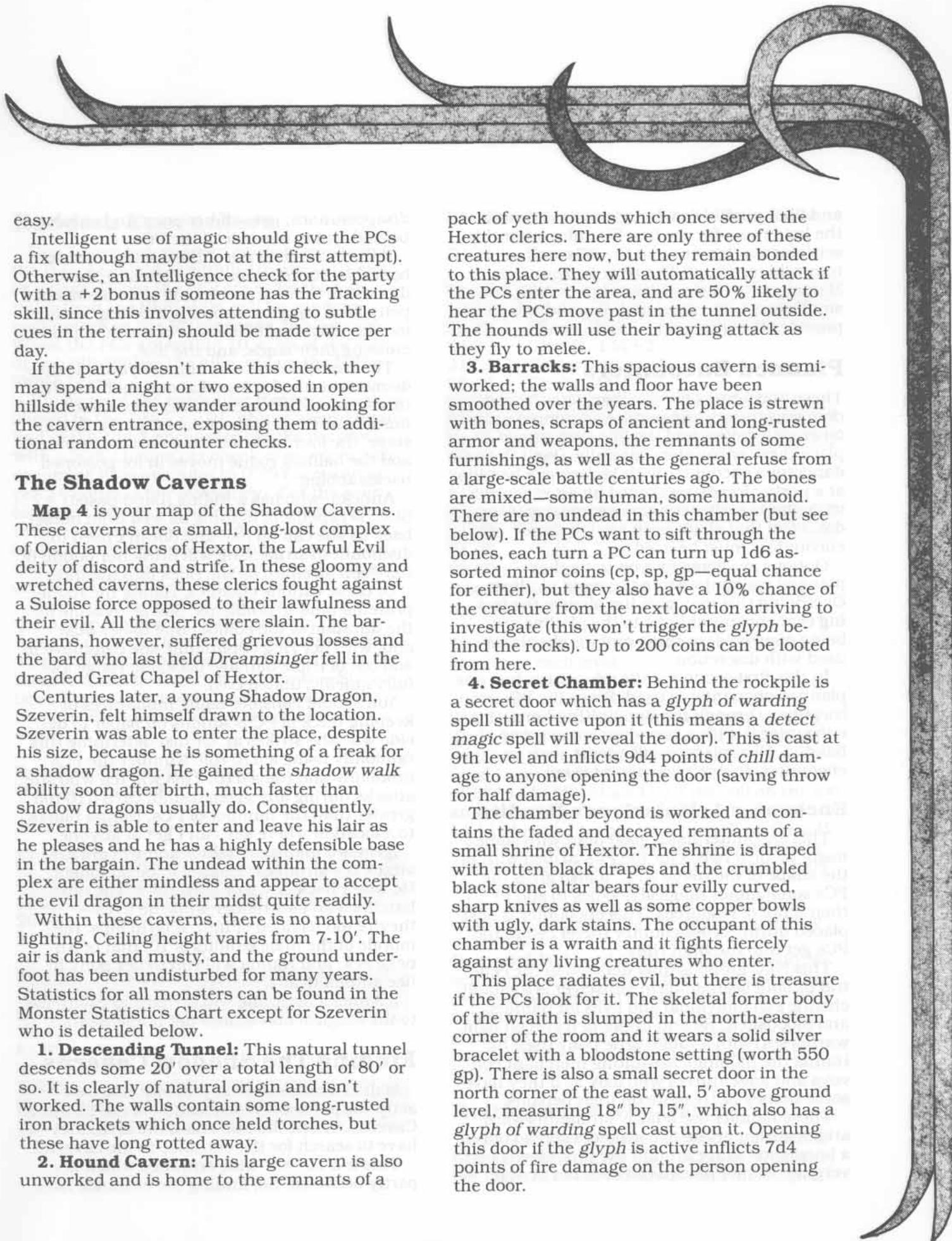
Igrin is a maniacal fighter and will always attack the strongest-looking male opponent. He won't back down or surrender. The other bandits won't surrender while he lives—they're too terrified of him. If Igrin falls, the morale of the male bandits is 10, that of Anneka is 7, and Hanna will run to her pony to flee automatically.

If Anneka flees, she will be hard to catch due to the magical horseshoes her horse wears.

Finding The Shadow Caverns

Mallon's map does not pinpoint these exactly. **Map 3** shows the location of the Shadow Caverns. When the PCs reach the area, they have to search for the entrance to the caverns.

This is a 10' × 8' wide entrance which is partly occluded. So, finding the entrance isn't



easy.

Intelligent use of magic should give the PCs a fix (although maybe not at the first attempt). Otherwise, an Intelligence check for the party (with a +2 bonus if someone has the Tracking skill, since this involves attending to subtle cues in the terrain) should be made twice per day.

If the party doesn't make this check, they may spend a night or two exposed in open hillside while they wander around looking for the cavern entrance, exposing them to additional random encounter checks.

The Shadow Caverns

Map 4 is your map of the Shadow Caverns. These caverns are a small, long-lost complex of Oeridian clerics of Hextor, the Lawful Evil deity of discord and strife. In these gloomy and wretched caverns, these clerics fought against a Suloise force opposed to their lawfulness and their evil. All the clerics were slain. The barbarians, however, suffered grievous losses and the bard who last held *Dreamsinger* fell in the dreaded Great Chapel of Hextor.

Centuries later, a young Shadow Dragon, Szeverin, felt himself drawn to the location. Szeverin was able to enter the place, despite his size, because he is something of a freak for a shadow dragon. He gained the *shadow walk* ability soon after birth, much faster than shadow dragons usually do. Consequently, Szeverin is able to enter and leave his lair as he pleases and he has a highly defensible base in the bargain. The undead within the complex are either mindless and appear to accept the evil dragon in their midst quite readily.

Within these caverns, there is no natural lighting. Ceiling height varies from 7-10'. The air is dank and musty, and the ground underfoot has been undisturbed for many years. Statistics for all monsters can be found in the Monster Statistics Chart except for Szeverin who is detailed below.

1. Descending Tunnel: This natural tunnel descends some 20' over a total length of 80' or so. It is clearly of natural origin and isn't worked. The walls contain some long-rusted iron brackets which once held torches, but these have long rotted away.

2. Hound Cavern: This large cavern is also unworked and is home to the remnants of a

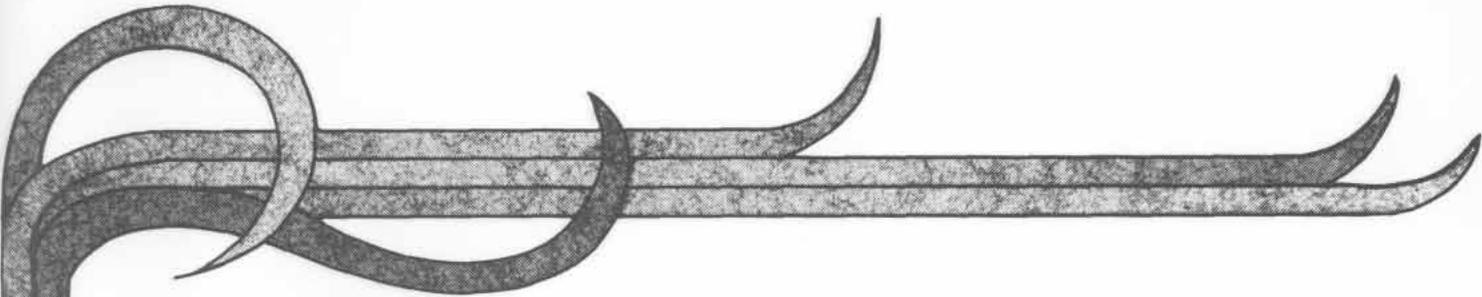
pack of yeth hounds which once served the Hextor clerics. There are only three of these creatures here now, but they remain bonded to this place. They will automatically attack if the PCs enter the area, and are 50% likely to hear the PCs move past in the tunnel outside. The hounds will use their baying attack as they fly to melee.

3. Barracks: This spacious cavern is semi-worked; the walls and floor have been smoothed over the years. The place is strewn with bones, scraps of ancient and long-rusted armor and weapons, the remnants of some furnishings, as well as the general refuse from a large-scale battle centuries ago. The bones are mixed—some human, some humanoid. There are no undead in this chamber (but see below). If the PCs want to sift through the bones, each turn a PC can turn up 1d6 assorted minor coins (cp, sp, gp—equal chance for either), but they also have a 10% chance of the creature from the next location arriving to investigate (this won't trigger the *glyph* behind the rocks). Up to 200 coins can be looted from here.

4. Secret Chamber: Behind the rockpile is a secret door which has a *glyph of warding* spell still active upon it (this means a *detect magic* spell will reveal the door). This is cast at 9th level and inflicts 9d4 points of *chill* damage to anyone opening the door (saving throw for half damage).

The chamber beyond is worked and contains the faded and decayed remnants of a small shrine of Hextor. The shrine is draped with rotten black drapes and the crumbled black stone altar bears four evilly curved, sharp knives as well as some copper bowls with ugly, dark stains. The occupant of this chamber is a wraith and it fights fiercely against any living creatures who enter.

This place radiates evil, but there is treasure if the PCs look for it. The skeletal former body of the wraith is slumped in the north-eastern corner of the room and it wears a solid silver bracelet with a bloodstone setting (worth 550 gp). There is also a small secret door in the north corner of the east wall, 5' above ground level, measuring 18" by 15", which also has a *glyph of warding* spell cast upon it. Opening this door if the *glyph* is active inflicts 7d4 points of fire damage on the person opening the door.



Within the 12" deep wall alcove is a fine sculpture in red gold showing six arrows fanning outward. This has a small ruby set into the flight "feathers" of each arrow, and is worth 6000 gp. However, it is an evil thing and anyone taking it is subject to a *curse*: he or she becomes vulnerable to strikes from weapons used by Hextor (using any arrow, fork, scimitar, flail, or morning star are +2 to hit the *curse*d character). Of course, this *curse* may take some time to reveal itself. *Remove curse* will only remove one of the adverse effects (determine randomly). Multiple applications of *remove curse* will be needed to remove all the ill-effects.

Also within the alcove is a green crystal vial with blue crystalline powder inside it. This is a dried-out *potion of speed* (if pure water is added, it is still magical), and a scroll of four priest spells: *bless*, *chant*, *prayer* × 2.

5. Junior Cleric Cells: Each of these rooms is smashed and the small room beyond them is utterly destroyed. The remnants of pallet beds and similar spartan furnishings are strewn all over the floor together with the skeletal remains of many dead clerics, and barbarians.

6. Stores: The door to this larger room is also smashed and bodies, ruined weapons, furnishings, and various broken items (barrels, smashed glass, and the like) are all over the floor here. However, unlike other areas, there are some undead creatures still lurking here. Six shadows, together with two slow shadows lurk along the walls of this room, eagerly awaiting any chance to attack the living. There is no treasure here save for a few coins the PCs could salvage from the bodies if they really want to (see #3 above).

7. Hall of Battle: The huge, thick door here is ajar and almost smashed off its heavy brass hinges. This hall has the decor of a place where the clerics and fighter-followers of Hextor once practiced their military skills. The walls still bear a few mounted weapons (none magical); the floor has a mosaic grid used in manoeuvres.

This place is packed with bodies. Some of them are still active, since, in desperation, the last few clerics used *animate dead* spells to replenish their numbers. The zombies here are mindless. If the PCs are being chased by the High Priest from the next location, the zom-

bies will attack them. The zombies are only 10% likely to attack the PCs while they are in this room (or staring into it wondering what to do). There are 12 zombies in all.

8. High Priest's Chamber: The door to this room is secured and locked. The door is of heavy black wood and there is a blast area on the wall around it (a triggered *area glyph*). Inside, the room is surprisingly spartan and bare, although there is a stone statuette of Hextor in an alcove on the east wall. Room furnishings have decayed and rotted, but the inhabitant of the room is still active. The spectre here will furiously attack those entering. It will pursue the PCs if they flee. There is no treasure in this room.

9. Hall of Pillars: This room is strewn with skeletal forms, decayed armor, and weapons. This is clearly where the last major battle took place. The PCs are forced to walk almost shind-deep in bones and detritus here. This ensures that they won't be able to surprise Szeverin as they approach the next room. Again, the PCs can loot up to 500 coins here (see #3 above). A *detect magic* spell will reveal that there are a few usable magic items littered about underneath the bones: two *daggers* + 1, a *short sword* + 1, a *shield* + 1, and a quiver of 12 *flight arrows* + 1. The pillars of the room each have a raised motif showing Hextor's six-arrow symbol. These radiate a faint evil, but have no magical power.

10. Great Temple of Hextor: This is where Szeverin currently lives and has cached all the treasures he found within this complex. A description of the area is followed by details of the dragon and his treasure.

The doors to this temple have clearly been breached but repaired sufficiently to keep them shut in place (but not locked). The wood of the doors has been defaced, although some traces of red gold can be seen underneath thick blade scratches within the wood.

Inside, there is a massive *symbol* of Hate and Discord dominating the east wall, which can affect all non-evil characters and creatures entering here (saving throw versus spells or be affected as by a *prayer* spell). The other walls of the chapel have mostly defaced mosaics and etchings showing clerics of Hextor triumphant in battle, in one case led by Hextor himself.

Szeverin crouches in front of the *symbol*, unaffected by it, on top of his treasure pile. He



will have cast his *mirror image* spell to create 1d4 + 1 illusory duplicates of himself. Szeverin doesn't bother with any other spells. He breathes immediately, and will almost certainly use a breath attack as his second attack. Then he jumps into melee, using his claw and bite attacks.

When Szeverin drains levels temporarily, you must unroll hit dice for lost levels and reduce PC hit point totals accordingly. This makes Szeverin a pretty terrifying enemy, but that's the idea. If the PCs have not been careful (all of them lined up behind the door and caught in the breath weapon), they'll be in trouble. If they've been smart, they should be able to handle the dragon.

Szeverin is a cowardly dragon. If reduced to 15 hit points or below, he will offer the PCs a proportion of his treasure to leave him alone—he can speak Common haltingly. Use your judgement here. Szeverin won't offer to surrender if the PCs are in really bad shape, but if they look as if they can defeat him, he'll forget his pride and offer a deal.

The PCs can take one-third of his monetary treasure, and either the magical sword *Dreamsinger* or two magic items. If the PCs lost one or two of their members here, this could be a really good deal. Best of all, they could take the magic, rest up and recover hit points and spells, and come back to finish the job another day. If the PCs turn down the offer from a weakened dragon, he will fight for one more round and, if he takes any damage during it, will use his *shadow walk* ability to escape.

Szeverin the Shadow Dragon: AC -4; MV 18, Fl 30 hp 3; HD 12; MV 44; #AT 3 + special; Dmg 1d6 + 4/1d6 + 4/3d6 + 4 or 2d4 + 2 breath weapon + temporary energy drains (75% if fail saving throw, 50% if the save made); AL CE; THACO 5; SA -4 to opponent's saving throws versus magic cast by the dragon; 2 1st level wizard spells per day cast at 10th level (*phantasmal force*, *spook*); SD 1d4 + 1 *mirror images* (2/day), *shadow walk* (1/day), immune to energy drains, Hide in Shadows 60%.; MR 20%; SZ G (35').

The sword *Dreamsinger* virtually screams its existence to any bard in the PC group. For details of *Dreamsinger*, see the Appendix at the end of this module. *Dreamsinger* is in the middle of Szeverin's treasure pile. The other treasure which can be found here is the follow-

ing:

Coinage: 9,950 cp, 7,055 sp, 4,450 ep, 2,495 gp, and 755 pp. These are all mixed, of course.

Gems: Scattered about are a total of 18 gems (11 worth 100 gp each, five worth 500 gp each, and two worth 1,000 gp each).

Jewelry: Dispersed among the other goodies are some bracelets, neck chains, and the like—functional rather than decorative, if such a thing can be said of jewelry. There are 12 such pieces, worth 200 gp each × 6 and 300 gp each × 6.

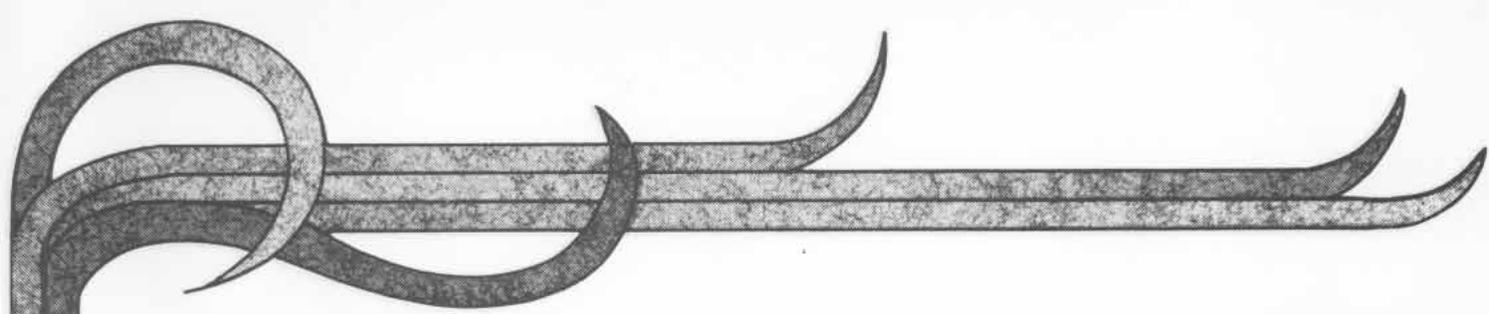
Miscellaneous Treasures: Also in the pile are: a pair of heavy crystal statues of elves (worth 1,500 gp for the pair or 500 gp each); a silver-decorated mother-of-pearl inlaid mahogany box (worth 500 gp) containing six gold rings (each worth 50 gp); a platinum chain with a small emerald pendant worth 900 gp; and a dragon's tooth necklace set into a platinum chain (worth 150 gp if it isn't realized that these are dragon teeth, worth 1,000 gp if this is realized).

Magic: There are several magic items in addition to *Dreamsinger*: a *footman's mace* + 1, a *quarterstaff* + 1, and a pair of slim calfskin *gloves of missile snaring*. These gloves are small and won't expand to fit the hands of a human or dwarf male (a female, or an elven or half-elven male, can wear these). A *libram of gainful conjuration* stands beside a large teak box, which has no value due to damage from dampness.

Inside the box are some blocks of incense (three of *incense of meditation*, one of *incense of obsession*), each of which is held in a little silver half-cube. There are also eight empty cubes in the box. Finally, there are two silver flasks (each worth 45 gp) each of which contains a *potion of polymorph self*, and a small leopard skin *hat of disguise*.

An important note is that the *libram of gainful conjuration* is intended for the mage in the party; it cannot be used by a bard.

Give **Handout 3** to the player of the character who takes *Dreamsinger*. This informs the player of the abilities of the weapon (not including the special purpose power which isn't revealed yet—see Chapter 3) and gives some important role-playing guidance also. The following chapter gives details on the visions and fugues which *Dreamsinger* brings with it.



Bardic Skill and *Dreamsinger*

Bards have a chance of knowing something about distinctive magical items because of their magpie minds and acquisition of general information. This chance is normally 5% per level of the bard in question. However, with *Dreamsinger*, this chance is reduced because of the obscurity and antiquity of the item.

When a bard picks up *Dreamsinger*, he will feel a strong empathy with the weapon and will know of its magical properties in the hands of a bard (as detailed in the Appendix). The bard will not know about the sword's power to implant dreams, visions, and fugue states. But this direct empathic understanding doesn't stop him from knowing something more from his general bardic knowledge. Roll four sets of percentile dice, and each roll below 5% times the bard's level minus two is considered a success (so, a 7th-level bard would be successful on any roll of 5 or below).

What the bard thinks he knows about this sword depends on the number of success-

ful rolls made here. For each level of success, reveal the information shown below (cumulative).

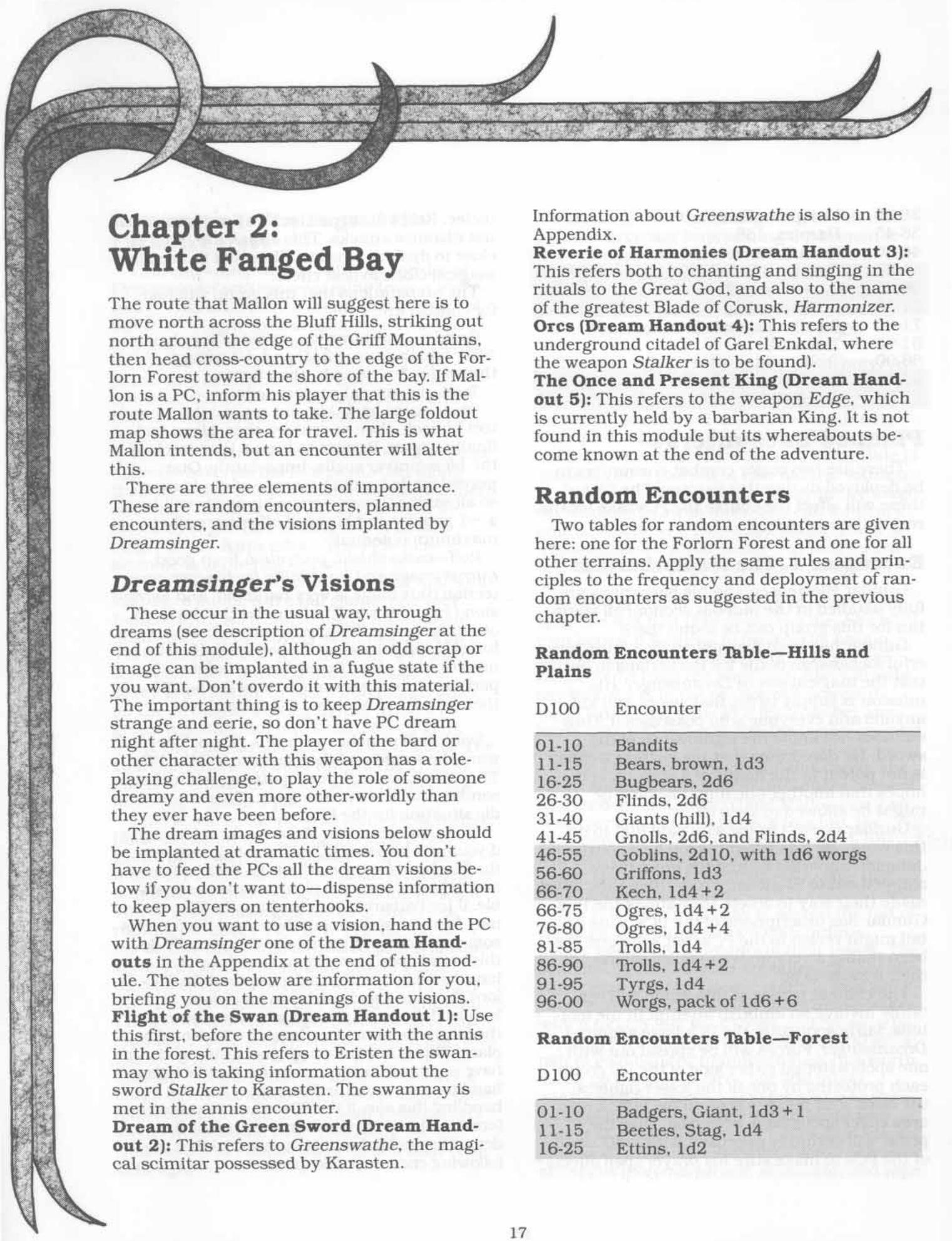
One Success: This weapon is undoubtedly of barbarian manufacture and is many centuries old.

Two Successes: This weapon is one which was once used by a barbarian bard in whose hands it had greater powers. Unfortunately, the bard's name is lost to legend.

Three Successes: The weapon was owned by a barbarian bard, whose name now comes to mind—Kristin Permfors. He was known for his prophetic visions and was rumored in some quarters to be half-mad.

Four Successes: Permfors and the sword, *Dreamsinger*, accompanied a group of four other barbarians for a golden period during their career. Three of the others were warriors, but the fourth was not, and nor was she a rogue. Hopefully, this should give the PCs something more to think about as they head for Karasten Meldraith and White Fanged Bay where a surprise or two awaits them.





Chapter 2: White Fanged Bay

The route that Mallon will suggest here is to move north across the Bluff Hills, striking out north around the edge of the Griff Mountains, then head cross-country to the edge of the Forlorn Forest toward the shore of the bay. If Mallon is a PC, inform his player that this is the route Mallon wants to take. The large foldout map shows the area for travel. This is what Mallon intends, but an encounter will alter this.

There are three elements of importance. These are random encounters, planned encounters, and the visions implanted by *Dreamsinger*.

Dreamsinger's Visions

These occur in the usual way, through dreams (see description of *Dreamsinger* at the end of this module), although an odd scrap or image can be implanted in a fugue state if the you want. Don't overdo it with this material. The important thing is to keep *Dreamsinger* strange and eerie, so don't have PC dream night after night. The player of the bard or other character with this weapon has a role-playing challenge, to play the role of someone dreamy and even more other-worldly than they ever have been before.

The dream images and visions below should be implanted at dramatic times. You don't have to feed the PCs all the dream visions below if you don't want to—dispense information to keep players on tenterhooks.

When you want to use a vision, hand the PC with *Dreamsinger* one of the **Dream Handouts** in the Appendix at the end of this module. The notes below are information for you, briefing you on the meanings of the visions.

Flight of the Swan (Dream Handout 1): Use this first, before the encounter with the annis in the forest. This refers to Eristen the swan-may who is taking information about the sword *Stalker* to Karasten. The swanmay is met in the annis encounter.

Dream of the Green Sword (Dream Handout 2): This refers to *Greenswathe*, the magical scimitar possessed by Karasten.

Information about *Greenswathe* is also in the Appendix.

Reverie of Harmonies (Dream Handout 3): This refers both to chanting and singing in the rituals to the Great God, and also to the name of the greatest Blade of Corusk, *Harmonizer*.

Orcs (Dream Handout 4): This refers to the underground citadel of Garel Enkdal, where the weapon *Stalker* is to be found).

The Once and Present King (Dream Handout 5): This refers to the weapon *Edge*, which is currently held by a barbarian King. It is not found in this module but its whereabouts become known at the end of the adventure.

Random Encounters

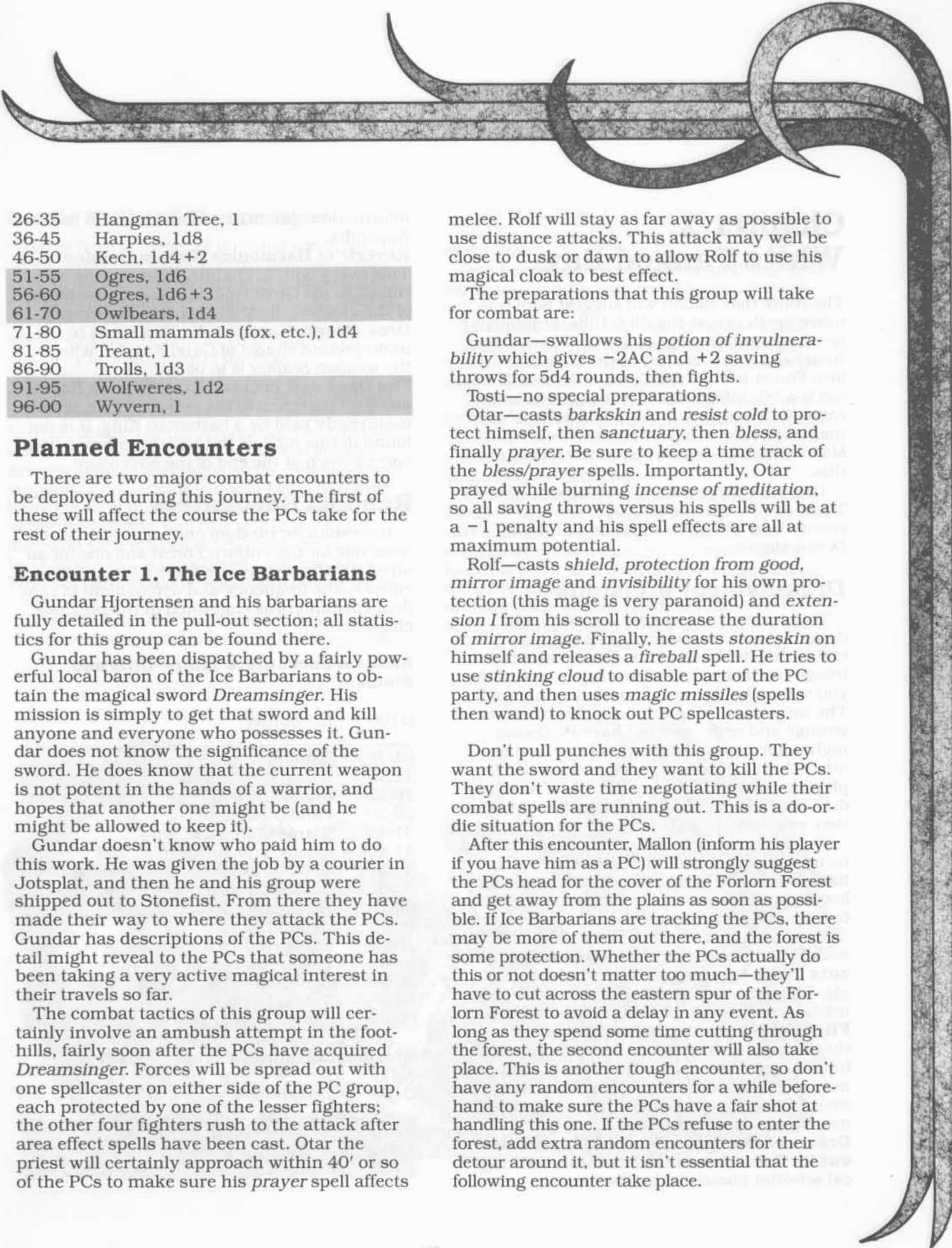
Two tables for random encounters are given here: one for the Forlorn Forest and one for all other terrains. Apply the same rules and principles to the frequency and deployment of random encounters as suggested in the previous chapter.

Random Encounters Table—Hills and Plains

D100	Encounter
01-10	Bandits
11-15	Bears, brown, 1d3
16-25	Bugbears, 2d6
26-30	Flinds, 2d6
31-40	Giants (hill), 1d4
41-45	Gnolls, 2d6, and Flinds, 2d4
46-55	Goblins, 2d10, with 1d6 worgs
56-60	Griffons, 1d3
66-70	Kech, 1d4 + 2
66-75	Ogres, 1d4 + 2
76-80	Ogres, 1d4 + 4
81-85	Trolls, 1d4
86-90	Trolls, 1d4 + 2
91-95	Tyrgrs, 1d4
96-00	Worgs, pack of 1d6 + 6

Random Encounters Table—Forest

D100	Encounter
01-10	Badgers, Giant, 1d3 + 1
11-15	Beetles, Stag, 1d4
16-25	Ettins, 1d2



26-35	Hangman Tree, 1
36-45	Harpies, 1d8
46-50	Kech, 1d4+2
51-55	Ogres, 1d6
56-60	Ogres, 1d6+3
61-70	Owlbears, 1d4
71-80	Small mammals (fox, etc.), 1d4
81-85	Treant, 1
86-90	Trolls, 1d3
91-95	Wolfweres, 1d2
96-00	Wyvern, 1

Planned Encounters

There are two major combat encounters to be deployed during this journey. The first of these will affect the course the PCs take for the rest of their journey.

Encounter 1. The Ice Barbarians

Gundar Hjortensen and his barbarians are fully detailed in the pull-out section; all statistics for this group can be found there.

Gundar has been dispatched by a fairly powerful local baron of the Ice Barbarians to obtain the magical sword *Dreamsinger*. His mission is simply to get that sword and kill anyone and everyone who possesses it. Gundar does not know the significance of the sword. He does know that the current weapon is not potent in the hands of a warrior, and hopes that another one might be (and he might be allowed to keep it).

Gundar doesn't know who paid him to do this work. He was given the job by a courier in Jotsplat, and then he and his group were shipped out to Stonefist. From there they have made their way to where they attack the PCs. Gundar has descriptions of the PCs. This detail might reveal to the PCs that someone has been taking a very active magical interest in their travels so far.

The combat tactics of this group will certainly involve an ambush attempt in the foothills, fairly soon after the PCs have acquired *Dreamsinger*. Forces will be spread out with one spellcaster on either side of the PC group, each protected by one of the lesser fighters; the other four fighters rush to the attack after area effect spells have been cast. Otar the priest will certainly approach within 40' or so of the PCs to make sure his *prayer* spell affects

melee. Rolf will stay as far away as possible to use distance attacks. This attack may well be close to dusk or dawn to allow Rolf to use his magical cloak to best effect.

The preparations that this group will take for combat are:

Gundar—swallows his *potion of invulnerability* which gives -2AC and +2 saving throws for 5d4 rounds, then fights.

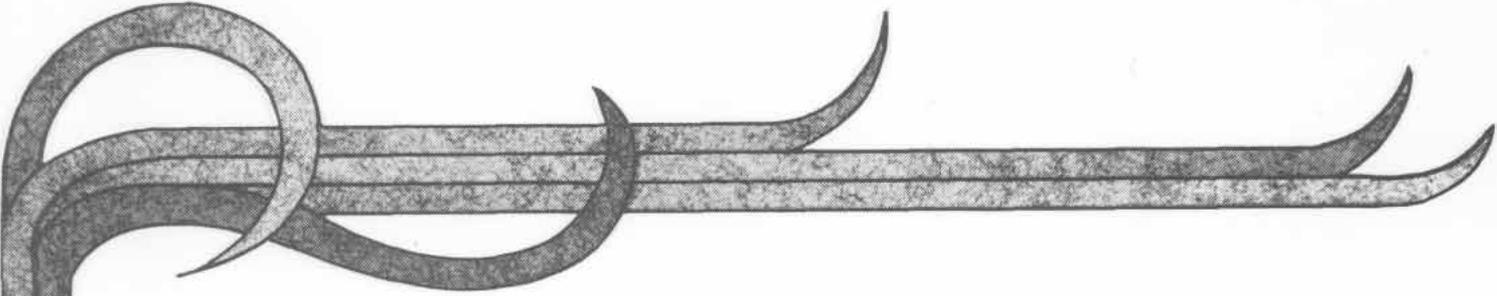
Tosti—no special preparations.

Otar—casts *barkskin* and *resist cold* to protect himself, then *sanctuary*, then *bless*, and finally *prayer*. Be sure to keep a time track of the *bless/prayer* spells. Importantly, Otar prayed while burning *incense of meditation*, so all saving throws versus his spells will be at a -1 penalty and his spell effects are all at maximum potential.

Rolf—casts *shield*, *protection from good*, *mirror image* and *invisibility* for his own protection (this mage is very paranoid) and *extension I* from his scroll to increase the duration of *mirror image*. Finally, he casts *stoneskin* on himself and releases a *fireball* spell. He tries to use *stinking cloud* to disable part of the PC party, and then uses *magic missiles* (spells then wand) to knock out PC spellcasters.

Don't pull punches with this group. They want the sword and they want to kill the PCs. They don't waste time negotiating while their combat spells are running out. This is a do-or-die situation for the PCs.

After this encounter, Mallon (inform his player if you have him as a PC) will strongly suggest the PCs head for the cover of the Forlorn Forest and get away from the plains as soon as possible. If Ice Barbarians are tracking the PCs, there may be more of them out there, and the forest is some protection. Whether the PCs actually do this or not doesn't matter too much—they'll have to cut across the eastern spur of the Forlorn Forest to avoid a delay in any event. As long as they spend some time cutting through the forest, the second encounter will also take place. This is another tough encounter, so don't have any random encounters for a while beforehand to make sure the PCs have a fair shot at handling this one. If the PCs refuse to enter the forest, add extra random encounters for their detour around it, but it isn't essential that the following encounter take place.



Encounter 2. The Hags of the Forlorn Forest

This encounter begins with the wielder of *Dreamsinger* waking screaming from a *nightmare*. This is literally a *nightmare* (reverse of 5th-level wizard spell *dream*) sent by a covey of annis hags which dwells further in the forest. The affected character loses 1d10 hit points and (if a spellcaster) cannot relearn spells for the following day. Any spells still memorized from the previous day are not affected, however.

This PC is nervous, disturbed, agitated, and apprehensive. As the PCs get further along their intended route, the affected PC gets more and more nervous. The PC begins to be affected by fugue (see description of *Dreamsinger* in the **Appendix**). The PCs then stumble into the Hag Copse (Map 5).

The PCs find enemies all too ready and waiting: three annis, three hill giants, and four human zombies (created using the *animate dead* power of the covey) as shown on **Map 5**. The annis dispense with *disguise* or *change self* spells here as being unnecessary. The covey is preparing to cast a *polymorph other* on the strongest-looking fighter in the PC group (turning him into a harmless piglet), while the giants rush to attack with clubs. The zombies shuffle forward toward the PCs. To one side, a human female is imprisoned in a *force cage* within a pit.

This is where the PC who owns *Dreamsinger* finds out about the special purpose power of the sword—with a vengeance. This PC automatically acts first in this round. A *firespear* is launched by *Dreamsinger*, streaking forward and striking the largest annis in the chest, ruining the covey's spell. A THACO roll is needed for this strike and 6d10 points of damage are caused. The radiant *prayer* effect of the power ripples out as a *wave of antiphony* over the PCs as usual (see sword description). The PC with *Dreamsinger* now knows of the *special purpose* power, snaps out of fugue, and has a -2 initiative bonus for the rest of this combat. But from here on in, the PCs have a tough fight; the annis will attempt to use their *forcecage* power on the PC with *Dreamsinger* on the next round. After that, they use *fog cloud* spells to confuse the PCs and then come in to fight.

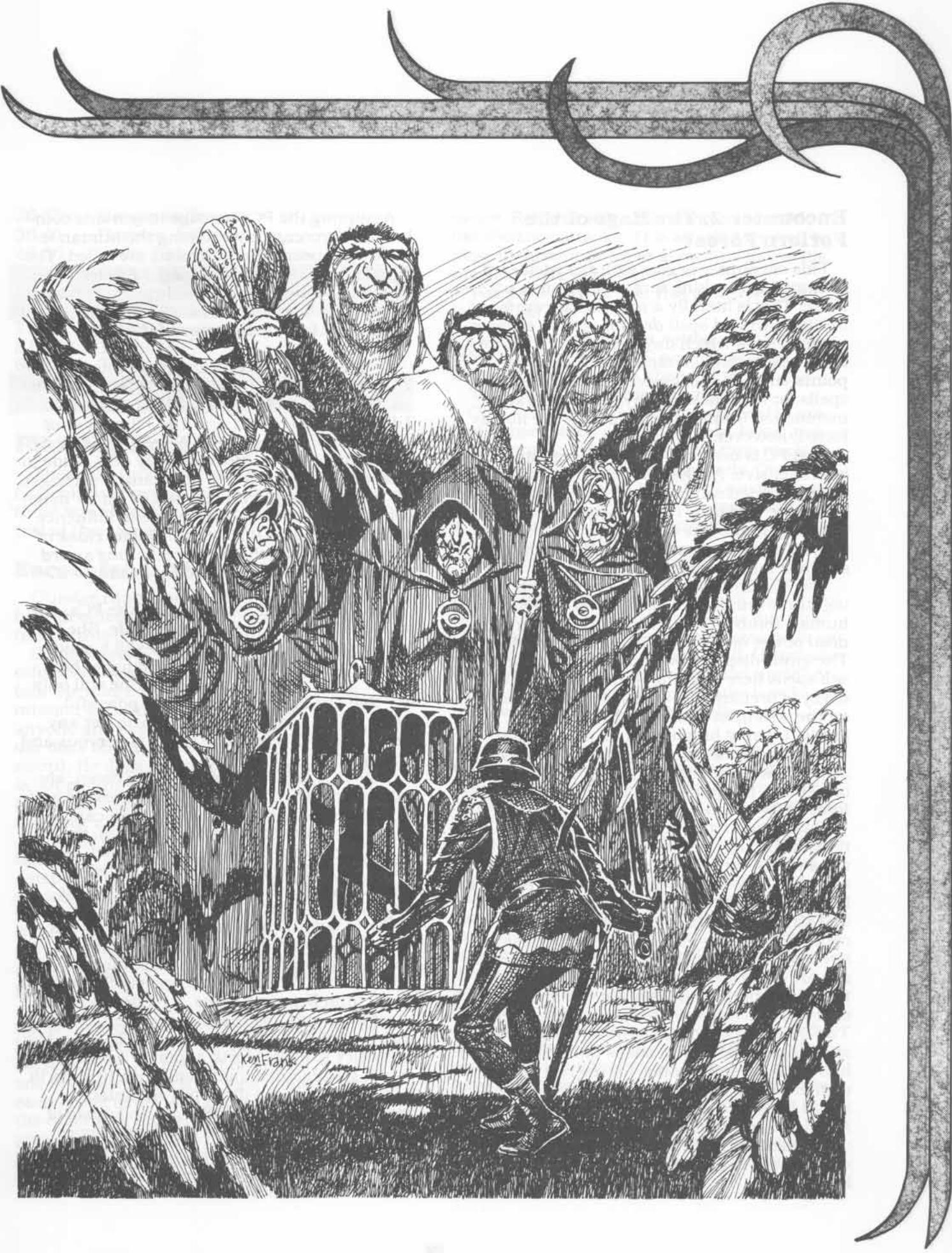
Assuming the PCs manage to win this combat, the *forcecage* imprisoning the human female disappears after the annis are killed. The female is a swanmay, the ranger Eristen. The statistics for her below include some in parentheses which assume she can collect her equipment from the cottage of the hags.

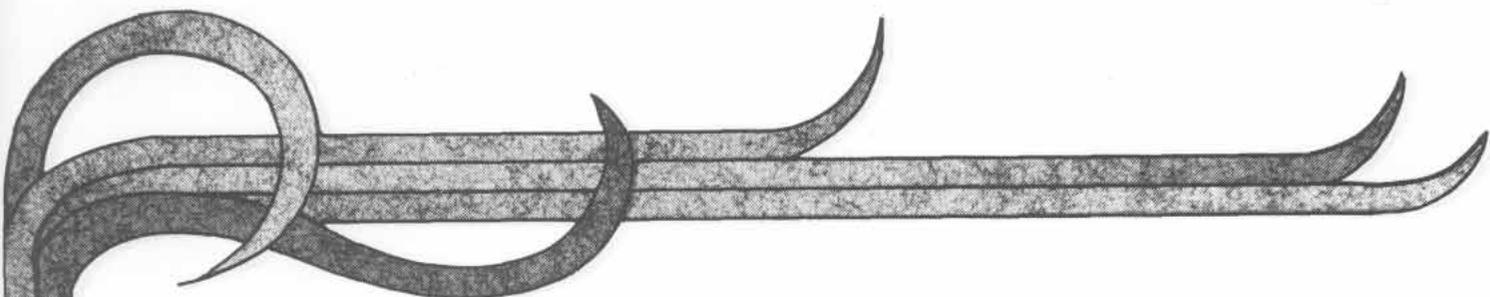
Eristen, 7th Level Ranger-Swanmay: AC 7 (1); MV 15 Fl 19; hp 46; Str 14, Dex 17, Con 15, Int 14, Wis 14, Cha 13; #AT 2; Dmg 1d3/1d3 with fists (1d8+1 and 1d4+2 with *long sword* +1, *dagger* +2); AL NG; THACO 14; SA +4 to hit vs. ogres, Move Silently 48%, Hide in Shadows 60% (halved in non-natural settings); SD can turn into swan and is only hit by magical weapons in swan form. She can influence animal reactions (*PHB*, p.29). Magic: *cloak of displacement*, *leather armor* +2, *long sword* +1, *dagger* +2, *potion of extra-healing* ×2.

Eristen is initially very wary of the PCs, despite the fact that they saved her life. She is torn between wanting to leave—she has no trust of barbarians—and needing to get her magic items from the hags' hut. She will only say that she is in the service of a powerful mage (true), and if the PCs try to do her any harm they will regret it. Eristen is nervous and jumpy.

If the PCs mention Karasten to Eristen, she calms somewhat. If Mallon introduces himself as a student of Karasten (and Mallon can give some personal details to back this up), the swanmay becomes much less troubled. She will give the PCs directions to Karasten's home, saying she is flying there to give the mage some information.

The PCs will find it easy to search the hut of the hags. It is filthy, strewn with ordure, bones, and grisly remnants of their feasts. The contents of the cauldron are indescribably vile. Apart from Eristen's items, a crude wooden chest here contains the following items: bags with a total of 995 sp, 415 gp, and 55 pp; a bag of jewelry trinkets worth a total of 1,800 gp; a pair of gold-banded mammoth tusk tips worth 4,000 gp the pair; a dirty, but still intact, winter wolf fur worth 1,000 gp; and a *bag of holding* (500 lb. capacity) which contains a quiver of 10 *flight arrows* +1, a *dagger* +2, a jade tube (worth 500 gp) with a scroll of wizard spells (*polymorph self*, *stoneskin*, and *rope*





trick) and a small box with two small white spheres stored inside. These are simply *beads of force* of unusual appearance.

The Mage's Home

Map 6 shows the general layout of the small bay where Karasten's home is located. There is a single way down from the escarpment above—down a fairly steeply sloping rocky and pebbled path. It takes 3 rounds to descend this path. A PC taking a chance and hurrying down can make it in 2 rounds but must make a Dexterity check or else slip and fall, suffering 1d4 points of damage and needing 1 round to get to his feet.

The PCs won't easily walk up to the house and enter. There is a real commotion going on; the initial positions of important creatures are marked on **Map 6**.

Three frost giants are in the act of throwing boulders at the house. Five mongrelmen lie dead around the house and a total of eight more are fleeing to the back of the house for safety. There is also an invisible wizard at the point shown on **Map 6**, although he will almost certainly be out of range of a *detect invisibility* spell if the PCs happen to have one running (or use one when they turn up here). He has 4 *mirror images*, from a precast spell. The wizard is using a *potion of frost giant control* to direct the actions of the giants. He does not perform any other actions at this time.

For reference, Karasten Meldraith the mage is inside battling it out with an invisible stalker (summoned from a scroll) which has been sent in to get him. Subsequent events will follow a definite timeline although the actions of the PCs will affect them.

The frost giants will throw their boulders, one of which will smash down the front door, on the round the PCs turn up. On the next round, they will pick up clubs as the mongrelmen run further away in all directions. On the third round, they rush the house; on this round, Karasten will finish the invisible stalker off and will turn up at his front door to see what's going on. On the fourth round, one of the frost giants takes a swing at Karasten as the mage tries to get back into his house and cast a spell. The other two frost giants close in to aid their comrade. They strike with -4 penalties at Karasten, since they can only crouch

at the doorways and windows to poke their clubs at him, but clearly they will probably kill him if nothing prevents this.

By this time the PCs should be doing something about all this. If Mallon is with them, he will be frantic to help his master. When they do finally help out, one of the frost giants will head for the house while the other two will fight the PCs and try to keep them away from the house. The invisible magic-user will let fly with a *lightning bolt* directed at the front PC fighters, forking the bolt if necessary.

The giants will fight to the death here, since they are being controlled and they are bloodthirsty at the best of times. The mage isn't so cavalier. He will try to harm the PCs as much as possible, using *wall of fire* to protect himself, and he has a *fly* spell precast so he can evade melee. If he takes serious combat damage, though, he has a *teleport* spell memorized and another one on a scroll, so he has a fair chance of escape.

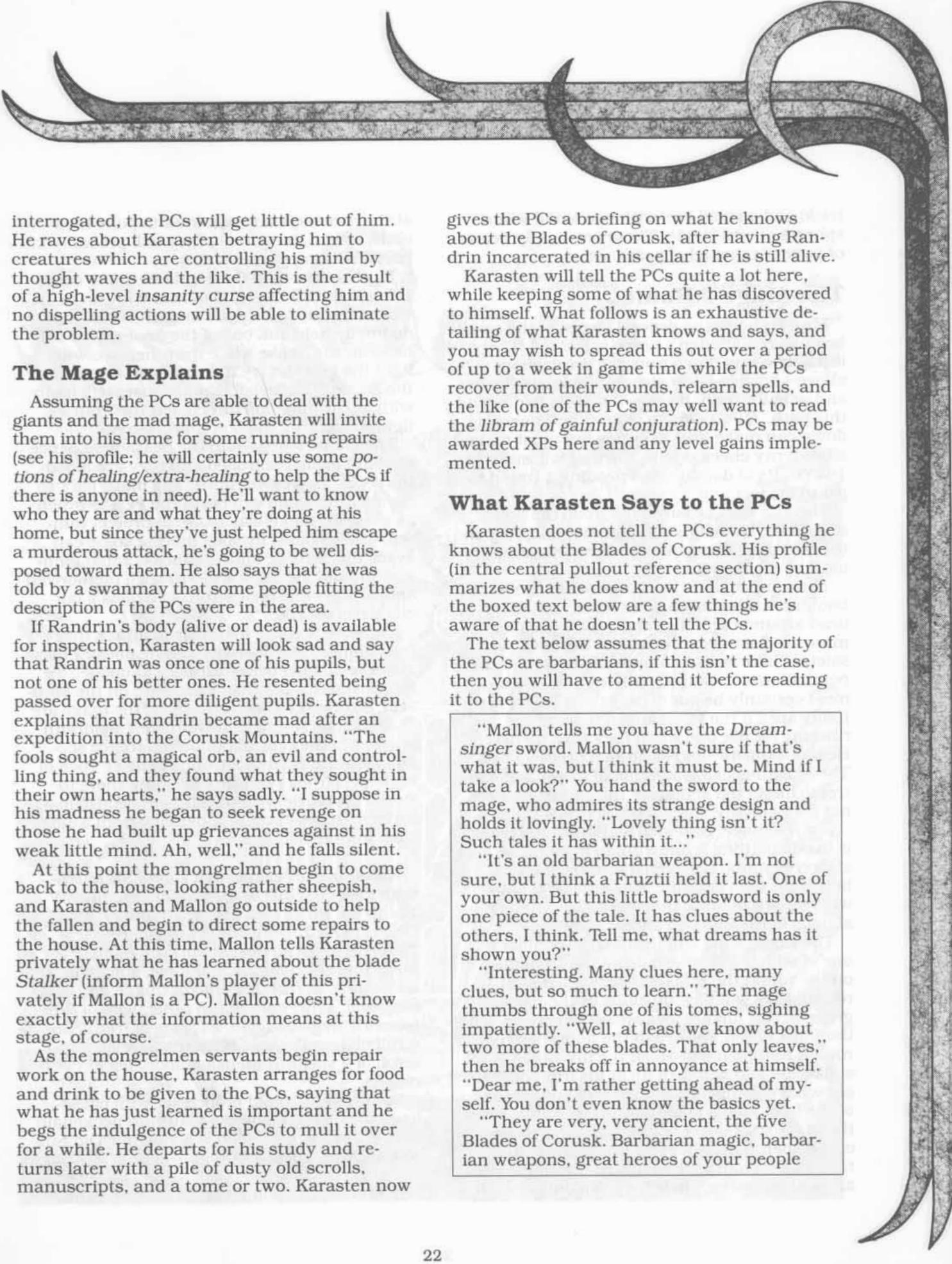
Karasten will use his spells to attack the frost giant in the doorway and he doesn't mess about, using his heavy artillery at once.

Statistics for the frost giants are on the **Monster Summary Chart**, those for the mage are given below. A profile for Karasten Meldraith is given in the central pullout reference section. You should remove one offensive spell of each level from 1-5 from his listing there to reflect his battle with the stalker; he also has suffered 1d4 + 4 points of damage from a single blow from the stalker.

Randrin Meverast, 9th Level Male Human Mage: AC 10 or 4/3/2 (*shield* spell); MV 12; hp 35; Str 9, Dex 9, Con 15, Int 17, Wis 15, Cha 12; #AT 1; Dmg 1d4 + 1 (*dagger* + 1); THACO 19; AL N. Spells: *burning hands, magic missile, phantasmal force, shield; detect invisibility, invisibility, mirror image; fly, lightning bolt, slow; polymorph other, wall of fire; teleport*. Magic: *dagger* + 1, *ring of free action*, scroll of 3 spells (*hold person* × 2, *teleport*), scroll of 2 spells (*dimension door, dispel magic*).

Randrin has a gold brooch set with carnelians worth 450 gp, and a platinum neckchain with chrysoberyls which is a valuable Old Sulaise antique worth 3,000 gp.

If Randrin can somehow be subdued and



interrogated, the PCs will get little out of him. He raves about Karasten betraying him to creatures which are controlling his mind by thought waves and the like. This is the result of a high-level *insanity curse* affecting him and no dispelling actions will be able to eliminate the problem.

The Mage Explains

Assuming the PCs are able to deal with the giants and the mad mage, Karasten will invite them into his home for some running repairs (see his profile; he will certainly use some *potions of healing/extra-healing* to help the PCs if there is anyone in need). He'll want to know who they are and what they're doing at his home, but since they've just helped him escape a murderous attack, he's going to be well disposed toward them. He also says that he was told by a swanmay that some people fitting the description of the PCs were in the area.

If Randrin's body (alive or dead) is available for inspection, Karasten will look sad and say that Randrin was once one of his pupils, but not one of his better ones. He resented being passed over for more diligent pupils. Karasten explains that Randrin became mad after an expedition into the Corusk Mountains. "The fools sought a magical orb, an evil and controlling thing, and they found what they sought in their own hearts," he says sadly. "I suppose in his madness he began to seek revenge on those he had built up grievances against in his weak little mind. Ah, well," and he falls silent.

At this point the mongrelmen begin to come back to the house, looking rather sheepish, and Karasten and Mallon go outside to help the fallen and begin to direct some repairs to the house. At this time, Mallon tells Karasten privately what he has learned about the blade *Stalker* (inform Mallon's player of this privately if Mallon is a PC). Mallon doesn't know exactly what the information means at this stage, of course.

As the mongrelmen servants begin repair work on the house, Karasten arranges for food and drink to be given to the PCs, saying that what he has just learned is important and he begs the indulgence of the PCs to mull it over for a while. He departs for his study and returns later with a pile of dusty old scrolls, manuscripts, and a tome or two. Karasten now

gives the PCs a briefing on what he knows about the Blades of Corusk, after having Randrin incarcerated in his cellar if he is still alive.

Karasten will tell the PCs quite a lot here, while keeping some of what he has discovered to himself. What follows is an exhaustive detailing of what Karasten knows and says, and you may wish to spread this out over a period of up to a week in game time while the PCs recover from their wounds, relearn spells, and the like (one of the PCs may well want to read the *libram of gainful conjuration*). PCs may be awarded XPs here and any level gains implemented.

What Karasten Says to the PCs

Karasten does not tell the PCs everything he knows about the Blades of Corusk. His profile (in the central pullout reference section) summarizes what he does know and at the end of the boxed text below are a few things he's aware of that he doesn't tell the PCs.

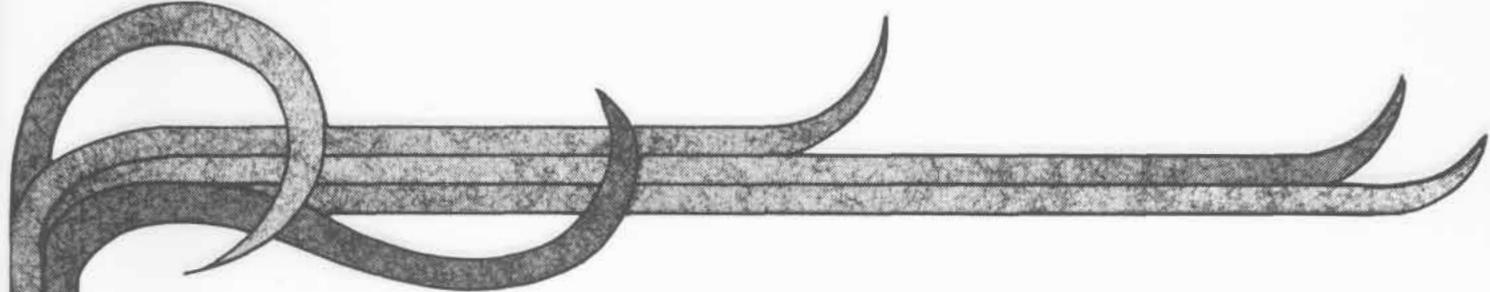
The text below assumes that the majority of the PCs are barbarians, if this isn't the case, then you will have to amend it before reading it to the PCs.

"Mallon tells me you have the *Dream-singer* sword. Mallon wasn't sure if that's what it was, but I think it must be. Mind if I take a look?" You hand the sword to the mage, who admires its strange design and holds it lovingly. "Lovely thing isn't it? Such tales it has within it..."

"It's an old barbarian weapon. I'm not sure, but I think a Fruztii held it last. One of your own. But this little broadsword is only one piece of the tale. It has clues about the others, I think. Tell me, what dreams has it shown you?"

"Interesting. Many clues here, many clues, but so much to learn." The mage thumbs through one of his tomes, sighing impatiently. "Well, at least we know about two more of these blades. That only leaves," then he breaks off in annoyance at himself. "Dear me, I'm rather getting ahead of myself. You don't even know the basics yet.

"They are very, very ancient, the five Blades of Corusk. Barbarian magic, barbarian weapons, great heroes of your people



in the past. These things are all part of the history. I'm afraid you Suloise peoples left too much unrecorded. However, there's some evidence I can be fairly certain about.

"The five weapons are lost and scattered, or at least they have been for quite some time. Not even a diviner could find them, the stories say. The magic in their creation must have been very powerful." Karasten looks thoughtful, he mulls over something for an instant, and then returns to his explanation.

"The legends say that if the five blades are brought together again, greatness shall come upon the barbarian people. The legends say that a great force is unleashed which will beat down the enemies of the barbarians. The power of the weapons themselves will be greatly magnified and expanded when the Five Become One and a greater force will inspire the barbarian folk to glory and dominion. I speak of a Power: the Great God of the North!"

Karasten's face seems lit by joy as he speaks. For an instant, it seems as if an inner light infuses his face and he looks young and strong, his face is that of a barbarian warrior. There was no doubt about it. This is something utterly unexpected and very strange indeed. Is he one of your people? You don't have time to ponder. His words tumble along and you are transfixed by them.

"Drive the bandits out of Stonefist and the murderous rabbles out of the Bone March, sweep through the lands of the Rovers and to the south. Who knows where the great power will prevail and be led to glory? Shall the Suloise rise again, my friends?"

Then Karasten relaxes back into his chair and breathes deeply. "Shouldn't get so excited at my age." He seems lost in thought, then snaps back out of his reverie. "My friends, I want to offer you a great challenge. From Mallon's report of you, and from your help here, I feel trust and confidence in you. Will you seek the three remaining Blades of Corusk with me? Will you return to your people as heroes and lead them forth to rightful conquests as the true god of your people is returned to them?"

If the players don't seem to realize it, don't point out that there are five blades in the prophecy, you hold one, and yet Karasten has mentioned recovering three lost blades. They should figure it out for themselves. If they do, Karasten will grin and say that they do have a head start on bringing all five swords together. But he still requires the agreement of the PCs to go hunting the other swords before he hands over the second blade.

If the players are wary, both Karasten and Mallon will do all they can to persuade the PCs to help. Point out also that the PCs are barbarians and they should rejoice at the chance to bring such magic back to lead their people! Karasten will brief them on the whereabouts of the third sword which he has just learned about (see below on this). The other two are as yet unknown to him, but he has a lead on the fourth sword. So, matters look promising and there are things to do right away (getting the third sword). You may also review the information which Karasten has but doesn't tell the PCs about immediately; this is also summarized below. He may be prepared to dispense a little of this information if pressed on a specific point by a PC.

Lastly, a fair compromise option is to have the PCs agree to help Karasten find the third sword which is in the orcish city (see below), and then "see how it goes." This will be sufficient for Karasten to loan the second sword, *Greenswathe*, to them. It also offers you the option of ending this adventure without playing the further modules in the series.

What Else Karasten Knows

Karasten knows some other things which he doesn't mention to the PCs.

The Ritual: Karasten knows that when the five Blades of Corusk have been brought together, a potent magical ritual fraught with danger must be enacted to draw upon the Power which will lead the barbarians. He doesn't know exactly what this ritual is, nor does he know how to find out. He doesn't want to admit his ignorance and, if pressed on the matter, may try to waffle his way out of it.

The Fourth Sword: Karasten will give a sanitized version of what he knows about this.



In addition to what he tells the PCs, he suspects that the sword is held by a barbarian chieftain of great power who may prove resistant to giving it up. He doesn't know who this is because of resistance to his magical scrying. He is very apprehensive about this.

The Accumulating Danger: Karasten knows that when the swords are brought together some powerful magical enmity will be invoked. He doesn't know what this is. He only knows that, just as when all five are assembled and a Power can be brought down, some powerful magical opposition will be generated and may seek out the swords and those who hold them.

Karasten Himself: Karasten does not know his own parentage, having been abandoned in the Bandit Kingdoms as a child, but he does have Frost barbarian blood in him (he disguises this fact most of the time). In part his desire to find the blades and return them to the Fruztii is a desire to return to his own people. His ideas about this strong motivation are oddly vague, as if he himself feared to think about them too closely.

The Second Sword

When the PCs agree to help on the quest to find the other Blades of Corusk (they may want to hear about the third sword first), read the following paragraph:

Karasten casts a spell with no visible effect, but shortly a slim, long object wrapped in heavy black cloth comes drifting in from his study. Slowly, pausing for dramatic effect, he unwraps the cloth fold by fold. The gleam of a golden scimitar in an ornately decorated scabbard is revealed. "Beautiful, is it not?" whispers the old mage. "Twelve years to find this. And now it is for you."

Karasten stays silent and looks modest if asked how he came by the sword. Surprisingly, he simply bought it from a weapons dealer in Stoink who was unaware of its value. He does not know the weapon's history.

Karasten gives the scimitar, *Greenswathe*, to the most appropriate PC in the party. If you are using the pregenerated PCs, then Ingrid

the druid is the obvious candidate.

Greenswathe is detailed in the **Appendix** and the properties of this blade should be revealed to the player of the PC who receives it. Karasten's donation of this wondrous weapon is a very direct demonstration of his trust and faith in the PCs.

The Third Sword

This is where the PCs are headed next, of course. Because the PCs are likely to ask about the next step of their quest at various times, no boxed text to read out is given here. Rather, here is a summary of what Karasten will say about their next move.

The information that Mallon brought to Karasten is that "Stalker is in the black well at Garek Enkdal." This has told Karasten much. *Stalker* is the third sword. Karasten is fairly certain that this is a warrior's weapon, he also thinks that it is a highly unusual one—subtle and strange. That is, it has powers of illusion and deception which affect combat.

Garek Enkdal is an underground orcish city below the Griff Mountains. Karasten does not know the exact location of this city, but he does have a general location and it should not be difficult to find a way into the city and cavern complex. Karasten does not know any details about the city.

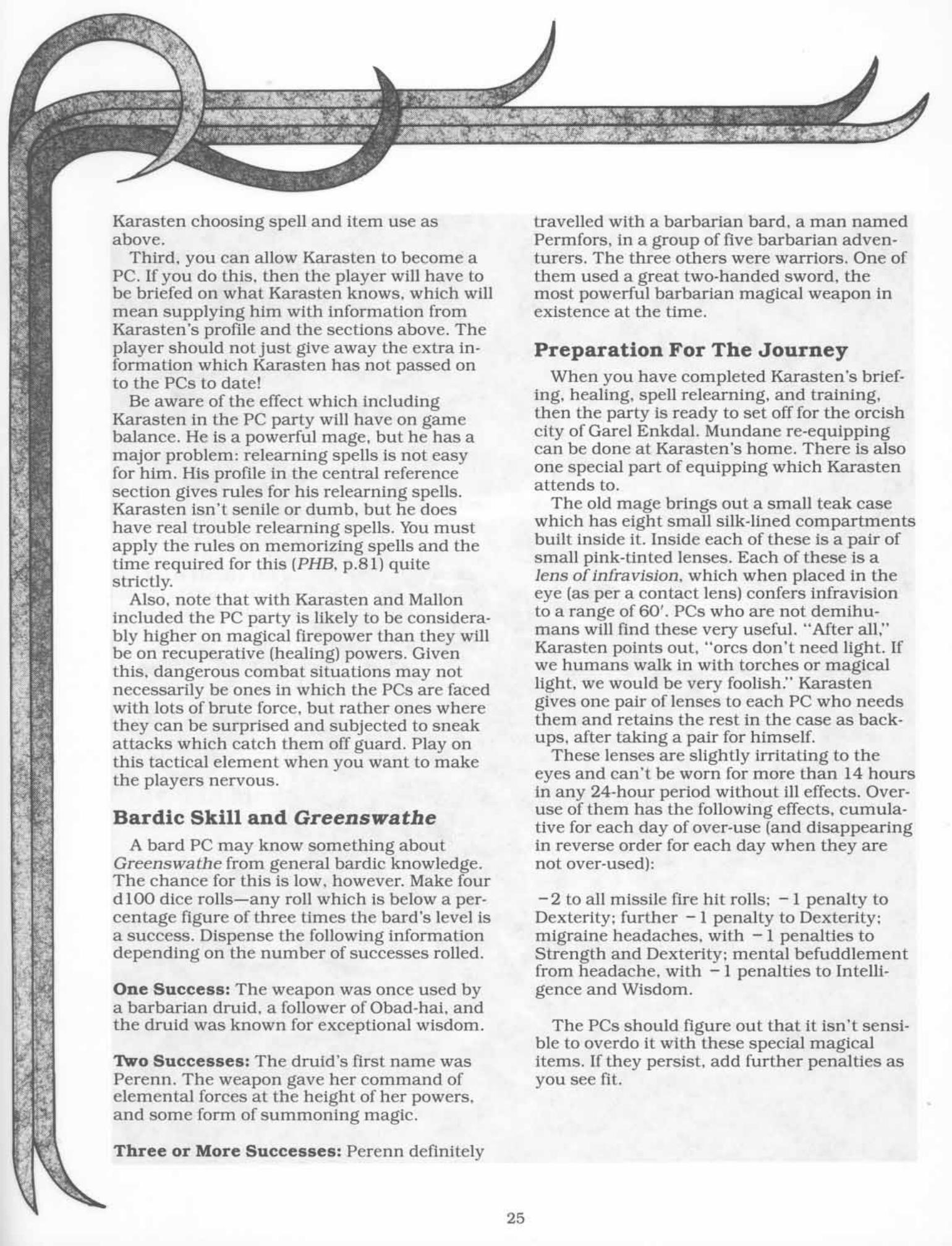
Karasten doesn't know what "the black well" is. However, since this is a fairly specific reference it is an advantage for the PCs. It will allow them, hopefully, to locate some specific area within the city which they can find out about by magical detection, espionage, interrogation, and/or other means.

Karasten As An Adventurer

Obviously, Karasten wants to accompany the PCs. They won't be able to stop the mage coming with them. There are different ways in which you can handle this.

First, you can run Karasten as an NPC. This is fine, except that decisions have to be made about Karasten's spell choices and usages. You might wish to consider asking the players to choose Karasten's spell list and make tactical choices about spell use during combat, surveillance, etc.

Second, you can have a "second DM" run



Karasten choosing spell and item use as above.

Third, you can allow Karasten to become a PC. If you do this, then the player will have to be briefed on what Karasten knows, which will mean supplying him with information from Karasten's profile and the sections above. The player should not just give away the extra information which Karasten has not passed on to the PCs to date!

Be aware of the effect which including Karasten in the PC party will have on game balance. He is a powerful mage, but he has a major problem: relearning spells is not easy for him. His profile in the central reference section gives rules for his relearning spells. Karasten isn't senile or dumb, but he does have real trouble relearning spells. You must apply the rules on memorizing spells and the time required for this (*PHB*, p.81) quite strictly.

Also, note that with Karasten and Mallon included the PC party is likely to be considerably higher on magical firepower than they will be on recuperative (healing) powers. Given this, dangerous combat situations may not necessarily be ones in which the PCs are faced with lots of brute force, but rather ones where they can be surprised and subjected to sneak attacks which catch them off guard. Play on this tactical element when you want to make the players nervous.

Bardic Skill and Greenswathe

A bard PC may know something about *Greenswathe* from general bardic knowledge. The chance for this is low, however. Make four d100 dice rolls—any roll which is below a percentage figure of three times the bard's level is a success. Dispense the following information depending on the number of successes rolled.

One Success: The weapon was once used by a barbarian druid, a follower of Obad-hai, and the druid was known for exceptional wisdom.

Two Successes: The druid's first name was Perenn. The weapon gave her command of elemental forces at the height of her powers, and some form of summoning magic.

Three or More Successes: Perenn definitely

travelled with a barbarian bard, a man named Permfors, in a group of five barbarian adventurers. The three others were warriors. One of them used a great two-handed sword, the most powerful barbarian magical weapon in existence at the time.

Preparation For The Journey

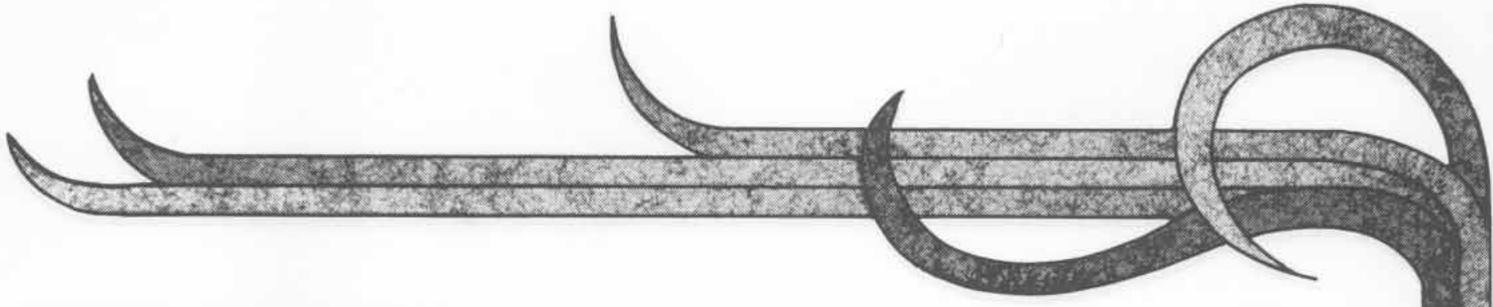
When you have completed Karasten's briefing, healing, spell relearning, and training, then the party is ready to set off for the orcish city of Garel Enkdal. Mundane re-equipping can be done at Karasten's home. There is also one special part of equipping which Karasten attends to.

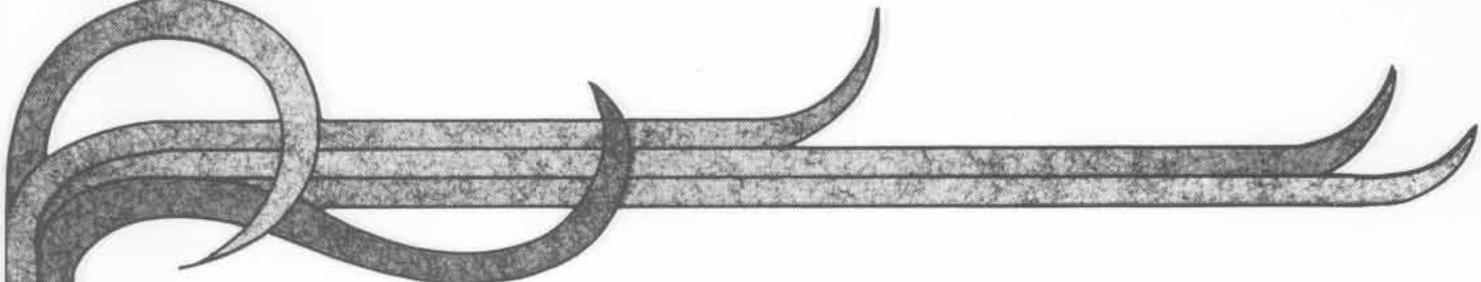
The old mage brings out a small teak case which has eight small silk-lined compartments built inside it. Inside each of these is a pair of small pink-tinted lenses. Each of these is a *lens of infravision*, which when placed in the eye (as per a contact lens) confers infravision to a range of 60'. PCs who are not demihumans will find these very useful. "After all," Karasten points out, "orcs don't need light. If we humans walk in with torches or magical light, we would be very foolish." Karasten gives one pair of lenses to each PC who needs them and retains the rest in the case as backups, after taking a pair for himself.

These lenses are slightly irritating to the eyes and can't be worn for more than 14 hours in any 24-hour period without ill effects. Over-use of them has the following effects, cumulative for each day of over-use (and disappearing in reverse order for each day when they are not over-used):

-2 to all missile fire hit rolls; -1 penalty to Dexterity; further -1 penalty to Dexterity; migraine headaches, with -1 penalties to Strength and Dexterity; mental befuddlement from headache, with -1 penalties to Intelligence and Wisdom.

The PCs should figure out that it isn't sensible to overdo it with these special magical items. If they persist, add further penalties as you see fit.





Chapter 3. Drawn to the Darkness

The large fold-out map shows the hex in which entrances to Garel Enkdal are located.

Map 7 is a map Karasten shows to the PCs which has this marked and which also has a suggested route marked upon it. Karasten suggests spending as little time in the mountains as possible, since there are many dangerous monsters in them. However, close to Vlekstaad, it is actually safer in the mountains because of the fierce "Fists" (marauding raiders) which patrol the plains and foothills. So, a route which sets out through the forest, across the plains, into the Griff mountains for a time, back down to the foothills, and then finally strikes out for the mountains again (as **Map 7** shows) is clearly the best route. If the PCs insist on taking some less sensible route, throw a few extra random encounters at them.

As before, during the journey to Garel Enkdal there are three elements of importance. First, Dreamsinger implants more visions into the mind of its wielder. Second, there are random encounters. Third, there are planned, staged encounters. These are dealt with below, but first there is the matter of mountain travel.

Travel in Mountainous Terrain

First, note that Karasten is not likely to slow the PCs down too much. He's not as feeble as he seems, as his profile shows.

Second, use standard rules for mountainous terrain and movement here (*DMG*, pp. 124-125). This will mean slow movement, but this isn't an adventure the PCs can expect to deal with quickly.

Third, if you wish to introduce some special features—a chasm or two, for example—then feel free to do so, but make sure the PCs have a reasonable way of dealing with the problem.

Finally, no special rules are given here for travel in the mountains and the effects of temperature. It will be a little chilly, especially at nights, at a high altitude in the Griff Mountains. It is assumed that Frost Barbarians, equipped with their usual gear and topped up with Karasten's furs, can handle this without

too much trouble. If your PCs aren't Frost Barbarians, it's reasonable to assume that, at their levels of experience, they know how to prepare for travel and adventuring under such conditions.

Dreamsinger's Visions

As before, these should be used sparingly and with some dramatic emphasis, in dreams or fugue states. You may substitute one or two previously unused visions for those listed here; don't feel obliged to use all the possibilities listed below.

The Baleful Eye (Dream Handout 6): You may treat this as the equivalent of a *nightmare (reversed dream)* spell if you wish. This refers to the Temple in Garel Enkdal, where the sword Stalker is hidden.

The Return of the King (Dream Handout 7): This is a straight repetition of the vision described as **The Once and Present King** in the previous chapter. It is a further foreshadowing of the location of the fourth sword. Don't use this unless you have given out **Dream Handout 5** earlier.

The Sword and the Shadows (Dream Handout 8): This refers both to the properties of Stalker and to its location within the shadowy Blackwell).

Random Encounters

Two tables are given below, one for encounters in plains and one for encounters in the Griff Mountains. For travel within the Forlorn Forest, use the table provided in the previous chapter.

Make 1d4-1 encounter checks per day in any terrain other than mountains; make 1d3-1 encounter checks per day in the Griff Mountains. In each case, there is a 50% chance per check of an encounter occurring. Notes on certain encounters are found below the tables.

These tables differ from previous ones. The plains encounter table includes one or two different encounters to add a little variety. The mountain encounters include some fairly tough encounters, to reflect the greater power which the party now has with the acquisition of another of the Blades of Corusk and an addi-

tional wizard into their midst. It is also a more varied table, allowing for the number of encounters which may occur during travel in this difficult terrain.

Random Encounters 1—Plains

D100 Encounter

01-10	Bandits, 1d4 + 4, levels 1d4 + 2
11-20	Bears, brown, 1d4
21-30	Bugbears, 2d6
31-40	Gnolls, 2d8
41-45	Griffons, 1d4
46-50	Harpies, 1d4 + 4
51-60	Ogres, 1d4 + 4
61-65	Ogres, 1d4 + 2, with 1 Ogre Mage
66-70	Poisonous snakes, 1d2
71-75	Trolls, 1d4 + 1
76-80	Trolls, two-headed, 1d4
81-85	Wolves, 2d8 + 2
86-90	Worgs, 2d6
91-95	Worgs, 2d6, with 1 Wolfwere
96-00	Wyvern

Random Encounters 2—Griff Mountains

D100 Encounter

01-05	Bear, cave, 1d2
06-10	Bugbears, 2d8
11-15	Crystallist
16-18	Galeb Duhr, 8HD, 1d3
19-20	Galeb Duhr, 10HD, 1d2
21-25	Giants, hill, 1d4 + 1
26-28	Giants, hill, 1d3 + 3
29-35	Giants, stone, 1d4
36-40	Giant-kin, verbeeg, 1d4 + 2
41-45	Gnolls, 2d8 + 2
46-48	Lions, mountain, 1d4 + 1
49-50	Lions, spotted, 1d4 + 1
51-55	Ogres, 1d4 + 2
56-58	Ogres, 1d4 + 4
59-60	Ogres, 1d4 + 2, with 1 Ogre Mage
61-65	Orcs, 4d4
66-70	Orcs, 4d6
71-75	Taers, 2d4
76-80	Trolls, 1d4 + 1
81-85	Trolls, two-headed, 1d4
86-90	Tyrags, 1d4 + 1
91-94	Urds, d4 + 1HD, 3d6
95-96	Wights, 1d4
97-98	Worgs, 2d6
99-00	Wyverns, 1d2

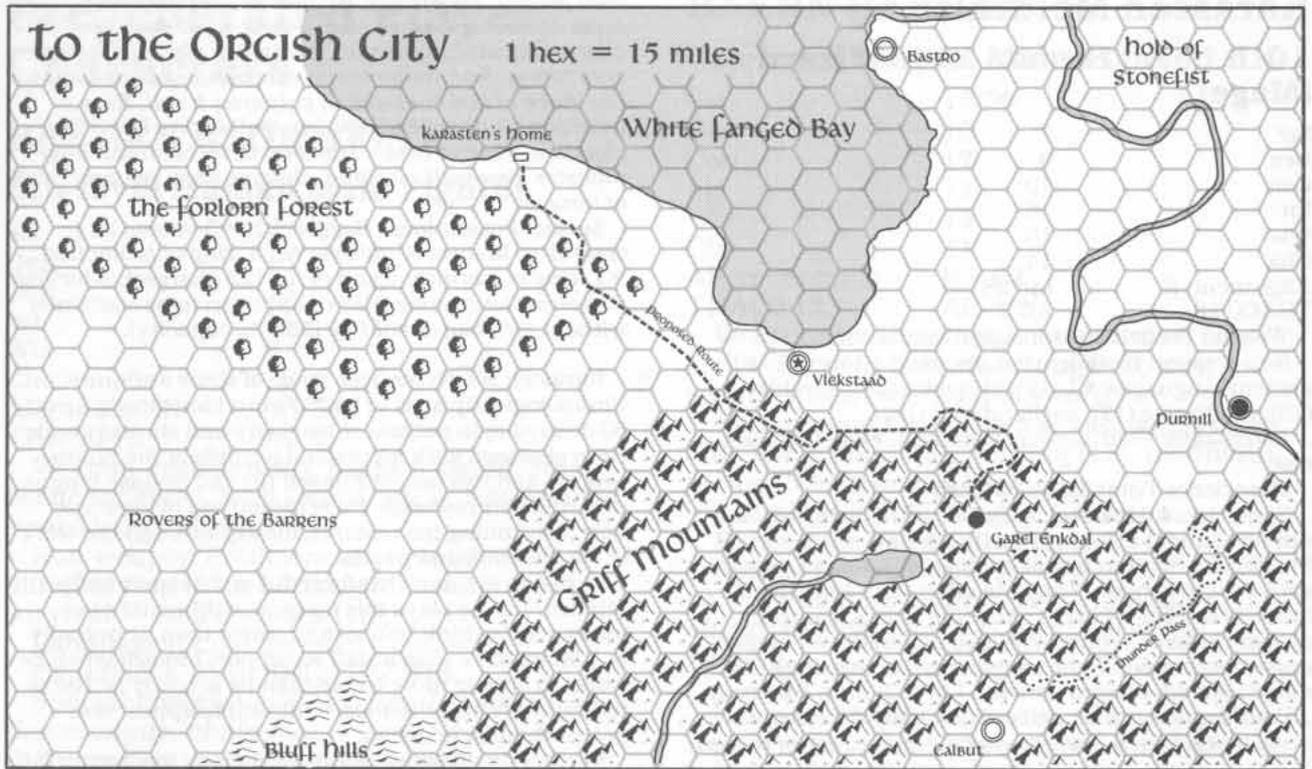
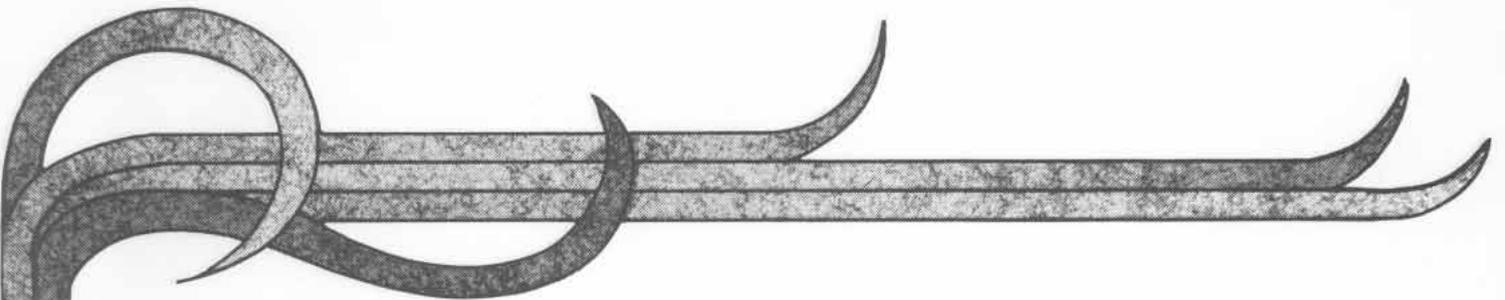
Stone Giants: Make a standard reaction check here, but the giants are unlikely to be openly hostile. Their main concern is simply that the PCs keep away from their caves. They have food (game, bread, cheese) which they will trade for things useful to them (worked utensils, rope, daggers for use as toothpicks, and the like). Or, you can have one limping with a slight wound to his heel so that a *cure light wounds* spell will make the giants considerably more friendly. They know the entrances to the orcish city and will confirm that Karasten's destination is the right one. They regard the orcs as minor nuisances but warn the PCs that there are a lot of them, and that they co-exist with other creatures. There are certainly trolls in the orcish city, and possibly worse.

Lions: If there is a druid in the party (or a cleric/priest with *speak with animals/animal friendship*), such creatures might be pacified and one or more taught to be an animal companion (by the *animal friendship* spell). A pair of spotted lions, for example, can be a very potent force in combat as auxiliary fighters.

Orcs: There is a chance that the orcs are from Garel Enkdal. This chance is 100% less twice the number of miles between the city and the PCs. That is, if the PCs encounter orcs 35 miles from the city, there is a 30% chance they are from it ($100 - 2 \times 35$). If the PCs take prisoners and interrogate them, they may learn something about the city and its layout.

The following chapter gives details of the orcish city and you should decide how much information to feed the PCs. The orcs will be standard soldiers and won't have any detailed or secret knowledge, but they may be able to give a fair account of ways in and guards. They will have to be certain that they won't just be killed after they talk, though, and they may well distort the truth.

Statistics for orc hunting parties are given in the next chapter; if you have determined that the orcs encountered will be from the city, then you may substitute such a party here.



Handout 1

My dear Fer'Asque,

Thank you for the volumes you brought to me. I'm sorry that I could not have been present to thank you in person. The elementals were being troublesome!

In return, I did manage to decode the very obscure references that old goat despatched in your care. Tell him that "Stalker was last known to be in the Blackwell." Srying doesn't work, of course.

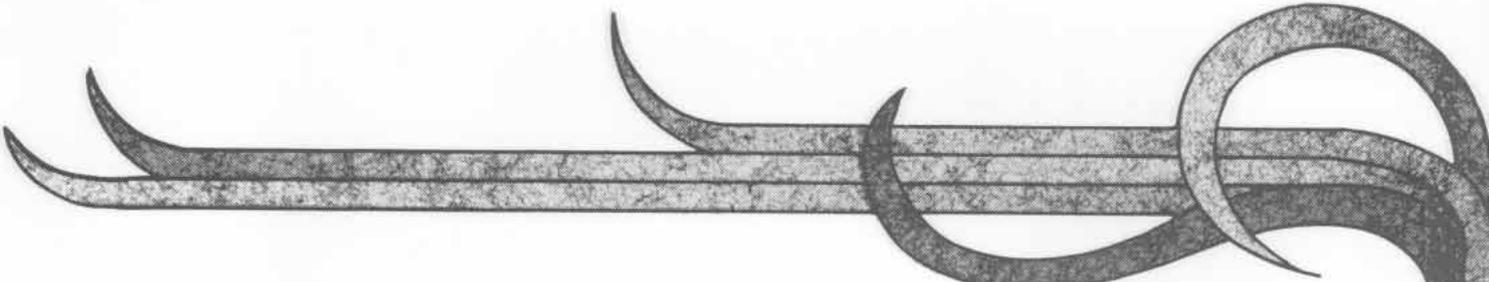
Take care in Rookroost. If you can't be good, be careful!

Tyrolian of Rel Mord

Handout 2

Mallon has been engaged in archival and library research for his old tutor, Karasten Meldraith. Consulting mages, sages, librarians, and priests, he has pursued his master's interest in a set of five magical barbarian swords—the Blades of Corusk. Mallon has been able to locate one, a broadsword in the Bluff Hills, and has a lead on another which he only knows as Stalker. It is this information he is taking to Karasten (ask the DM for Handout 1 if you don't have this already). He does not want the other characters to know exactly how many swords exist, and certainly not the information he has for his tutor.

Mallon knows some other things he won't wish to tell the rest of the party if possible. He knows that Karasten has the blood of a Frost Barbarian in him. He also knows that there are conflicts between different barbarian tribes,



Karasten Meldraith

10th Level Human Male Wizard (Mage)

Str	7
Dex	9
Con	10
Int	18
Wis	16
Cha	14
Alignment: N	hp: 28
THACO 18	AC 2

Weapon Proficiencies: dagger, quarterstaff.

Non-weapon Proficiencies: ancient history +1 (19), ancient languages +1 (19), etiquette (14), heraldry +1 (19), read/write (17), spellcraft +2 (18).

Languages: Cold Tongue, Common, Flan, Old Sul-
oise.

Experience Point Tally: 291,265.

Spell Use: 4 1st-Level, 4 2nd-Level, 3 3rd-Level, 2 4th-level and 2 5th-Level spells per day.
Spellbooks (kept in *bag of holding* with *magic mouth* spell cast to scream if anyone other than Karasten touches the bag): Level 1: *burning hands*, *cantrip*, *charm person*, *comprehend languages*, *detect magic*, *erase*, *feather fall*, *light*, *magic missile*, *mending*, *read magic*, *shield*, *unseen servant*. Level 2: *blur*, *darkness 15' radius*, *detect evil*, *detect invisibility*, *ESP*, *forget*, *invisibility*, *knock*, *levitate*, *mirror image*, *ray of enfeeblement*, *scare*, *stinking cloud*, *strength*, *web*, *wizard lock*. Level 3: *clairvoyance*, *dispel magic*, *fireball*, *fly*,

hold person, *invisibility 10' radius*, *non-detection*, *sepia snake sigil*, *slow*, *suggestion*, *wind wall*. Level 4: *charm monster*, *confusion*, *contagion*, *detect scrying*, *enervation*, *fear*, *hallucinatory terrain*, *ice storm*, *minor globe of invulnerability*, *polymorph self*, *Rary's mnemonic enhancer*, *solid fog*, *wall of fire*. Level 5: *cloudkill*, *cone of cold*, *extension II*, *feeblemind*, *hold monster*, *passwall*, *sending*, *shadow door*, *teleport*, *wall of force*.

Special Possessions: *Dagger* +2, +3 versus large creatures, *bracers of defense AC 3*, *ring of protection* +1, *ring of warmth*, *wand of fire* (22 charges), *whirling iridescent ioun stone* (allows Karasten to be sustained without air), *bag of holding* (500 lb. capacity).

Karasten is a Nyrondese mage of some antiquity. Chronologically he is in his 80's but biologically he is 60 or so, due to potions of *longevity* and similar magic. He is obsessed with myths and legends of the Suloise peoples and has taught himself the Old Suloise tongue to further his research. He is something of a recluse now, continuing his research mostly through the work of his students and pupils.

Karasten is somewhat forgetful and academically-minded, but he plays this up quite deliberately to make people think he's less attentive than he actually is. Likewise, he uses a staff to support himself when he walks to appear more feeble than he actually is. Karasten carefully stage-manages himself to appear less potent than he really is.

Further detail about Karasten is given in Chapter 3. If you allow Karasten to join the party as a PC, then you should review the information given in Chapter 3 and present a summary of this to Karasten's player.

and he believes that some theme of such conflict may be linked with the location of one or more of the swords, but knows no details.

If the party has the note (Handout 1), but Mallon doesn't know what or where the Blackwell is, Karasten will know. He knows that Stalker is another barbarian magical sword.

Although Mallon is now a party member, he wants to keep some secrets to himself. Don't disclose unless you must.

Handout 3

Your DM will tell you about Dreamsinger's known powers. The weapon's powerful empathy gives you the feeling that it has other powers and deeper magic within it, but you don't know what these are. Yet.

Dreamsinger is powerfully empathic. At times, it will influence your thoughts and emo-

tions. Sometimes your character will enter a fugue state, a form of waking half-trance. Your DM will tell you when this happens. Likewise, the sword may bring dreams and visions from time to time.

Dreamsinger has a deep longing and seeking within it. It seeks to join its fellows in a deep and ancient magical bond. In the fellowship of that bonding, Dreamsinger was made to weave the magic that transcended the group and it longs to bring all the blades together again. Its force and nature will change the personality of your character subtly through your association with the weapon. Your character will become somewhat more dreamy, thoughtful, and contemplative. But your character will also increasingly need to bring the magical blades together just as Dreamsinger has this as its goal. Try to reflect both these changes in your role-playing.

Pregenerated Player Characters

HELDEN STORMFIST

8th-level Human Male Fighter

Str	17
Dex	15
Con	15
Int	14
Wis	9
Cha	16
Alignment: N	hp: 58
THACO 12	AC 2

Weapon Proficiencies: bastard sword, composite longbow, long sword, spear, two-handed sword (specialized).

Non-weapon Proficiencies: animal lore (14), blindfighting (NA), hunting (8), running (9), survival — cold climates (15).

Languages: Cold Tongue, Common.

Experience Point Tally: 177,915

Special Possessions: *Two-handed sword* +1, *flametongue*, *chain mail* +2, quiver of 14 *flight arrows* +1; *ring of free action*.

Helden is a strong, capable barbarian who is used to leadership of any group. Much smarter than the average barbarian warrior, Helden is also cool-tempered and somewhat inclined to caution. He tends to be thoughtful and patient, less impulsive than many of his warrior brothers.

Helden is the eldest son of a minor Fruztii chieftain and feels both that leadership is natural for him, and that he must continually prove he is worthy of it. He has fought with the men of Ratik against the humanoids of the Bone March; Helden's magical sword was taken from the hands of a monstrous ogre chieftain.

Helden's major goal at this time is to undertake some great adventure, obtain some powerful magic, or battle and overcome some great monster. In short, he wishes to perform one great heroic deed to establish his reputation, once and for all, as a worthy first son and to make himself finally feel that he is a fit ruler and leader.

BAERN BARRAETH

7th-level Human Male Fighter

Str	18/56
Dex	10
Con	17
Int	11
Wis	14
Cha	11
Alignment: CN	hp: 62
THACO 12	AC 4/2

Weapon Proficiencies: bastard sword (specialized), battle axe, club, longbow, long sword, spear, two-handed sword.

Non-weapon Proficiencies: animal handling (13), endurance (17), hunting (13), mountaineering (NA), running (11).

Languages: Cold Tongue, Common.

Experience Point Tally: 91,450

Special Possessions: *Bastard sword* +1, +3 vs. *regenerating creatures*; *chain mail* +1; *shield* +1; *longbow* +1; *potion of extra-healing*.

Baern is a hardy man—tough even by barbarian standards. He is a skilled mountaineer and is used to long cold days and nights hunting and fighting in the mountains to the north of his homeland. He has fought against the men of Stonefist for several years and has a grudging respect for their toughness as opponents.

Baern is the only son of a father crippled by the claws of a mountain bear. He has a strange ambivalence toward authority and authority figures as a result of seeing his father so weakened. On the one hand, he is sometimes very subservient to such figures and acts almost meekly toward them. Other times, he is fiercely independent and stubborn and may oppose the word of authority simply because it is the word of authority.

Baern often keeps his own counsel and may act independently, but if he gives his word on a planned course of action he'll stick with it. He is also loyal to his fellows and would never abandon a friend to danger. He is distrustful of spell casters, because he has a morbid fear that they may somehow read or control his mind.

FENESTIR "SWIFTHAND" GALANDER

8th-level Human Female Ranger

Str 15
Dex 17
Con 15
Int 10
Wis 14
Cha 12
Alignment: NG hp: 56
THACO 13 AC 3

Weapon Proficiencies: dagger, footman's mace, long sword, longbow, spear, short sword.

Non-weapon Proficiencies: endurance (15), mountaineering (NA), survival — hilly and mountainous climes (10), tracking +2 (16), weather sense (13).

Languages: Cold Tongue, Common, Flan.
Experience Point Tally: 231,220

Special Abilities: Can cast one 1st-level *Priest* spell per day (animal or plant spheres), +4 to hit giants, *Hide in Shadows* 54% (27% non-natural settings), *Move Silently* 67% (33% non-natural settings), can alter reactions of natural animals (PHB p.29).

Special Possessions: *short sword* +1, *dagger* +2, *studded leather armor* +2, *potion of fire giant strength*, *jar of Keoghtom's ointment* (4 doses).

Fenestir is a rough, tough, tomboyish young woman who has already made a name for herself within the ranks of the Fruztii. She has fought in the mountain passes of the Griffs in winter, journeyed into Stonefist and Tenh to fight and wandered far and wide in the barbarian lands. She is curious and independent—a true free spirit.

Fenestir likes a strong leader in any group she is with, providing that the leader has the brains (in addition to strength) to maintain cohesion and make his word stick. She prefers not to worry about leadership and to do what she does best which is scouting and searching and keeping watch. She doesn't suffer fools gladly, but is always happy to have strong fighters around to stand shoulder to shoulder with her when combat beckons.

Fenestir has little time for non-barbarians, believing their men to be milksops and their women to be subservient. She expresses these views unambiguously and quite tactlessly when she feels like it, and does this sometimes just to be mischievous.

INGRID HASHANDIR

9th-level Human Female Druidess of Obad-Hai

Str 11
Dex 15
Con 15
Int 10
Wis 17
Cha 16
Alignment: N hp: 47
THACO 16 AC 3

Weapon Proficiencies: club, scimitar, spear, sling.

Non-weapon Proficiencies: direction sense (18), healing (15), herbalism (8), rope use (15), weather sense (16).

Languages: Cold Tongue, Common, Druidic.
Experience Point Tally: 336,500.

Special Abilities: identify plants, natural animals and pure water, pass through overgrown areas at normal rate and leave no trail, immune to *charm* spells cast by woodland creatures, *shapechange* to bird, reptile or mammal 3/day, +2 to saving throws versus fire and electrical attacks.

Spell Use: 6 1st-level, 6 2nd-level, 4 3rd-level, 2 4th-level, and one 5th-level spell per day. Spheres allowed: all, animal, divination (minor), elemental, healing, plant, weather.

Special Possessions: *Spear* +1, *shield* +1, *ring of protection* +2 (with normal leather armor), *potion of flying*, *magical jar* which keeps mistletoe fresh for up to 12 months.

Ingrid is a fascinating and rare barbarian. She is an albino with platinum-blond hair, exceptionally tall at 6' 2", with very slender limbs and hands. She has a natural grace and beauty which is unforgettable because of the rarity of her appearance.

Ingrid loves the wilderness, the purity of mountains and ice, rivers and virgin forests. She loves to travel wherever her feet take her in the north-eastern lands. She is quite a pragmatic woman, earthy and self-possessed, and she has a very practical common sense. She can spot flaws in tactics and strategies quite easily, and likes to have the details of plans well attended-to.

Ingrid is an orphan without family ties, but within her tribe she is valued for her healing skills and kindly nature.

SABRALA STARBREAKER

9th-level Half-elven Female Bard

Str 9
Dex 16
Con 9
Int 16
Wis 13
Cha 17
Alignment: CN hp: 32
THACO 16 AC 2

Weapon Proficiencies: broadsword, dagger, short sword, short bow.

Non-weapon Proficiencies: artistic ability (13), disguise (16), musical instrument—northern pipes (15), read/write (17), singing (17).

Languages: Cold Tongue, Common, Elven, Flan.

Experience Point Tally: 119,755

Special Abilities: Bard skills (CW80, DN50, PP30, RL75), singing improves combat abilities of friends (PHB, pp. 42-43), can modify NPC reactions by up to -3 if they fail a save vs. paralyzation, 45% chance to know some history of an identifiable magic item, 30% resistance to *sleep* and *charm* spells, finds secret doors 1 in 6 (2 in 6 if concentrating), 60' infravision.

Spell Use: 3 1st-level, 3 2nd-level, and 2 3rd-level Wizard spells per day.

Spellbook: 1st Level: *change self*, *charm person*, *comprehend languages*, *detect magic*, *light*, *magic missile*, *read magic*, *shield*. 2nd Level—*detect invisibility*, *ESP*, *glitterdust*, *improved phantasmal force*, *invisibility*, *knock*, *web*. 3rd Level—*dispel magic*, *fireball*, *fly*, *hold person*, *protection from evil* 10' radius.

Special Possessions: *broadsword* +1/+2 versus magic using and enchanted creatures, *cloak of protection* +2 (leather armor), *boots of levitation*, *brooch of shielding* (61 hp remaining).

No one can remember when Sabrala came from the lands of the Ice Barbarians, or how a slip of a girl with an elven father ever got born there. But the wild-eyed young bard with the heartbreaking voice brought her stories and visions to the Frost barbarians and they took her to their hearts. Her pipe rendering of the forlorn Flowers of the Forests has brought tears to the eyes of barbarians long hardened by battle and death, and she has played and sung several times for the King himself.

Sabrala becomes almost possessed when she sings, recites, or plays the music dearest to her. She almost seems to become figures in the legends, to assume their mantles and sorrows, and her performance is breathtaking. The more powerful the legend, the deeper Sabrala becomes immersed in it and the more inspired she becomes.

Sabrala's taken name, Starbreaker, comes from an old Fruztii expression relating to the exhalation of breath in bitterly cold air. The breath frosts at once and tiny snowflakes fall to the ground appearing like the breaking of stars. The King once compared Sabrala's ballad voice to the gentleness of breath falling to the ground, and in honor of his compliment she adopted the name she now carries.

Sabrala travels as she will through the world, free-spirited and dreaming, wishing only to learn more of legend, song, magic, and timelessness. Other-worldly and strange, she is nonetheless not gullible or foolish. When it is necessary, a bard must sing for her supper and Sabrala knows how to use her charms and wit.

Mallon Fer'Asque

8th Level Male Half-elven Wizard (Mage)

Str 9
Dex 9
Con 15
Int 17
Wis 11
Cha 14
Alignment: N hp: 29
THACO 18 AC 4

Weapon Proficiencies: dagger, dart.

Non-weapon Proficiencies: ancient languages (17), etiquette (14), herbalism (17), read/write (17), spellcraft +2 (17).

Languages: Common, Elven, Flan, Nyrondese.

Experience Point Tally: 122,725

Special Abilities: 30% resistant to *sleep/charm* spells, *detects secret doors* 1 in 6 (2 in 6 if concentrating), 60' infravision.

Spell Use: 4 1st-Level, 3 2nd-Level, 3 3rd-Level, and 2 4th-Level spells per day.

Spellbook: 1st level: *charm person*, *color spray*, *detect magic*, *feather fall*, *identify*, *magic missile*, *phan-*

tasmal force, *read magic*, *sleep*, *unseen servant*. Level 2: *alter self*, *continual light*, *ESP*, *fog cloud*, *hypnotic pattern*, *know alignment*, *mirror image*, *strength*. Level 3: *dispel magic*, *fireball*, *fly*, *Leomund's tiny hut*, *lightning bolt*, *slow*. Level 4: *confusion*, *fear*, *ice storm*, *polymorph self*, *stoneskin*, *wizard eye*.

Special Possessions: *dagger* +2, *bracers of defense* AC 5, *ring of protection* +1, *wand of lightning* (5 charges), *dust of disappearance* (4 pinches).

Mallon Fer'Asque is a young Nyrondese half-elf who is deeply devoted to his tutor and mentor, Karasten Meldraith, who resides in White Fanged Bay. Karasten has saved the half-elf's life at least twice and Mallon feels a strong debt of loyalty to the old mage.

Mallon himself is a little twitchy, rather insecure and shy, but he has a charming manner and agreeable features and is generally well-liked. He is rather diffident, makes nervous little chopping gestures with his hands and tension shows in his lined brow and in the bunching of muscles at the back of his neck and between his shoulders.

Mallon is something of a scholar, enjoying the study of old languages and legends; his researches at Karasten's request have borne some fruit.

STUMRED BARDURAN

6th/7th Level Mountain Dwarf Fighter/Thief

Str	16
Dex	17
Con	16
Int	9
Wis	9
Cha	8
Alignment: N	hp: 42
THACO 14	AC 3

Weapon Proficiencies: battle axe, crossbow, dagger, short sword, warhammer.

Non-weapon Proficiencies: blindfighting (NA), endurance (16), jumping (16), mountaineering (NA).

Languages: Common, Dwarven, Gnome.
Experience Point Tally: 55,255 (per class).

Special Abilities: Thief skills (PP35, OL80, FRT70, MS35, HS25, DN65, CW70, RL15), triple damage on backstab, racial underground detection abilities (PHB, p.21), +4 saves versus magic and poison, +1 to hit versus orcs and goblins (and half-orcs and hobgoblins), ogres, trolls, ogre magi, giants and titans attack at -4 on hit rolls, 60' infravision.

Special Possessions: battle axe +1, dagger +1, dwarf-sized leather armor +2, gauntlets of

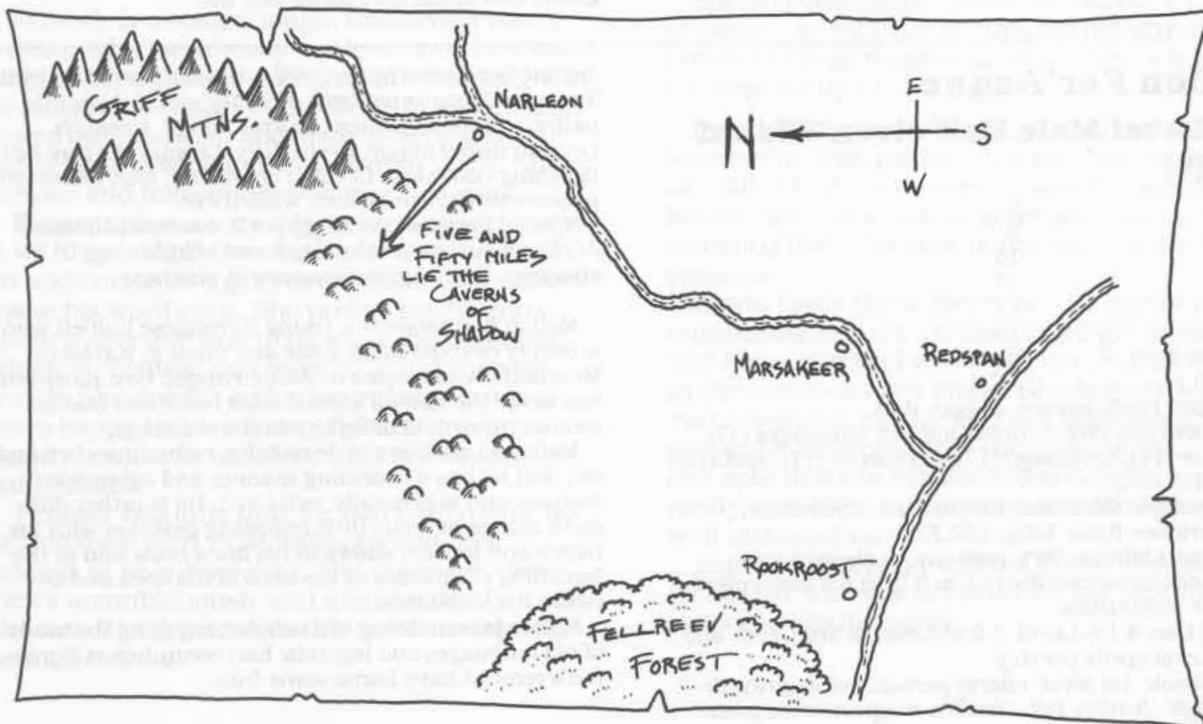
dexterity, bag of holding (1,500 lb. capacity).

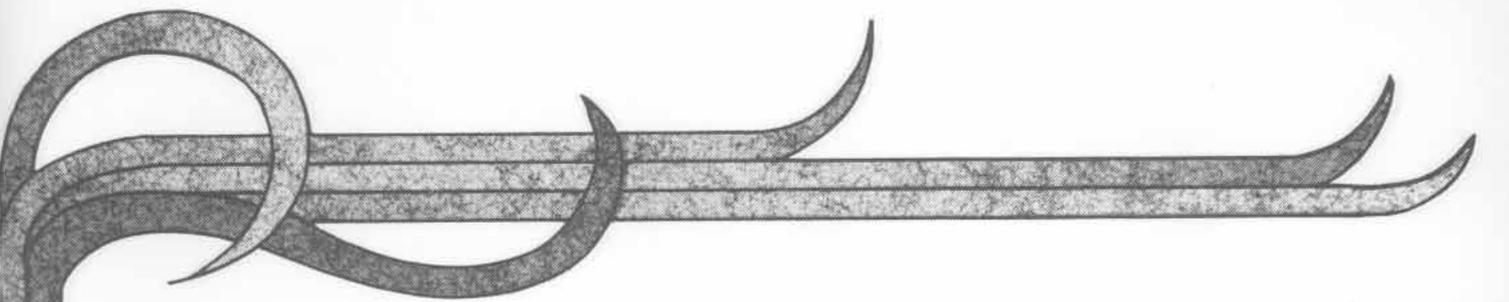
Stumred is a mountain dwarf from Ratik. He is more outgoing and sociable than many of his people, despite his poor Charisma, and he also knows Helden from previous trips together. He likes and trusts the honest barbarian leader.

Stumred has seen several winters of fighting with the Frost Barbarians down in the Bone March, but he is also knowledgeable about the Griff mountains and knows his way about the passes and valleys to the west of the Frost Barbarian lands. He's a very competent, careful adventurer and mountaineer and he hates taking undue risks.

Stumred is nobody's fool when it comes to travelling. He likes to get well-organized with supplies and resources and he likes attending to detail. He's almost a quartermaster for any adventuring group. Of course, his magical bag gives him a distinct advantage in this respect.

Stumred's clan of dwarves lives to the west of the Timberway forest, thus he and his people are very familiar with the Fruztii. Although he doesn't have Cold Tongue listed as a proficiency, the DM may allow him to pick up the gist of a conversation if he makes a successful Intelligence check (but only the gist thereof).





Non-Player Characters Mulsever's Bandit Gang

Igrin Mulsever is a tall and powerfully-built, dark-haired man with a hectoring voice and contemptuous manner. He is half-psychotic in battle, swearing foul oaths at his enemy. His paramour, Anneka, is altogether smarter but no less evil; she usually attempts to strike at easy targets: mages, rogues and the like. The three other warriors are a surly, hateful bunch who serve Igrin out of fear and because the pickings have been good to date. Last, Hanna the rogue hangs around because of good pickings, especially because the others seem to be too stupid to notice that she "sets aside" a few extra coins for herself when loot is divided up.

Igrin Mulsever, 7th Level Human Male Bandit Fighter: AC 0; MV 9; hp 60; Str 17, Dex 16, Con 16, Int 9, Wis 13, Cha 13; #AT 3/2; Dmg 1d8+4 (magical *long sword* +1, also weapon specialized and Strength bonus); Alignment CE; THACO 13 (11 with *long sword*). Magic: *shield* +1 (normal plate armor), *long sword* +1, *potion of extra-healing*. Igrin has 37 gp and 9 pp in a pouch, a thick gold neckchain worth 150 gp, and a platinum wrist bracer set with small moonstones worth 800 gp.

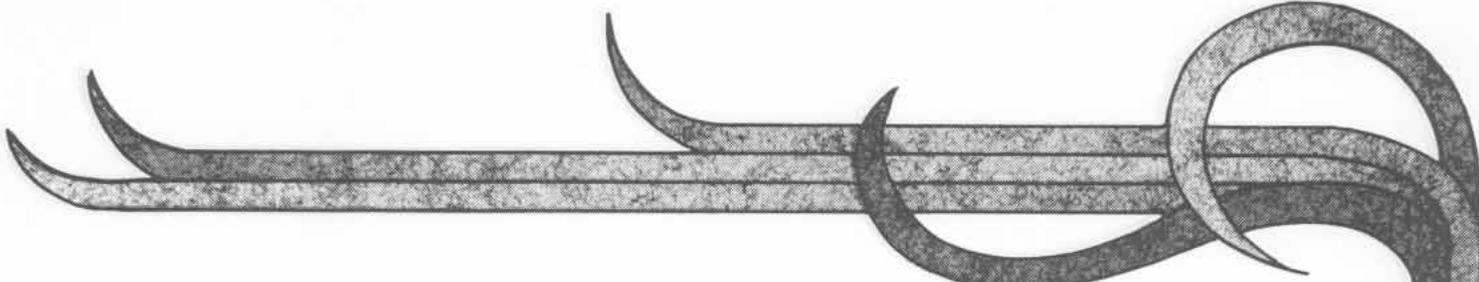
Anneka Folksjan, 5th Level Human Female Bandit Fighter: AC -2 (plate mail and shield); MV 9 (24 on horseback and see magic items below); hp 36; Str 13, Dex 18, Con 11, Int 14, Wis 8, Cha 13; #AT 1; Dmg 1d8+1 (*bastard sword* +1 used one-handed against non-large enemies); Alignment CN; THACO 16. Magic: *bastard sword* +1, *necklace of missiles* (one 7HD and one 3HD missile remaining), *potion of hill giant strength*, *horseshoes of a zephyr* on the light warhorse. Anneka has jewelry (bracelet, two small rings, gold-threaded silk headband) worth a total of 700 gp.

Hanna Blackhand, 6th Level Halfling Female Rogue: AC 2 (halfling-sized *leather armor* +2); MV 6; hp 27; Str 11, Dex 18, Con 15, Int 15, Wis 12, Cha 10; #AT 1; Dmg 1d6+1 (*shortsword* +1), triple backstab damage; Alignment CE; THACO 18 (14 on backstab). Thief skills (PP70, OL60, FRT45, MS70, HS70, DN30, CW55, RL05). Magic: *leather armor* +2, *short sword* +1, *ring of blinking*, *dust of disappearance* (2 pinches). Hanna has various belt pouches and pockets with a total of 52 pp and small jewelry trinkets worth 600 gp. She also has a secret compartment in each boot heel (Intelligence check at -4 to detect this on a search), each of which contains one 1,000 gp gem.

Poison: Hanna has a flask with 4 applications of insinuating Class A blade venom (10-30 minutes onset time, save vs. poison or take 15 hp of damage). Each dose can be applied in 2 rounds and is active for 1 turn or until 1d2 blows have been struck in melee, after which time the poison has either evaporated or been wiped from the blade through physical contact.

Bandits (3 4th Level Human Male Bandit Fighters): AC 3 (chain mail, shields, Dexterity bonus); MV 9; hp 17, 19, 25, 29; #AT 1; Dmg 1d8+1 (long sword and Strength bonus) or 1d6 (longbows); Alignment CE (2), NE (2); THACO 16. Each bandit has 3d10 gp and 1d10 pp in a pouch.

Animals: Each of the fighters has a light warhorse: AC 7; MV 24; HD 2; hp 12 each; #AT 2; Dmg 1d4/1d4; Alignment N; THACO 19; SZ L; ML 6. Igrin's horse has saddlebags containing 315 sp, 190 gp and 150 pp. Other horses have saddlebags with mundane equipment (including food, ropes, blankets, etc.), so PCs can possibly replenish equipment stocks here as the DM determines. Hanna has a riding pony: AC 7; MV 12; HD 1+1; hp 9; #AT 1; Dmg 1d3; Alignment N; THACO 19; SZ L; ML 7.



The Ice Barbarians

The leader, Gundar Hjortensen, is a 6' 4" white-haired bear of a man, massively built, with a long moustache and crooked teeth. Tosti, the leader of his men, is a tough and wiry woman with page-boy cut platinum blonde hair and strikingly pale skin, her plate mail padded with fine ermine. Otar the priest has an unusual physical characteristic: His blue eyes are slightly clouded and if he tries to target a spell, he is 10% likely to be unable to do so and misdirect the spell (effects as the DM decides). He also has a -1 penalty to all hit rolls (included in the stats below). He is an ugly man, slightly bandy-legged and buck-toothed. Rolf the mage is a thin, cadaverous creature with a grey sheen to his skin. He walks with a stoop and has an awful habit of wiping his nose across his wrist. The four fighting men are well-trained, disciplined, and loyal. The group is completed by a huge winter wolf with 35 hit points which is ferociously loyal to Gundar, since he raised it from being a mere cub.

This group is very dangerous indeed. Chapter 2 gives detailed instructions for making the most of them tactically.

Gundar Hjortensen, 8th Level Human

Male Fighter: AC -2; MV 16 (*boots of speed*, allowing for encumbrance); hp 61; Str 18/84, Dex 17, Con 15, Int 9, Wis 16, Cha 14; #AT 3/2; Dmg 2d4+7 (*bastard sword* +1, weapon specialized, strength bonus); Alignment CE; THACO 11 (9 with magical *bastard sword*). Magic: *chain mail* +2, *boots of speed*, *bastard sword* +1, *longbow* +1, *ring of protection* +1, *potion of invulnerability*. Gundar has a splendid pair of platinum arm bracers set with ornamental gems worth 2,500 gp and gold bracelets worth 400 gp.

Tosti Thodor, 6th Level Human Female

Fighter: AC 0; MV 9; hp 40; Str 17, Dex 11, Con 15, Int 15, Wis 15, Cha 15; #AT 1; Dmg 1d8+2 (*long sword* +1); Alignment NE; THACO 14. Magic: *plate mail* +1, *shield* +1,

long sword +1, *lavender ioun stone* (absorbs 16 spell levels from incoming spells up to 4th level), *potion of extra-healing*. Tosti is vain and has much personal jewelry worth a total of 1125 gp.

Otar Erlendssen, 5th Level Human Male

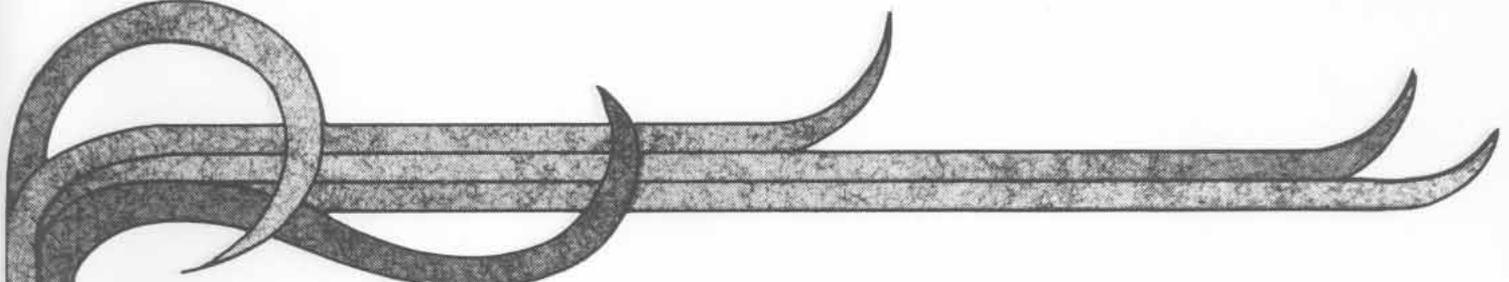
Priest of Ralishaz: AC 4; MV 12; hp 31; Str 11, Dex 12, Con 16, Int 10, Wis 17, Cha 12; #AT 1; Dmg 1d6+1 (*footman's mace*); Alignment CE; THACO 19. Spells: *bles*, *cure light wounds* ×2, *endure heat*, *sanctuary*; *barkskin*, *resist cold*, *silence* 15' radius ×2, *withdraw*; *dispel magic*, *prayer*. Magic: *incense of meditation* (2 blocks in a small wooden box), *jar of Keoghtom's ointment* (3 applications remaining). Otar carries no personal treasure.

Rolf Harkennen, 6th Level Human Male

Mage: AC 8 (2 or better with *shield* spell); MV 12 Fl 15 (*cloak of the bat*); hp 17; Str 10, Dex 9, Con 9, Int 17, Wis 17, Cha 7; #AT 1; Dmg 1d4+1 (*dagger* +1); Alignment NE; THACO 19. Spells: *magic missile* ×2, 3 missiles per spell), *protection from good*, *shield*; *invisibility*, *mirror image*; *dispel magic*, *fireball*. Magic: *cloak of the bat*, *dagger* +1, *wand of magic missiles* (16 charges), scroll of 2 spells (*stinking cloud*, *massmorph*), scroll of 3 spells (*extension I*, *stoneskin*, *infravision*). Rolf has a silver neckchain with a small ruby and bloodstone pendant worth 1000 gp.

Barbarian 4th Level Fighters (4):

AC4 (chain mail and shield); MV 9; hp 25 each; #AT 1; Dmg 1d8 (long swords) or 1d6 (longbows); Alignment CE (2), NE, CN; THACO 17. Fighter #1 has a *potion of extra-healing*. Fighter #2 has 17 Dexterity for AC1 (and THACO 15 with missiles). Fighter #3 has 16 Con for 33 hp. Fighter #4 has a *ring of fire resistance*, and also carries a pouch with coins for any necessary travelling funds—100 gp and 400 pp.



Planned Encounters

There are four planned encounters, one of which is a stiff combat challenge, another a simple combat allowing the PCs to gain information and resources, and two of which are non-combat encounters. Again, these should be used during the travel to Garek Enkdal.

Encounter 1. The Frost Barbarians

This is simply an encounter with some of the PCs' own people (assuming the PCs are Frost Barbarians). A small Fruztii group is inching along the foothills of the Griff Mountains, heading for Rookroost. There are 12 of these barbarians, each a warrior of level 3-8 (d6 + 2). They are wary of the PCs at first, but if they are approached politely and greeted well, their leader, Kendric Perhanssen, will be friendly and make an offer of sharing food and camp for the night.

These barbarians won't say much about what they are doing because they are actually taking money to Rookroost to pay for weaponry (exactly what the PCs have done). They don't make over-nosy and tactless inquiries about the actions of the PCs either. They bring some news from home which isn't good. There have been reverses in the east: a Stonefist force from Kelten inflicted a severe defeat on one group of Frost Barbarians a couple of weeks ago. They then proceeded to destroy the border community of Ranskin. Pick one PC at random and inform the player of that PC that he had relatives living there who were slain—the whole village was wiped out. Three warships were lost aiding the men of Ratic in a fruitless coastal assault just south of the Loftwood. Furthermore, Snow Barbarians have become increasingly arrogant about their role in directing overall barbarian operations and belittling the Fruztii.

This encounter is designed to make the PCs more dedicated to their quest—their people need the inspiration of the Blades of Corusk.

Encounter 2. The Savage Fist

The men of Stonefist are murderous, savage bandits. The roaming and pillaging units known as Fists threaten all who travel through their land. The PCs are about to find this out.

They're very unlucky because the leader of this Fist is a high-level priest of Erythnul who is returning from fighting against barbarians to the east. It is he who masterminded the destruction of Ranskin. He has a force of 20 men mounted on medium warhorses, four sergeants and 16 cavalymen, and a magical *goat of travail* on hand. Statistics are given for these enemies, followed by notes on their tactics.

Sergeants (4th Level Fighters): AC 2 (plate mail, dexterity bonus); MV 6; hp 30 each; STR 17; #AT 1; Dmg 2d4 + 3 (bastard sword, weapon specialization, Strength bonus) or 1d6 (spear); AL CE (2), NE (2); THACO 15 (16 with spears, including dexterity bonus). Magic: #1 has a *bastard sword* + 1 for THACO 14 and Dmg 2d4 + 4; #2 has a *ring of protection* + 1; #3 has a *potion of extra-healing*; #4 has no magic.

Cavalymen (16 2nd Level Fighters): AC 5 (chain mail); MV 12; hp 11 each; STR 17; #AT 1 at + 2; Dmg 1d8 + 3 (long swords, weapon specialization, Strength bonus) or 1d6 (spears); AL CE (7), NE (4), LE (1), CN (4); THACO 18.

Bamair Mandarek, Priest (12th Level) of Erythnul: AC - 3 (*plate mail* + 3, Dexterity bonus); MV 12; hp 71; Str 16, Dex 17, Con 16, Int 10, Wis 18, Cha 4; #AT 2; Dmg 1d6 + 5/ 1d6 + 5 (*magical mace*—see below); AL CE; THACO 14 (11 with mace). Spells: *bless* × 2, *command* × 2, *endure heat/cold*, *magical stone*, *protection from good*; *aid*, *barkskin*, *chant*, *hold person* × 2, *resist cold*, *withdraw*; *animate dead*, *cause blindness*, *dispel magic* × 2, *prayer* × 2; *cloak of bravery* × 2, *cloak of fear*, *free action*; *flame strike* × 2; *conjure animals*, *word of recall*. Magic: CE aligned *mace of speed* + 3 (double attacks at + 3), *plate mail* + 3, *ring of fire resistance*, *scroll of 2 spells* (*dispel magic*, *word of recall*, at 12th level), *scroll of 3 spells* (*animate dead*, *cloak of fear*, *prayer*). Bamair wears a thick red silk-lined rusty-colored cloak (worth 800 gp) and wears a thick gold and silver bracelet set with moonstones and a ruby worth 6000 gp.

The tactics of this group are fairly simple and give the PCs just one real chance of avoiding major damage. The riders approach to within 100 yards of the PCs, where Bamair casts a *prayer* spell. They then ride to within 60 yards of the PCs, shouting at them to surrender their goods. Bamair is arrogant and will under-rate the PCs. Believing that one demonstration of his power will do the trick, he eschews any further protective spellcasting and dumps a *flame strike* centered on the toughest looking fighter in the PC party. The sergeants and cavalymen then raise their spears and wait for the PCs to surrender.

If the players state that their PCs are going to attack (e.g., with spells), they gain a +1 bonus to initiative this round since the Fist expects them to surrender. If the players state that their PCs are going to attack while feigning surrender, they will gain a +3 bonus to initiative this round. They need to get in some hefty magical shots here, and a defensive spell such as a *wall of fire* to keep the horsemen at bay could be vital in buying the PCs time to cast protective spells and prepare for battle.

The horsemen will throw their spears at the

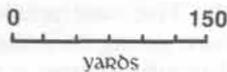
PCs, then dismount (assume they all have the Riding—land-based proficiency) and fight with the swords. Bamair first looses his *goat of travail* (see *DMG*, p. 168) to charge and then uses his *conjure animals* spell. This works slightly unusually since the man is a priest of Erythnul, being more akin to a *monster summoning* variant: it summons three copper trolls (see **Monster Statistics Chart**), copper-skinned trolls with a lower AC than normal. Bamair then employs *slay living* against anyone trying to melee him, and then *cloak of fear* and *free action* before dismounting and wading into melee with his dreadful stone-headed mace.

The ordinary cavalymen have a morale of 14, the sergeants a morale of 16, but subtract 6 from these numbers if Bamair dies or leaves the scene. Bamair's tactical decision to flee (he has *word of recall* as a memorized spell and on a scroll, and has a safe haven in Erythnul's temple in Kelten) will be based solely on his own personal safety. If reduced to 15 hit points or less, he seeks to escape.

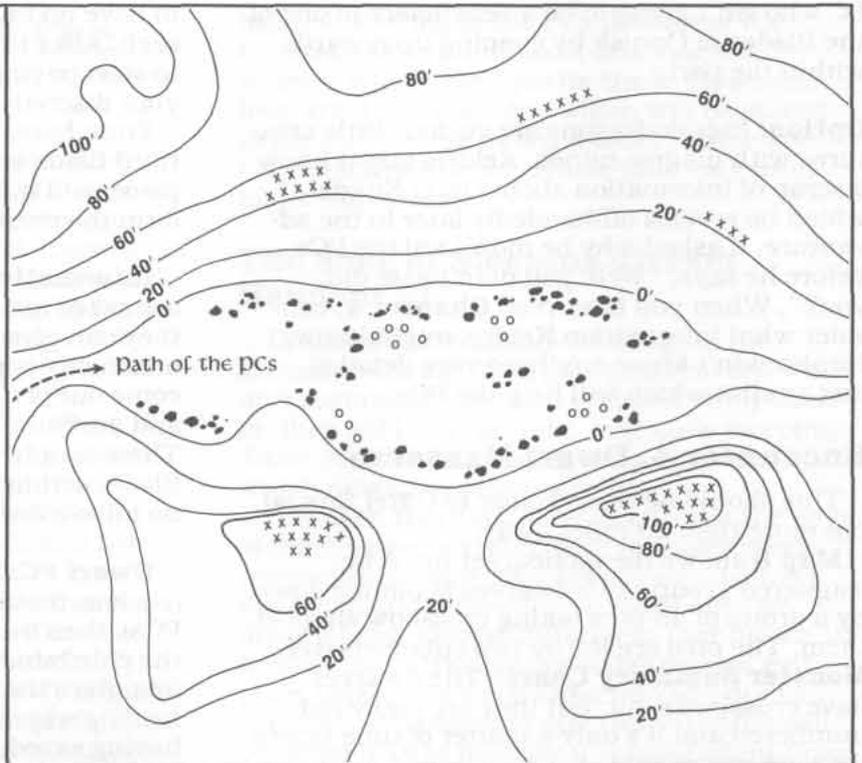
Bamair's Mace: This is an evil, vile thing, a



Dwarf Massacre



- X = ORC
- O = Dwarf
- 40' ~ = Elevation (height above valley level)



stone-headed mace striking twice per round and heavily bloodstained. Any creature of good alignment grasping it suffers 2d6 points of damage per round in contact with it. Any neutral-aligned creature suffers 1d6 points of damage per round for such contact.

Encounter 3. Getting A Little Familiar

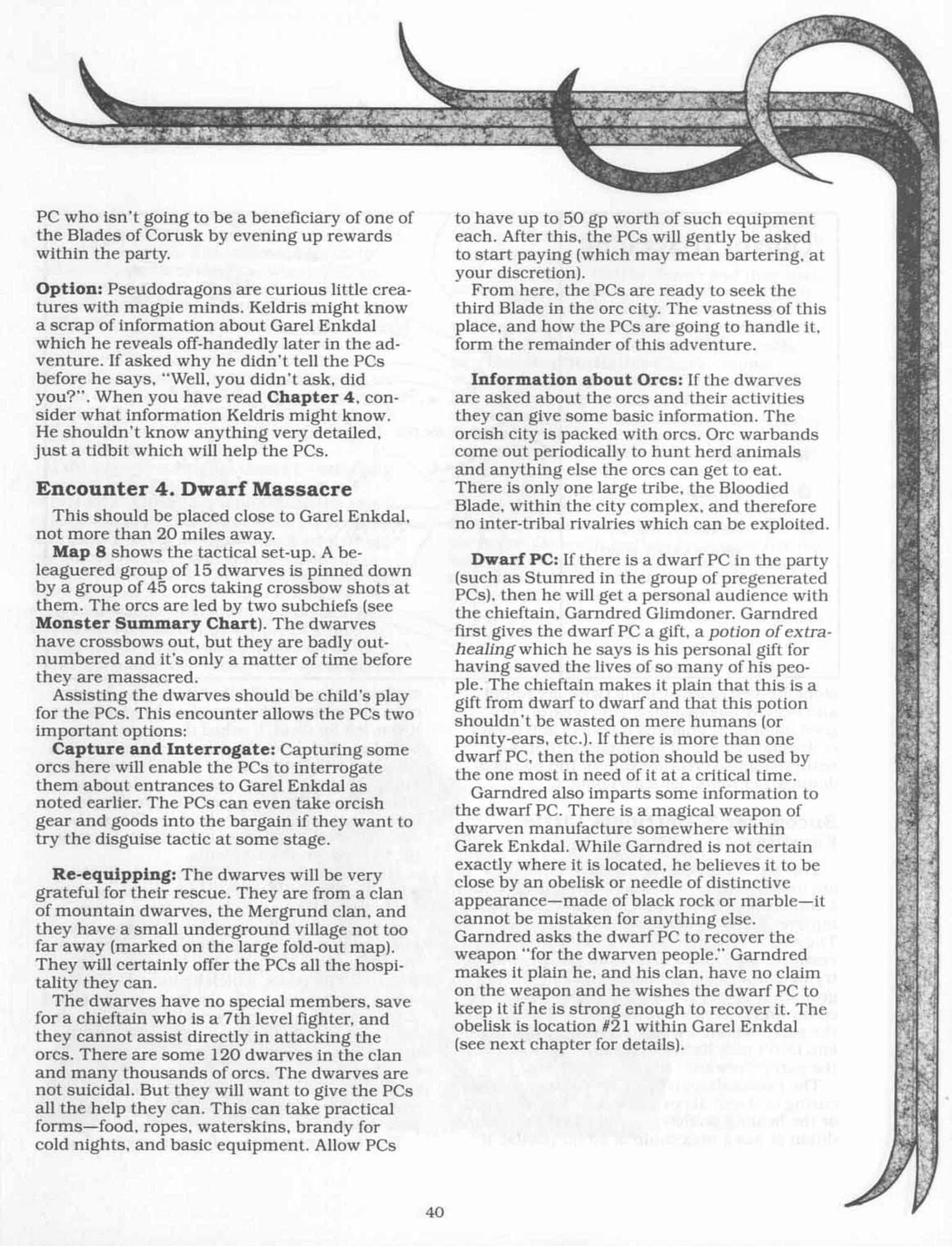
This encounter can be used when the PCs are making camp or resting up. The PCs hear a slithering noise, as if an animal were crawling over the ground (whether rock or grass). The sound is easily located and if the PCs investigate they find a badly hurt pseudodragon trying desperately to haul itself along the ground. It is very feeble and frightened and communicates extreme distress to a wizard in the party, whom it will latch onto as a companion. Don't pick Karasten for this role if he is in the party; "reward" a junior spellcaster.

The pseudodragon has 1 hit point and needs curing or it will die in 1d6 hours. Use of a spell or the healing proficiency will stabilize its condition (it has a maximum of 15 hit points). It

explains telepathically that it was the familiar of an elven mage who was slain by giants and it was left for dead. If asked the mage's name, it replies "Kalendrin Myrshander." Mallon and Karasten will both vaguely recall him as being indeed that of an elven mage, possibly from Nyron (the little creature confirms this detail). Use of tracking may lead the PCs to the ambush area, but won't enable them to track the by now far-distant giants.

The pseudodragon, whose name is Keldris, will attach himself to a wizard who shows him kindness and invites him to become a companion. The little creature has a personality of his own, though, so you should consider running him as an NPC. Keldris is curious and fascinated by gems, which he loves to play with using his paws. He also loves to romp and sing and have his tummy rubbed (he rolls over onto his back playfully to invite this), and he is distinctly hyperactive at times. He confers the usual advantage to his master when in contact with him (35% magic resistance). He has a disconcerting habit of licking his master's ears periodically.

This encounter gives a further reward to a



PC who isn't going to be a beneficiary of one of the Blades of Corusk by evening up rewards within the party.

Option: Pseudodragons are curious little creatures with magpie minds. Keldris might know a scrap of information about Garel Enkdal which he reveals off-handedly later in the adventure. If asked why he didn't tell the PCs before he says, "Well, you didn't ask, did you?". When you have read **Chapter 4**, consider what information Keldris might know. He shouldn't know anything very detailed, just a tidbit which will help the PCs.

Encounter 4. Dwarf Massacre

This should be placed close to Garel Enkdal, not more than 20 miles away.

Map 8 shows the tactical set-up. A beleaguered group of 15 dwarves is pinned down by a group of 45 orcs taking crossbow shots at them. The orcs are led by two subchiefs (see **Monster Summary Chart**). The dwarves have crossbows out, but they are badly outnumbered and it's only a matter of time before they are massacred.

Assisting the dwarves should be child's play for the PCs. This encounter allows the PCs two important options:

Capture and Interrogate: Capturing some orcs here will enable the PCs to interrogate them about entrances to Garel Enkdal as noted earlier. The PCs can even take orcish gear and goods into the bargain if they want to try the disguise tactic at some stage.

Re-equipping: The dwarves will be very grateful for their rescue. They are from a clan of mountain dwarves, the Mergrund clan, and they have a small underground village not too far away (marked on the large fold-out map). They will certainly offer the PCs all the hospitality they can.

The dwarves have no special members, save for a chieftain who is a 7th level fighter, and they cannot assist directly in attacking the orcs. There are some 120 dwarves in the clan and many thousands of orcs. The dwarves are not suicidal. But they will want to give the PCs all the help they can. This can take practical forms—food, ropes, waterskins, brandy for cold nights, and basic equipment. Allow PCs

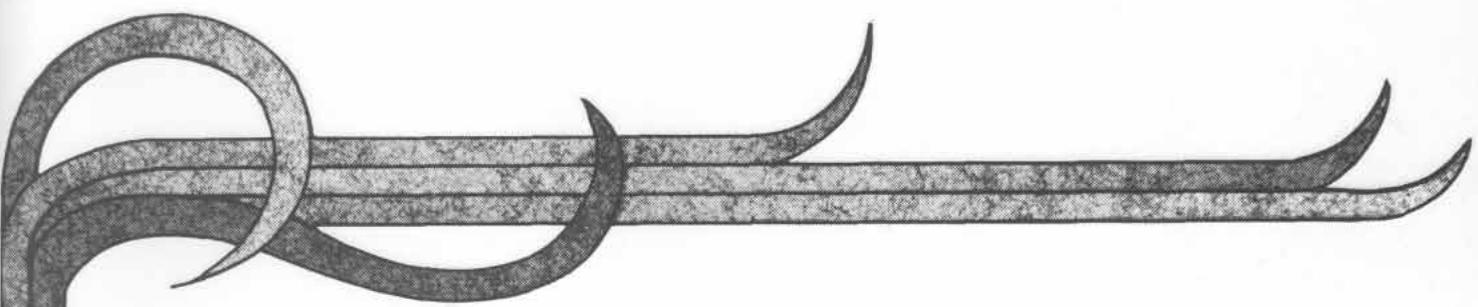
to have up to 50 gp worth of such equipment each. After this, the PCs will gently be asked to start paying (which may mean bartering, at your discretion).

From here, the PCs are ready to seek the third Blade in the orc city. The vastness of this place, and how the PCs are going to handle it, form the remainder of this adventure.

Information about Orcs: If the dwarves are asked about the orcs and their activities they can give some basic information. The orcish city is packed with orcs. Orc warbands come out periodically to hunt herd animals and anything else the orcs can get to eat. There is only one large tribe, the Bloodied Blade, within the city complex, and therefore no inter-tribal rivalries which can be exploited.

Dwarf PC: If there is a dwarf PC in the party (such as Stumred in the group of pregenerated PCs), then he will get a personal audience with the chieftain, Garndred Glimdoner. Garndred first gives the dwarf PC a gift, a *potion of extra-healing* which he says is his personal gift for having saved the lives of so many of his people. The chieftain makes it plain that this is a gift from dwarf to dwarf and that this potion shouldn't be wasted on mere humans (or pointy-ears, etc.). If there is more than one dwarf PC, then the potion should be used by the one most in need of it at a critical time.

Garndred also imparts some information to the dwarf PC. There is a magical weapon of dwarven manufacture somewhere within Garel Enkdal. While Garndred is not certain exactly where it is located, he believes it to be close by an obelisk or needle of distinctive appearance—made of black rock or marble—it cannot be mistaken for anything else. Garndred asks the dwarf PC to recover the weapon "for the dwarven people." Garndred makes it plain he, and his clan, have no claim on the weapon and he wishes the dwarf PC to keep it if he is strong enough to recover it. The obelisk is location #21 within Garel Enkdal (see next chapter for details).



Chapter 4. City of the Orc Horde

The task for the PCs is terribly simple. They have to walk into a city of some 25,000 orcs pick up a sword, the location of which is unknown to them, and walk off with it. Clearly, this is going to take some organizing to be a success. The information in this lengthy chapter is likewise organized into sections which will make the adventure within the city much easier for you to run.

First, there is the matter of **How to Find The City**. This shouldn't be too tricky once the PCs are in the right area of mountains. However, surveillance and scrying can bring some important rewards for the PCs and help them infiltrate the city more easily.

Second, there is a **Location Guide** to the orc city. The PCs may have to make detours, test runs, and more to locate the sword *Stalker*. The DM needs to know exactly what is where within this underground complex. This is effectively a guide of the city and caverns.

Third, there is **Getting to The Sword**. The PCs will have to find out exactly where the sword is, or at least form an idea of where it might be. Magical help from *Dreamsinger* may be necessary to give them the final pointer to this location. Then the PCs have to get to the temple of Gruumsh, the orcish god of battle, within the city. This means getting past thousands of orcs in a spread of caverns and passages. The logistics and tactics of this offer the PCs lots of options (although gross violence is likely to be spectacularly unsuccessful), which are exhaustively reviewed here.

Finally, there is **The Temple and the Blackwell**, the detail of the location in which *Stalker* is to be found. Here, spellcasting enemies and worse await the PCs.

Last but not least, there is the minor matter of getting out of Garel Enkdal with the sword, getting away from the locale, and then concluding the adventure.

Dreamsinger's Visions

Two of these should be staged during this part of the adventure, which will be very difficult for you. It's important not to be heavy-

handed or to make the PCs think that the inspirations and actions of this magical weapon will do their job for them. However, here are the two visions which will be placed in the mind of the sword wielder. These are fully described here because they may be of major importance.

The Song of Sleeping (Dream Handout 9)

Dreamsinger implants an image of the dreamer walking through a great cavern with orcs rushing toward him or her. As they close in, they fall to the ground, magically sleeping. There is an eerie, echoing song in the air which magically affects the orcs.

However, there is a strange effect at the edge of the dreamer's visual field: the color green predominates and the edge of vision is fuzzy, distorted, and impossible to focus on. The dreamer also knows, intuitively, that he/she is headed into darkness and a dangerous, evil place where this sleep induction will not be effective. *Dreamsinger* and *Greenswathe* will combine here to produce a Transcendent Property of magical *sleep* (see the **Appendix**) at the climax of this adventure—this is discussed later in this chapter.

The Sword in the Blackness (Dream handout 10)

This is an amplification of a vision presented earlier. The dreamer knows that the sword is plunged into blackness. This is the dominant, recurring image and sensation—bitter cold and blackness. There is also a single image of a tall black structure like a pillar which the dreamer senses may be close to the sword.

DM Note: this identifies the Black Obelisk in the cavern of the Temple, where the sword is located. A dwarf PC may be able to add some more information if he talked to the dwarf chieftain earlier, (see Chapter 3).

Finding Garel Enkdal

This can be done automatically if the PCs manage to interrogate an orc prisoner. The orc will claim that the only entrance is at location #1 on the large map (Map 9 on the fold-out



mapsheet). Guards are stronger here and the orc wants to land the PCs in trouble.

Finding an entrance to the city can also be done automatically if the PCs get to talk to the dwarves (Encounter 5 in Chapter 3). The dwarves know of both entrances at #1 and #6, and tell the PCs that both are heavily guarded.

Both entrances are in the side of a forbidding mountain which rises more than 600' above its neighbors, and which is visible up to 25 miles away.

If the PCs haven't managed to interrogate either orcs or dwarves, they will have to blunder on an entrance when they get into the right general area (the hex the entrance is marked on in the large fold-out map). For each half-day of searching in the hex, allow the party an Intelligence check (take their average Intelligence score). If they make the check, they find an entrance (#1 or #6, choose at random). If they fail, they have to keep trying. If they use some smart tactic, like using a *speak with animals* spell to interrogate a bird which might know the area (or better still, a carnivore which eats orcs!), add a bonus to this check.

"Finding an entrance" means that the PCs are able to see an entrance passage from some distance away—at least 200-300 yards away. If they take special precautions such as magical *invisibility*, they increase their chances for not alerting the guards. Such issues are dealt with in the section on **Getting to The Sword**.

Guide To Garek Enkdal

Population and Encounter Strengths

There are some 25,000 orcs in the city. However, they're not all trained fighters and warriors. Some are hunters, some are laborers, some are animal tenders, some are farmers (of a sort), and so on. This isn't to say that these other orcs aren't capable of fighting, (they certainly are), but they're referred to below as "ordinary orcs" to distinguish them from the leaner, fitter, fighting orcs (see also the **Monster Statistics Chart**). The exact numbers of such ordinary orcs present in locations are not usually specified. Likewise, fighting orcs aren't totally different from their brethren.

The resources of an underground city are scarce enough that any fighting orc has to pitch in and help with finding food, repairing buildings, making weapons, and the like.

However, some orcs have better combat ability and morale than others, and this is reflected in a summary statistic, the **Encounter Strength**. This is a measure of how tough it is to deal with the orcs in a location (and it applies both to combat and attempts to dupe, deceive, browbeat, or otherwise get past them). Exactly how the **ES** score works is dealt with later in this chapter. It is recorded on **Map 9** and also on the location guide to the city later in this chapter.

Encounter Strength (ES) ratings are given in situations where some kind of averaging and overall group strength is a useful way of dealing with enemies. For tougher creatures (ogres, etc.), and special cases, such an approximation is too simplistic and encounters should be resolved using standard game mechanics.

Finally, note that the orcs here are all members of the Bloodied Blade tribe. There are no major inter-tribe rivalries and hatreds the PCs can exploit.

Orc Statistics and Details

Stats for various orcs can be found on the **Monster Statistics Chart**. These include stats for standard fighting orcs, non-warriors, sergeants, and members of the Phalanx (the most powerful fighting orcs). There are also standard stats for orog and low-level orcish spellcasters, (but the spells of the latter will be specified in the main text). These "variants" will be noted as such in the text.

In the text here, individual stats will be found for exceptional orcs only, such as higher level spellcasters, and the orc chieftain and his personal bodyguard.

Note that all orcish shamans have their left eyes plucked out, and usually the left eye socket covered by a patch of lizard skin leather, in the service of the one-eyed orcish god Gruumsh.

Exact details of every last orcs' armor and weapons aren't necessary here. The **Monster Statistics Chart** gives adequate summary information. However, important points—such as possession of crossbows allowing missile



fire—will be noted.

The PCs aren't likely to have the time to stop and loot silver and copper from overcome orcs, but if they are mercenary characters use standard random treasure determinations. However, the PCs may want to grab some equipment items ("Can we get a bunch of ropes off these guards we just killed?"). Mundane items (rope, knives, rather horrid food, a waterskin or two, simple and crude utensils) should be retrievable by the PCs. But the orcs don't have anything rare or unusual.

Buildings and Description

The details of city buildings, save for the Temple, are unimportant. The PCs are not going to be dealing with the quest by searching through orcish homes on an individual basis and the restriction of infravision use doesn't allow them to get a grand panoramic vision anyway. However, you may want at some stage to describe the basic nature of orcish dwellings to the PCs. When they first come upon one of the major caverns read or paraphrase the following to them:

Looking into the gloom of the caverns, you see some ramshackle buildings of stone and rock. They are of varied size and haphazardly constructed—some don't have a roof, some lean at awkward angles, and some have holes in their walls which have been filled with mud and small stones. There are no doors or glass windows, only open spaces in the walls. Young orcs play outside while older ones kick them out of the way. Litter, refuse, and filth are strewn around outside most of the crude dwellings.

Buildings which are unusual in the central cavern (#14) are noted in the text and on **Map 9**. The Temple beyond the gate is also given individual detailing in **The Temple and the Blackwell**.

General Features

The cavern system in which Garel Enkdal is built is unusual. It is clear (to a dwarf, for example) that the system is basically a large set of limestone caves. However, the central cavern (#14) is clearly not entirely of natural origin. The walls and vaulted ceiling appear as if

a magical sphere with a segmented circumference had been expanded from a central point. The walls have weird, fluted, broad swathes of rock sweeping down from ceiling to floor. Stalactite formations hanging from the ceiling are also very unusual, both for shape (spirals and coils are common here) and color (pink and blue are common). The PCs won't know the reasons for all this, but it should keep them alert and wondering about the place.

For the purposes of combat, missile fire, fly spells, and the like, passages have a ceiling height of 10 + d10 feet. Caverns have an average height of 30 + 2d10 feet, but this varies from place to place within a cavern. The central city cavern (#14) has an average ceiling height of 110' rising to some 200' in the middle of the cavern.

Visual Restrictions

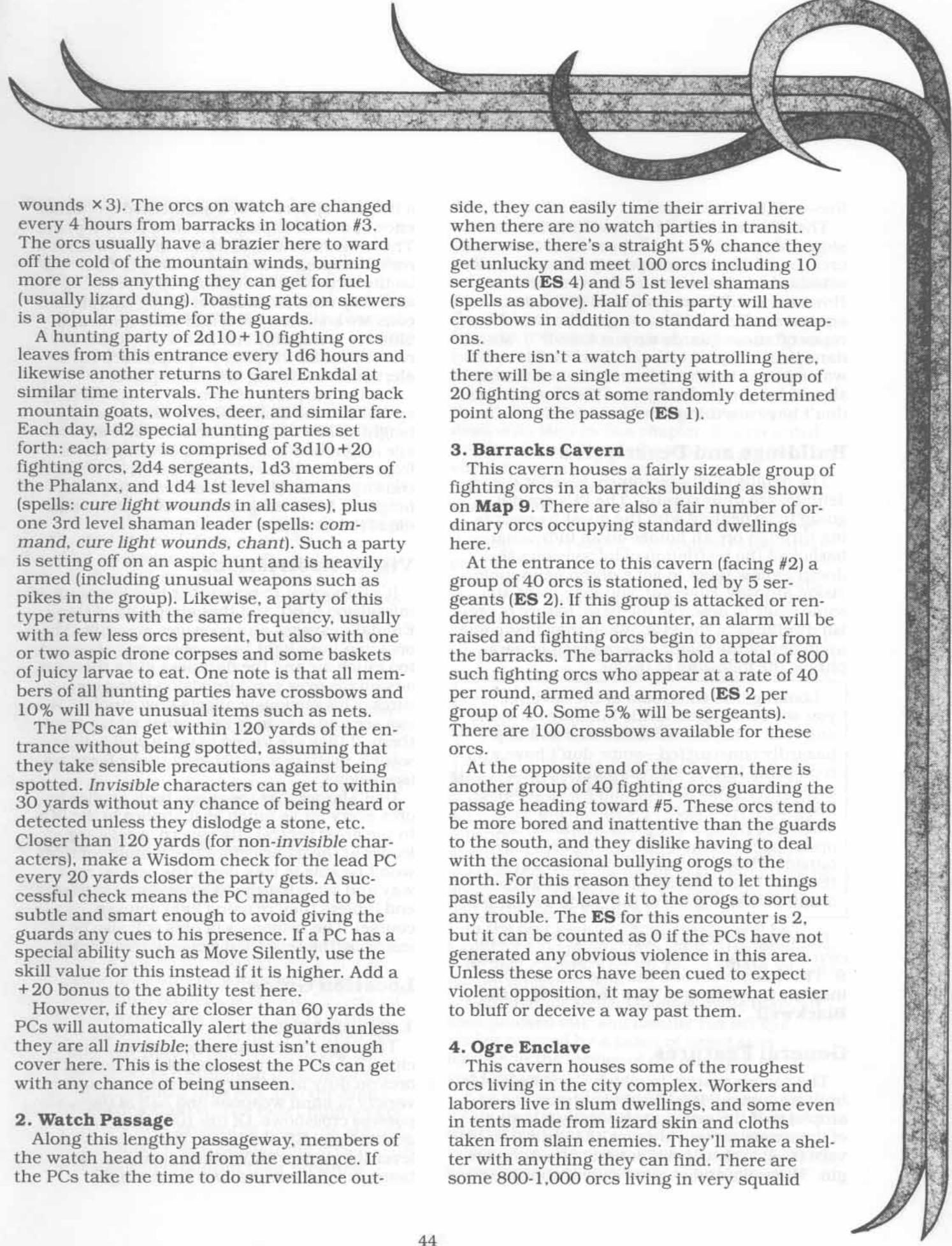
It's important to remember that the range of infravision is 60' and that almost all of Garel Enkdal's caverns and passages are unlit. The orcs don't use light because torches consume too much air and the darkness gives them an advantage over non-infravision using creatures. This obviously affects how much PCs can see and take in of the scenes which greet them. If they are forced to use a visible light source, matters may get very tricky for them (see below).

Don't forget that the range limit applies to orcs every bit as much as it applies to the PCs. In the great central city cavern, a military leader at the gates before the Temple complex won't be able to look down the central roadway and see what the PCs are doing at the far end (unless they're using light sources, of course). The responses of orcs will also be affected by the restricted range of their vision.

Location Guide

1. Guarded Entrance

This is the main entrance passage to the city. There is always a force of 100 vigilant orcs on duty here. They are equipped with a variety of hand weapons and half of them also possess crossbows. Of the 100, 10 are sergeants (total **ES** of 4 here). There are also 5 1st level shamans with Wisdom scores of 14 or better (spells: *command* × 2, *cure light*



wounds × 3). The orcs on watch are changed every 4 hours from barracks in location #3. The orcs usually have a brazier here to ward off the cold of the mountain winds, burning more or less anything they can get for fuel (usually lizard dung). Toasting rats on skewers is a popular pastime for the guards.

A hunting party of 2d10 + 10 fighting orcs leaves from this entrance every 1d6 hours and likewise another returns to Garel Enkdal at similar time intervals. The hunters bring back mountain goats, wolves, deer, and similar fare. Each day, 1d2 special hunting parties set forth: each party is comprised of 3d10 + 20 fighting orcs, 2d4 sergeants, 1d3 members of the Phalanx, and 1d4 1st level shamans (spells: *cure light wounds* in all cases), plus one 3rd level shaman leader (spells: *command*, *cure light wounds*, *chant*). Such a party is setting off on an aspic hunt and is heavily armed (including unusual weapons such as pikes in the group). Likewise, a party of this type returns with the same frequency, usually with a few less orcs present, but also with one or two aspic drone corpses and some baskets of juicy larvae to eat. One note is that all members of all hunting parties have crossbows and 10% will have unusual items such as nets.

The PCs can get within 120 yards of the entrance without being spotted, assuming that they take sensible precautions against being spotted. *Invisible* characters can get to within 30 yards without any chance of being heard or detected unless they dislodge a stone, etc. Closer than 120 yards (for non-*invisible* characters), make a Wisdom check for the lead PC every 20 yards closer the party gets. A successful check means the PC managed to be subtle and smart enough to avoid giving the guards any cues to his presence. If a PC has a special ability such as Move Silently, use the skill value for this instead if it is higher. Add a +20 bonus to the ability test here.

However, if they are closer than 60 yards the PCs will automatically alert the guards unless they are all *invisible*; there just isn't enough cover here. This is the closest the PCs can get with any chance of being unseen.

2. Watch Passage

Along this lengthy passageway, members of the watch head to and from the entrance. If the PCs take the time to do surveillance out-

side, they can easily time their arrival here when there are no watch parties in transit. Otherwise, there's a straight 5% chance they get unlucky and meet 100 orcs including 10 sergeants (ES 4) and 5 1st level shamans (spells as above). Half of this party will have crossbows in addition to standard hand weapons.

If there isn't a watch party patrolling here, there will be a single meeting with a group of 20 fighting orcs at some randomly determined point along the passage (ES 1).

3. Barracks Cavern

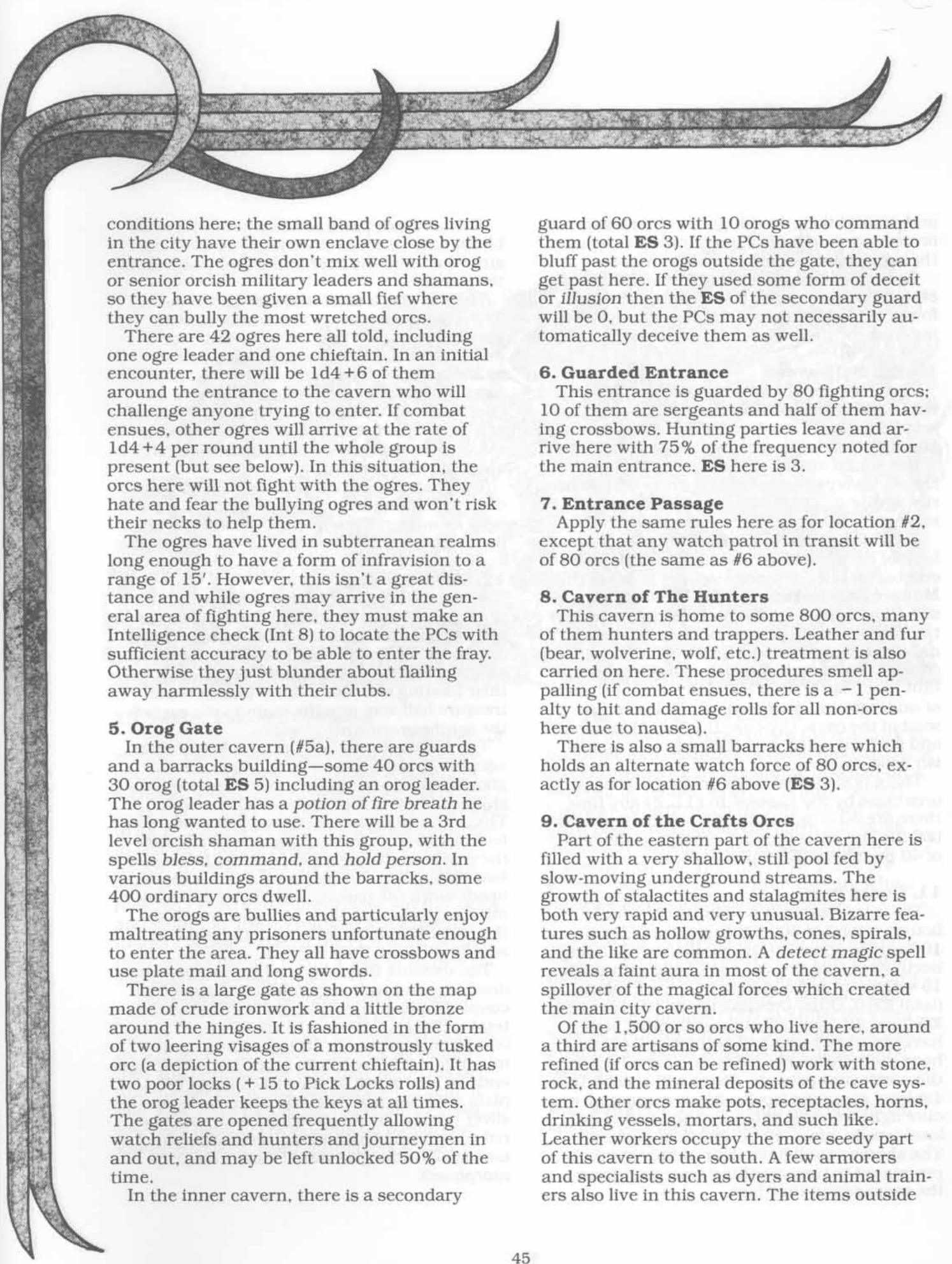
This cavern houses a fairly sizeable group of fighting orcs in a barracks building as shown on **Map 9**. There are also a fair number of ordinary orcs occupying standard dwellings here.

At the entrance to this cavern (facing #2) a group of 40 orcs is stationed, led by 5 sergeants (ES 2). If this group is attacked or rendered hostile in an encounter, an alarm will be raised and fighting orcs begin to appear from the barracks. The barracks hold a total of 800 such fighting orcs who appear at a rate of 40 per round, armed and armored (ES 2 per group of 40. Some 5% will be sergeants). There are 100 crossbows available for these orcs.

At the opposite end of the cavern, there is another group of 40 fighting orcs guarding the passage heading toward #5. These orcs tend to be more bored and inattentive than the guards to the south, and they dislike having to deal with the occasional bullying orogs to the north. For this reason they tend to let things pass easily and leave it to the orogs to sort out any trouble. The ES for this encounter is 2, but it can be counted as 0 if the PCs have not generated any obvious violence in this area. Unless these orcs have been cued to expect violent opposition, it may be somewhat easier to bluff or deceive a way past them.

4. Ogre Enclave

This cavern houses some of the roughest orcs living in the city complex. Workers and laborers live in slum dwellings, and some even in tents made from lizard skin and cloths taken from slain enemies. They'll make a shelter with anything they can find. There are some 800-1,000 orcs living in very squalid



conditions here; the small band of ogres living in the city have their own enclave close by the entrance. The ogres don't mix well with orog or senior orcish military leaders and shamans, so they have been given a small fief where they can bully the most wretched orcs.

There are 42 ogres here all told, including one ogre leader and one chieftain. In an initial encounter, there will be 1d4 + 6 of them around the entrance to the cavern who will challenge anyone trying to enter. If combat ensues, other ogres will arrive at the rate of 1d4 + 4 per round until the whole group is present (but see below). In this situation, the orcs here will not fight with the ogres. They hate and fear the bullying ogres and won't risk their necks to help them.

The ogres have lived in subterranean realms long enough to have a form of infravision to a range of 15'. However, this isn't a great distance and while ogres may arrive in the general area of fighting here, they must make an Intelligence check (Int 8) to locate the PCs with sufficient accuracy to be able to enter the fray. Otherwise they just blunder about flailing away harmlessly with their clubs.

5. Orog Gate

In the outer cavern (#5a), there are guards and a barracks building—some 40 orcs with 30 orog (total **ES** 5) including an orog leader. The orog leader has a *potion of fire breath* he has long wanted to use. There will be a 3rd level orcish shaman with this group, with the spells *bless*, *command*, and *hold person*. In various buildings around the barracks, some 400 ordinary orcs dwell.

The orogs are bullies and particularly enjoy maltreating any prisoners unfortunate enough to enter the area. They all have crossbows and use plate mail and long swords.

There is a large gate as shown on the map made of crude ironwork and a little bronze around the hinges. It is fashioned in the form of two leering visages of a monstrously tusked orc (a depiction of the current chieftain). It has two poor locks (+ 15 to Pick Locks rolls) and the orog leader keeps the keys at all times. The gates are opened frequently allowing watch reliefs and hunters and journeymen in and out, and may be left unlocked 50% of the time.

In the inner cavern, there is a secondary

guard of 60 orcs with 10 orogs who command them (total **ES** 3). If the PCs have been able to bluff past the orogs outside the gate, they can get past here. If they used some form of deceit or *illusion* then the **ES** of the secondary guard will be 0, but the PCs may not necessarily automatically deceive them as well.

6. Guarded Entrance

This entrance is guarded by 80 fighting orcs; 10 of them are sergeants and half of them having crossbows. Hunting parties leave and arrive here with 75% of the frequency noted for the main entrance. **ES** here is 3.

7. Entrance Passage

Apply the same rules here as for location #2, except that any watch patrol in transit will be of 80 orcs (the same as #6 above).

8. Cavern of The Hunters

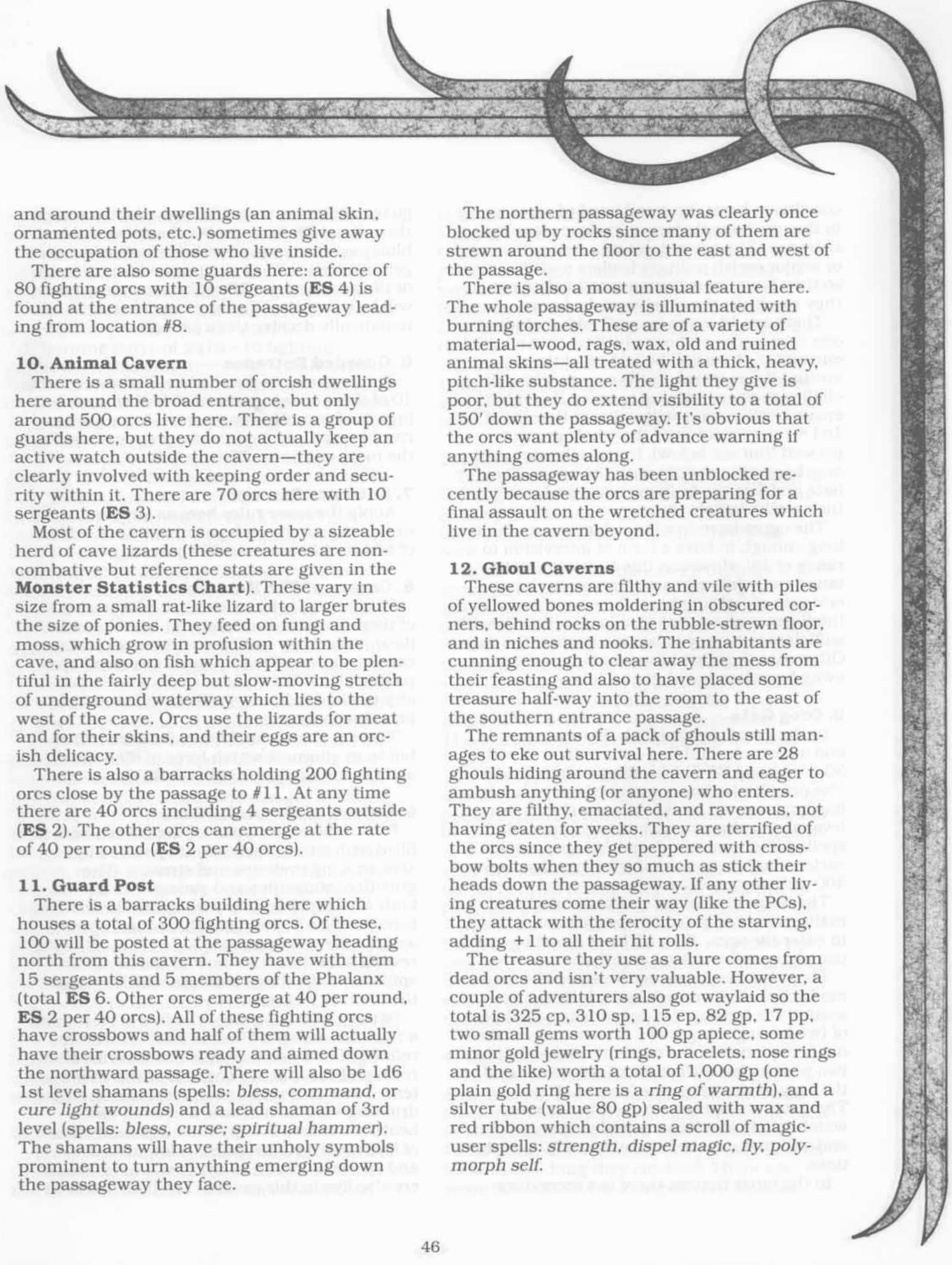
This cavern is home to some 800 orcs, many of them hunters and trappers. Leather and fur (bear, wolverine, wolf, etc.) treatment is also carried on here. These procedures smell appalling (if combat ensues, there is a -1 penalty to hit and damage rolls for all non-orcs here due to nausea).

There is also a small barracks here which holds an alternate watch force of 80 orcs, exactly as for location #6 above (**ES** 3).

9. Cavern of the Crafts Orcs

Part of the eastern part of the cavern here is filled with a very shallow, still pool fed by slow-moving underground streams. The growth of stalactites and stalagmites here is both very rapid and very unusual. Bizarre features such as hollow growths, cones, spirals, and the like are common. A *detect magic* spell reveals a faint aura in most of the cavern, a spillover of the magical forces which created the main city cavern.

Of the 1,500 or so orcs who live here, around a third are artisans of some kind. The more refined (if orcs can be refined) work with stone, rock, and the mineral deposits of the cave system. Other orcs make pots, receptacles, horns, drinking vessels, mortars, and such like. Leather workers occupy the more seedy part of this cavern to the south. A few armorers and specialists such as dyers and animal trainers also live in this cavern. The items outside



and around their dwellings (an animal skin, ornamented pots, etc.) sometimes give away the occupation of those who live inside.

There are also some guards here: a force of 80 fighting orcs with 10 sergeants (**ES 4**) is found at the entrance of the passageway leading from location #8.

10. Animal Cavern

There is a small number of orcish dwellings here around the broad entrance, but only around 500 orcs live here. There is a group of guards here, but they do not actually keep an active watch outside the cavern—they are clearly involved with keeping order and security within it. There are 70 orcs here with 10 sergeants (**ES 3**).

Most of the cavern is occupied by a sizeable herd of cave lizards (these creatures are non-combative but reference stats are given in the **Monster Statistics Chart**). These vary in size from a small rat-like lizard to larger brutes the size of ponies. They feed on fungi and moss, which grow in profusion within the cave, and also on fish which appear to be plentiful in the fairly deep but slow-moving stretch of underground waterway which lies to the west of the cave. Orcs use the lizards for meat and for their skins, and their eggs are an orcish delicacy.

There is also a barracks holding 200 fighting orcs close by the passage to #11. At any time there are 40 orcs including 4 sergeants outside (**ES 2**). The other orcs can emerge at the rate of 40 per round (**ES 2** per 40 orcs).

11. Guard Post

There is a barracks building here which houses a total of 300 fighting orcs. Of these, 100 will be posted at the passageway heading north from this cavern. They have with them 15 sergeants and 5 members of the Phalanx (total **ES 6**). Other orcs emerge at 40 per round, **ES 2** per 40 orcs). All of these fighting orcs have crossbows and half of them will actually have their crossbows ready and aimed down the northward passage. There will also be 1d6 1st level shamans (spells: *bless*, *command*, or *cure light wounds*) and a lead shaman of 3rd level (spells: *bless*, *curse*; *spiritual hammer*). The shamans will have their unholy symbols prominent to turn anything emerging down the passageway they face.

The northern passageway was clearly once blocked up by rocks since many of them are strewn around the floor to the east and west of the passage.

There is also a most unusual feature here. The whole passageway is illuminated with burning torches. These are of a variety of material—wood, rags, wax, old and ruined animal skins—all treated with a thick, heavy, pitch-like substance. The light they give is poor, but they do extend visibility to a total of 150' down the passageway. It's obvious that the orcs want plenty of advance warning if anything comes along.

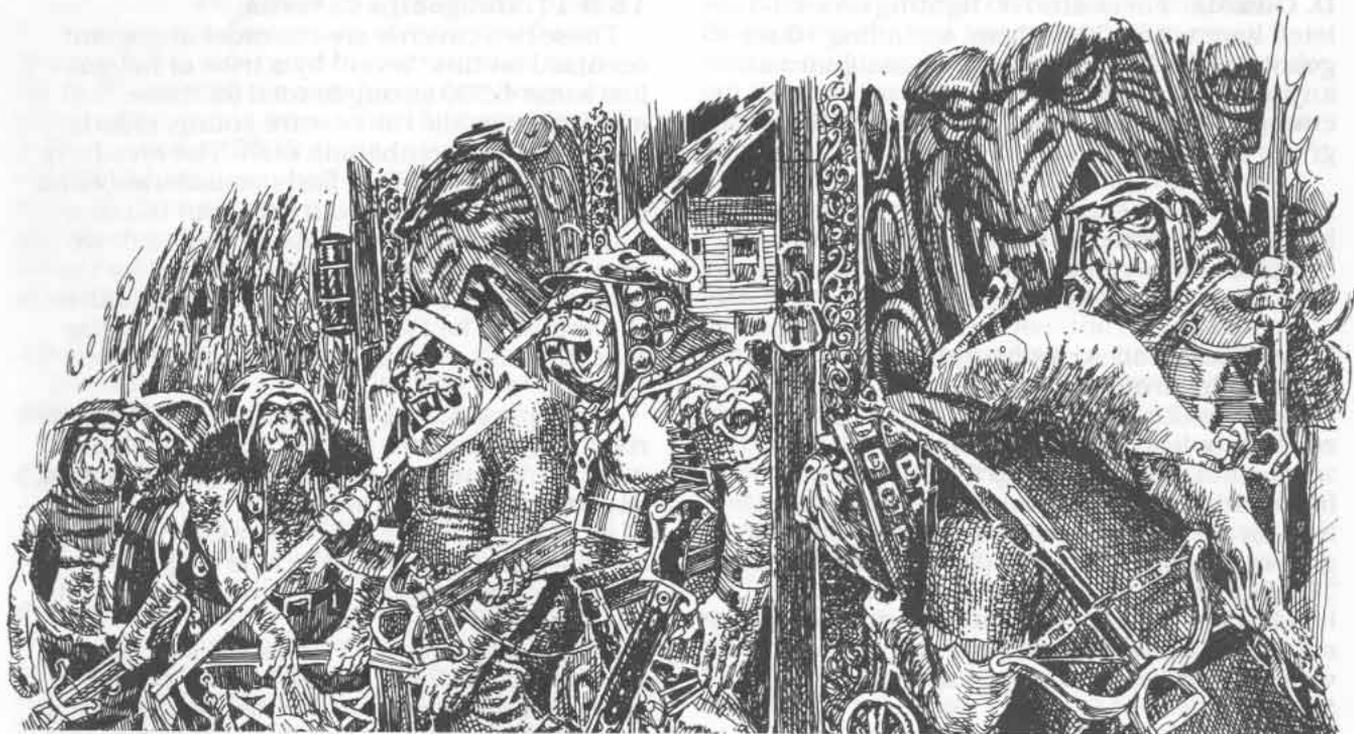
The passageway has been unblocked recently because the orcs are preparing for a final assault on the wretched creatures which live in the cavern beyond.

12. Ghoulish Caverns

These caverns are filthy and vile with piles of yellowed bones moldering in obscured corners, behind rocks on the rubble-strewn floor, and in niches and nooks. The inhabitants are cunning enough to clear away the mess from their feasting and also to have placed some treasure half-way into the room to the east of the southern entrance passage.

The remnants of a pack of ghouls still manages to eke out survival here. There are 28 ghouls hiding around the cavern and eager to ambush anything (or anyone) who enters. They are filthy, emaciated, and ravenous, not having eaten for weeks. They are terrified of the orcs since they get peppered with crossbow bolts when they so much as stick their heads down the passageway. If any other living creatures come their way (like the PCs), they attack with the ferocity of the starving, adding +1 to all their hit rolls.

The treasure they use as a lure comes from dead orcs and isn't very valuable. However, a couple of adventurers also got waylaid so the total is 325 cp, 310 sp, 115 ep, 82 gp, 17 pp, two small gems worth 100 gp apiece, some minor gold jewelry (rings, bracelets, nose rings and the like) worth a total of 1,000 gp (one plain gold ring here is a *ring of warmth*), and a silver tube (value 80 gp) sealed with wax and red ribbon which contains a scroll of magic-user spells: *strength*, *dispel magic*, *fly*, *polymorph self*.



13. Secret Passage Complex

This passage is obscured by a 3' thickness of wedged rocks and stone behind a very large boulder. The ghouls don't know it is here. A standard secret door detection roll will reveal it, as will a dwarf 50% of the time (if he is close to it), or a test such as using a shielded candle to test for a gentle breeze. It takes 8 "PC hours" to clear away the rubble, although a spell such as *stone to flesh* or even *dig* (the rock isn't solid and *dig* will clear out the rocks and stones in 1d4 + 3 rounds) will expedite matters considerably. If the PCs want to cover their tracks behind them, a *wall of stone* spell will seal off the entrance.

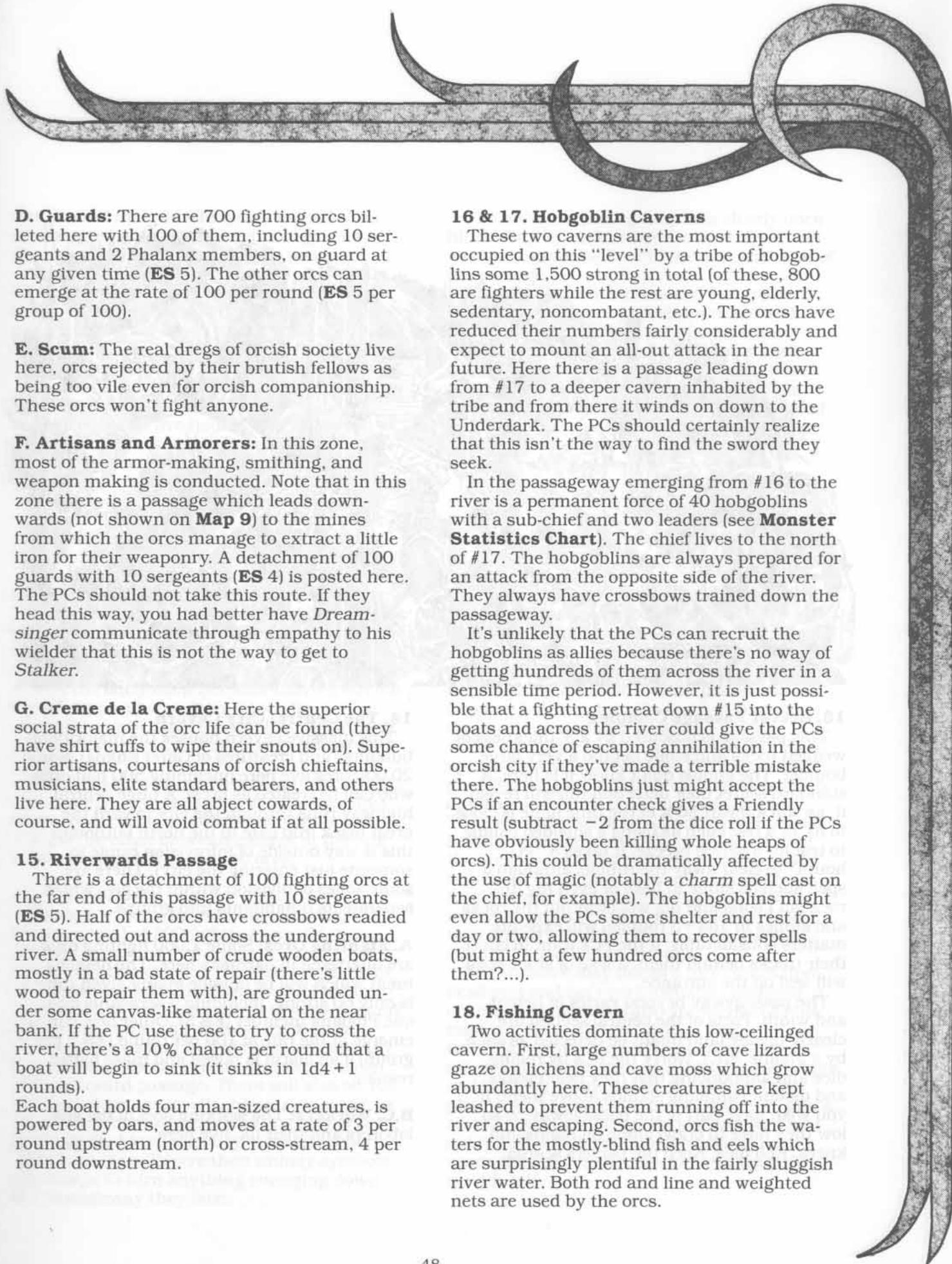
The passageway beyond varies in height and width. Parts of the central section are clearly unsafe (and might be detected as such by a gnome, etc.). Worry the PCs by rolling dice and announcing that they hear creaks and distant rumbling sounds above them. If you wish have part of the passageway be so low they have to crawl along on hands and knees. Roll dice. Keep the players scared.

14. The Central City Cavern

This massive cavern houses the majority of buildings and creatures of Garek Enkdal. Some 20,000 orcs live here (including 500 half-orcs who can be treated as orcs). A huge central highway runs through the city toward the great black iron gate to the north (although this is way outside of infravision range to someone just entering the city). There are some zones of division within the city which separate its inhabitants into groups.

A. Fighting Orcs: Some 1,000 fighting orcs are quartered in barracks here. The detachment which will be outside at any given time is only 60 strong, including 5 sergeants and one Phalanx member (**ES** 3). Other orcs can emerge at the rate of 100 per round (**ES** 5 per group) if an alarm is raised and mass battle results.

B,C. Workers: The working orcs of the city, laborers and their ilk, live here.



D. Guards: There are 700 fighting orcs billeted here with 100 of them, including 10 sergeants and 2 Phalanx members, on guard at any given time (ES 5). The other orcs can emerge at the rate of 100 per round (ES 5 per group of 100).

E. Scum: The real dregs of orcish society live here, orcs rejected by their brutish fellows as being too vile even for orcish companionship. These orcs won't fight anyone.

F. Artisans and Armorers: In this zone, most of the armor-making, smithing, and weapon making is conducted. Note that in this zone there is a passage which leads downwards (not shown on Map 9) to the mines from which the orcs manage to extract a little iron for their weaponry. A detachment of 100 guards with 10 sergeants (ES 4) is posted here. The PCs should not take this route. If they head this way, you had better have *Dream-singer* communicate through empathy to his wielder that this is not the way to get to *Stalker*.

G. Creme de la Creme: Here the superior social strata of the orc life can be found (they have shirt cuffs to wipe their snouts on). Superior artisans, courtesans of orcish chieftains, musicians, elite standard bearers, and others live here. They are all abject cowards, of course, and will avoid combat if at all possible.

15. Riverwards Passage

There is a detachment of 100 fighting orcs at the far end of this passage with 10 sergeants (ES 5). Half of the orcs have crossbows readied and directed out and across the underground river. A small number of crude wooden boats, mostly in a bad state of repair (there's little wood to repair them with), are grounded under some canvas-like material on the near bank. If the PC use these to try to cross the river, there's a 10% chance per round that a boat will begin to sink (it sinks in 1d4 + 1 rounds).

Each boat holds four man-sized creatures, is powered by oars, and moves at a rate of 3 per round upstream (north) or cross-stream, 4 per round downstream.

16 & 17. Hobgoblin Caverns

These two caverns are the most important occupied on this "level" by a tribe of hobgoblins some 1,500 strong in total (of these, 800 are fighters while the rest are young, elderly, sedentary, noncombatant, etc.). The orcs have reduced their numbers fairly considerably and expect to mount an all-out attack in the near future. Here there is a passage leading down from #17 to a deeper cavern inhabited by the tribe and from there it winds on down to the Underdark. The PCs should certainly realize that this isn't the way to find the sword they seek.

In the passageway emerging from #16 to the river is a permanent force of 40 hobgoblins with a sub-chief and two leaders (see **Monster Statistics Chart**). The chief lives to the north of #17. The hobgoblins are always prepared for an attack from the opposite side of the river. They always have crossbows trained down the passageway.

It's unlikely that the PCs can recruit the hobgoblins as allies because there's no way of getting hundreds of them across the river in a sensible time period. However, it is just possible that a fighting retreat down #15 into the boats and across the river could give the PCs some chance of escaping annihilation in the orcish city if they've made a terrible mistake there. The hobgoblins just might accept the PCs if an encounter check gives a Friendly result (subtract -2 from the dice roll if the PCs have obviously been killing whole heaps of orcs). This could be dramatically affected by the use of magic (notably a *charm* spell cast on the chief, for example). The hobgoblins might even allow the PCs some shelter and rest for a day or two, allowing them to recover spells (but might a few hundred orcs come after them?...).

18. Fishing Cavern

Two activities dominate this low-ceilinged cavern. First, large numbers of cave lizards graze on lichens and cave moss which grow abundantly here. These creatures are kept leashed to prevent them running off into the river and escaping. Second, orcs fish the waters for the mostly-blind fish and eels which are surprisingly plentiful in the fairly sluggish river water. Both rod and line and weighted nets are used by the orcs.

There are two groups of fighting orcs placed here as guards. One group of 80 with 10 sergeants (**ES 4**) is located by the entrance to the cavern. Half of these orcs have crossbows. Another 120 fighting orcs, with 15 sergeants and 3 Phalanx orcs (**ES 7**) stand close by the riverside in the northern half of the cavern, 75% of them with crossbows at the ready. These guards are readied for any possibility of the hobgoblins striking out down the river and attacking this cavern.

19-21.

These locations are described in **The Temple and the Blackwell** later in this chapter.

Getting to the Sword

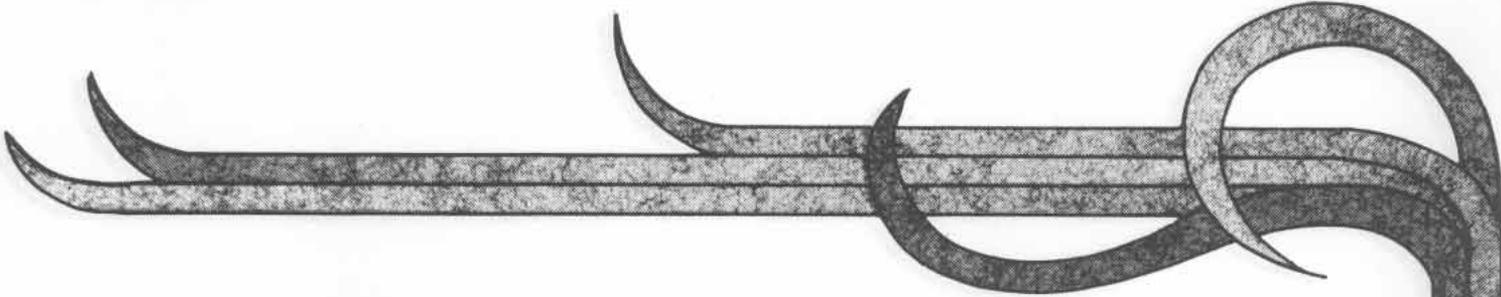
The PCs need to be able to locate the sword first, of course. There are three ways to do this.

First, the PCs can use interrogations and deductions. They should be able to learn from interrogations of captured orcs that the chief lives in the Temple, that spell casters are present there, and that magic (including magical items) is also kept there (exactly what the PCs can

learn from interrogations is dealt with below). By logical deduction (there aren't that many notable buildings in the city), the PCs may work out that the temple is the likeliest place to find the sword. Whether such deduction is sufficient to persuade them to mount an assault on it is another matter and the dream visions (see below) may be needed as a final spur.

A second option—magical scrying—is likely to be less successful unless the PCs are thoughtful about how they interpret what they learn. *Stalker* cannot be scried (see the description of the sword in the **Appendix**), but it is possible that negative information might give something away. For example, an entity reached by a contact other plane spell might know for sure that there is no powerful magical sword in other buildings (such as orog barracks, etc.) it is asked to examine, whereas if asked about the temple you might allow a reply of, "Don't know, can't tell," to a query about a magical sword being there. However, more obvious spell choices such as *augury* and *divination* are unlikely to be useful, save as sources of (restricted) negative information and magic isn't likely to be the answer to the PCs' problems.





A spell such as *ESP* cast during the interrogation of a spellcaster or Phalanx member who refuses to talk may reveal some information about the sword if the orc knows of it. Rather than give a random determination, you should determine whether you want to drop such information to the PCs, depending on what stage their investigations are at. If they're just starting to get into the city, don't give things away too early. If they are getting desperate to find the information, and they've been trying hard for some time, help them out.

The third option is to feed in the dream visions from *Dreamsinger*. Again, these should be timed depending on how the PCs are doing. If they've only just set foot inside the orcs' city, don't give them an image of the temple—later on they may need this as their final need. Ideally, you want them to have figured out that the sword probably is in the temple and then have a dream vision "confirm" this.

The PCs then have to manage to get into the city and to the temple (they may have made progress on this front as they were doing the detective work to find out where the sword was). This means dealing with many orcs in various encounters. There are many options for this, which are reviewed later. Initially, it's important to understand how the Encounter Strength system works.

Encounter Strengths

The **ES** score is given to allow you a fast resolution of encounters. It is used in two ways: combat and noncombat situations.

In a combat situation, each point of **ES** is taken as a pool of hit points. It takes 50 hit points of damage to eliminate 1 **ES** point. An area effect spell (*fireball*, *flame strike*, *ice storm*, etc.) will eliminate 1 **ES** point (if the caster is 6th or higher level), rolling for damage isn't necessary. An area effect spell which causes enemies to be routed or forces retreat (*fear*, *emotion*, *confusion*, etc.) also eliminates 1 **ES** point of opposition. Other magical, melee, and missile damage is normally cumulated. If you want to translate **ES** into numbers, generally 1 **ES** point is equivalent to around 20 orcs including the odd leader type. Exact numbers don't matter, though.

When the PCs are trying to eliminate **ES** points, they are subject to attacks in reply. An

averaging system can be used here. There will always be 4 effective attacks per PC per round so long as **ES** is 2 or higher (this is reduced to 2 effective attacks per PC per round if **ES** is reduced to 1). Attacks on PCs can be averaged also. For example: If THACO = 19 and a PC has AC1, then 4 effective attacks per round can be taken as a 60% chance per round of hitting ($4 \times 15\%$). If a d100 roll gives 40 or below the PC is hit for usual melee damage (1d8, or missile fire if this is taking place). Multiple melee attacks can be dealt with this way so long as the chance for being struck isn't 100% or higher (if it is, resolve the attacks separately). Magical attacks must be dealt with separately. If a guard group has mixed THACO values, use the superior values to approximate attacks on PC warriors. This simulates the fact that warriors tend to attack other warriors.

Morale checks do not get made with the **ES** system; this set of approximations takes typical morale into consideration when computing **ES** values.

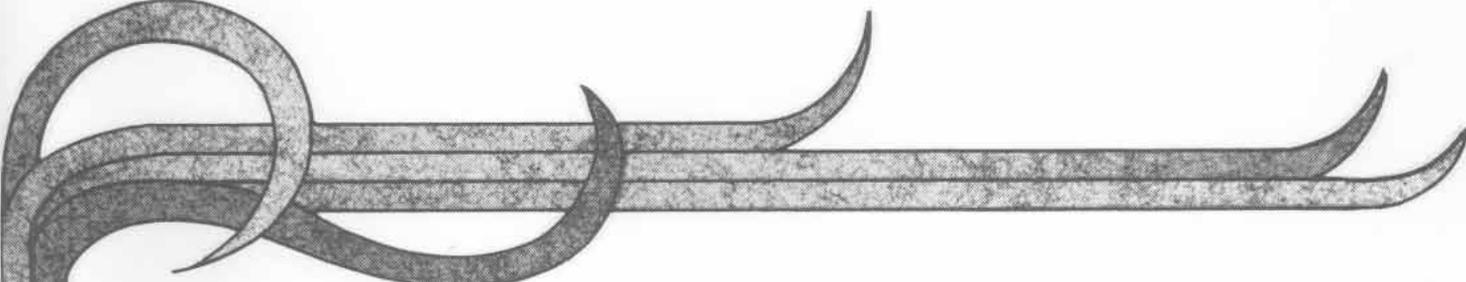
In interpersonal situations involving reaction checks, **ES** is applied as a positive modifier to the dice roll. The higher the **ES**, the higher the likelihood of an adverse reaction.

Using the **ES** score allows fairly fast resolutions of encounters. In combat, **ES** is a measure of how stiff the opposition is that the PCs are up against and how much damage orcs and their kin will take before they back off from combat. Not all orcs are suicidal fools. If they see PCs wipe out whole groups of their fellows, they aren't going to press forward in droves to be *fireballed*. Some of those fighting will flee when they see other orcs butchered wholesale. All this is taken into account with the **ES** system.

Finally, when awarding XPs, each **ES** point is worth 500 XPs if dealt with by combat and 1,000 XPs if dealt with by non-combatative means.

How the PCs Can Win

The best way for the PCs to resolve the adventure is to wait until they are in striking distance of the black gates at the northern end of #14 (or manage to get into the long passage at #13 which by-passes this entrance). Then the fighting will start in earnest. But getting past thousands of orcs en route will surely demand non-combat options in play.



Non-Combat Options

Surveillance

Watching cave entrances #1 and #6 is important; it will allow the PCs to spot when watches are changed, for a start. This won't enable them to avoid guards, but it will enable them to avoid meeting a second watch coming along to replace those already on duty, as explained earlier. There is also one definite bonus the PCs should receive if they spend at least 12 hours watching one or more entrances.

Four orcs return with a group of six human bandit prisoners roped together their weapons removed. The orcs are an advance group sent from a hunting party. The bandits are kicked a little by the guards then dragged off into the city. The PCs can try to rescue them here if they're foolish enough—they're all CE 2nd level bandits and will behave accordingly. They'll be dead within half an hour of getting into the city, so no rescue is possible there. The important thing is that the PCs might get a hint here: Use of a *polymorph self* spell or two could produce some orcs among the PCs and stripping weapons off the rest (and slipping them in a bag of holding or suchlike) could get them past the guards. Don't spell this out. Let the players think it out for themselves. Encounter checks may be needed for more suspicious creatures such as the orog and these should be made with tougher modifiers as the PCs get further into the caverns.

Surveillance also allows the PCs the chance of following an orcish hunting party, attacking it, taking some prisoners, as well as a pile of orcish gear which could be used for disguise. These resources may also be vital for successful deceptions.

Interrogations

At more than one stage, the PCs should be able to get some orcs or better (orogs, etc.) to interrogate—maybe on a hit-and-run basis. You have to determine what such prisoners may say depending on the needs of the scenario.

Almost any prisoner will give some details of the city (system of caverns, zones of the city, etc.) if persuaded. Saying much more will de-

pend on whether the PCs can reassure the prisoner that it's in his interest to talk. You may use an action check with a friendly result being necessary for the prisoner to say anything more (a *charm* spell is an obvious help here).

How much prisoners know depends on the state of play. If the PCs are finding it hard going, give them some clue which guides them to the temple area (mentions of the black obelisk, magic being kept in the temple, the chief being a spellcaster and living there, and the like will help). Make the hints more enigmatic if the PCs are already doing well enough.

Also, what a prisoner will know will depend on who he is—a shaman will know much more about the temple than a humble fighting orc.

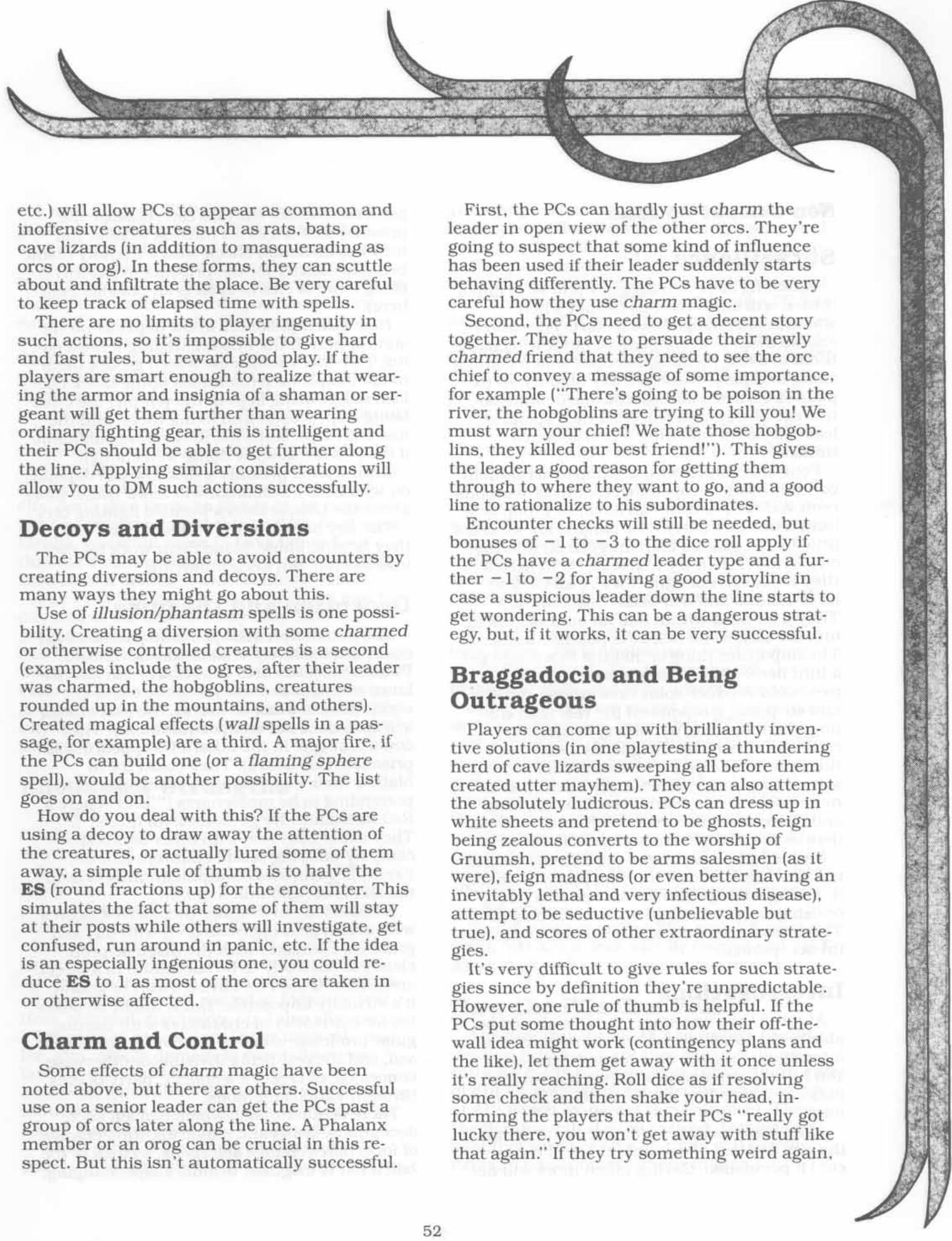
The key here is to tell PCs what you feel they need to know. Make them work for the information, but keep it moving.

Deception and Disguise

The *polymorph self* spell (and potions, etc.) could be absolutely vital in this adventure. PCs disguised as orcs could carry out surveillance missions (but they will need orcish equipment to wear, of course, the *polymorph self* spell does not create equipment). They could smuggle in the other PCs appearing as prisoners (see above). They could try to blather their way through various places by pretending to be messengers ("'Ere! Where's Red Ratsnout? We gotta find 'im quick!"). They could converse with other orcs (especially by bullying scum, children, and the like). They can steal equipment, mug orcs in the shadows, and much more.

When trying to disguise themselves as orcs with orcish gear (face-smearred with dirt and grime), a character with the disguise proficiency is not likely to be successful in a direct encounter. If the PCs have a dwarf or gnome, it's virtually impossible. But it might be possible for a minority of characters with the disguise proficiency, one or two with *polymorph self*, and the rest being invisible or otherwise concealed, to create a whole PC party of orcs through various methods.

There is other magic which can aid such deceptions. Items and magic allowing change of form (*alter/change self* spells, a *cloak of the bat*, a *hat of disguise*, *druidic shapechanging*,



etc.) will allow PCs to appear as common and inoffensive creatures such as rats, bats, or cave lizards (in addition to masquerading as orcs or orog). In these forms, they can scuttle about and infiltrate the place. Be very careful to keep track of elapsed time with spells.

There are no limits to player ingenuity in such actions, so it's impossible to give hard and fast rules, but reward good play. If the players are smart enough to realize that wearing the armor and insignia of a shaman or sergeant will get them further than wearing ordinary fighting gear, this is intelligent and their PCs should be able to get further along the line. Applying similar considerations will allow you to DM such actions successfully.

Decoys and Diversions

The PCs may be able to avoid encounters by creating diversions and decoys. There are many ways they might go about this.

Use of *illusion/phantasm* spells is one possibility. Creating a diversion with some *charmed* or otherwise controlled creatures is a second (examples include the ogres, after their leader was charmed, the hobgoblins, creatures rounded up in the mountains, and others). Created magical effects (*wall* spells in a passage, for example) are a third. A major fire, if the PCs can build one (or a *flaming sphere* spell), would be another possibility. The list goes on and on.

How do you deal with this? If the PCs are using a decoy to draw away the attention of the creatures, or actually lured some of them away, a simple rule of thumb is to halve the **ES** (round fractions up) for the encounter. This simulates the fact that some of them will stay at their posts while others will investigate, get confused, run around in panic, etc. If the idea is an especially ingenious one, you could reduce **ES** to 1 as most of the orcs are taken in or otherwise affected.

Charm and Control

Some effects of *charm* magic have been noted above, but there are others. Successful use on a senior leader can get the PCs past a group of orcs later along the line. A Phalanx member or an orog can be crucial in this respect. But this isn't automatically successful.

First, the PCs can hardly just *charm* the leader in open view of the other orcs. They're going to suspect that some kind of influence has been used if their leader suddenly starts behaving differently. The PCs have to be very careful how they use *charm* magic.

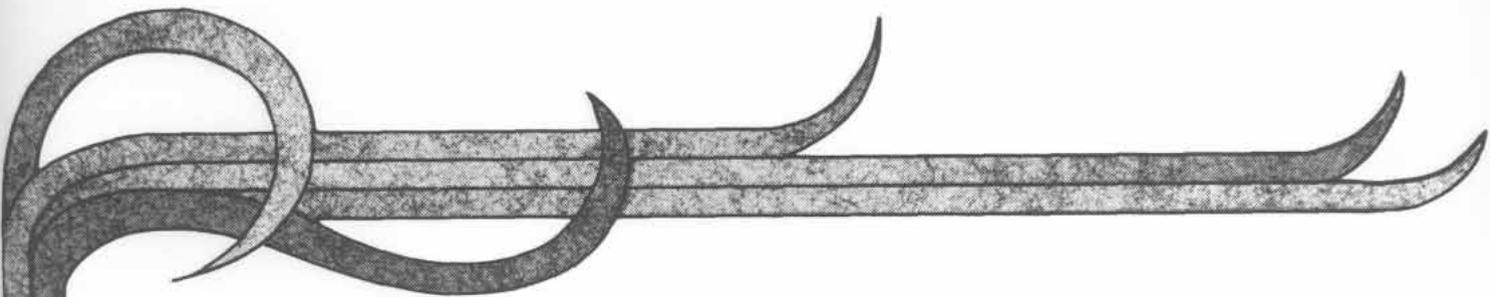
Second, the PCs need to get a decent story together. They have to persuade their newly *charmed* friend that they need to see the orc chief to convey a message of some importance, for example ("There's going to be poison in the river, the hobgoblins are trying to kill you! We must warn your chief! We hate those hobgoblins, they killed our best friend!"). This gives the leader a good reason for getting them through to where they want to go, and a good line to rationalize to his subordinates.

Encounter checks will still be needed, but bonuses of -1 to -3 to the dice roll apply if the PCs have a *charmed* leader type and a further -1 to -2 for having a good storyline in case a suspicious leader down the line starts to get wondering. This can be a dangerous strategy, but, if it works, it can be very successful.

Braggadocio and Being Outrageous

Players can come up with brilliantly inventive solutions (in one playtesting a thundering herd of cave lizards sweeping all before them created utter mayhem). They can also attempt the absolutely ludicrous. PCs can dress up in white sheets and pretend to be ghosts, feign being zealous converts to the worship of Gruumsh, pretend to be arms salesmen (as it were), feign madness (or even better having an inevitably lethal and very infectious disease), attempt to be seductive (unbelievable but true), and scores of other extraordinary strategies.

It's very difficult to give rules for such strategies since by definition they're unpredictable. However, one rule of thumb is helpful. If the PCs put some thought into how their off-the-wall idea might work (contingency plans and the like), let them get away with it once unless it's really reaching. Roll dice as if resolving some check and then shake your head, informing the players that their PCs "really got lucky there, you won't get away with stuff like that again." If they try something weird again,



they've been warned. Hit them hard.

Combat

Combat options can be tried at any stage. They are certainly an option for the guards at the entrance. One successful strategy in play-testing, for example, was to dump *wall of stone* and *silence* 15' radius spells behind the guards and fry them with *fireballs* and the like. A few can be left standing for fighters to mop up so their gear can be used, a *dispel* used to deal with the other magic, then the PCs can head off down the passage and toward the caverns.

Within the major caverns it's unlikely that this can work. There are just too many fighting orcs. It's vital to make the PCs realize that they cannot win by fighting their way through the inner caverns.

Where combat will be inevitable is at the end of the adventure when the PCs get to the temple of Gruumsh. The locations in this area, and the enemies they have to face, are the final piece of the puzzle.

Hit And Run

The **ES** values do not change if the PCs try a hit-and-run. There are enough orcs to replace any slain almost indefinitely. If the PCs settle down for an endless string of hit-and-runs, send out the heavy duty humanoids to come and get 'em. Over 100 orog and ogres, and all the spell casters and Phalanx orcs, should be able to give the PCs some serious trouble if they catch them at their camp.

Only use this search-and-destroy option if the PCs are careless and foolhardy and try repeated attempts at attacking the orcish city.

Dreamsinger's Sleep Song

This can operate as the PCs head toward the black gates at #19 in the upper half of the major city cavern or actually inside the temple complex if they come through the secret entrance at #20 (location details below). *Dreamsinger* bursts into song of its own accord, either when the entrance at #20 is opened or when the PCs are headed for the black gates at #19 (and are within two rounds of reaching it). The song is an eerie, keening wail, and, as the

sword sings, the scimitar *Greenswathe* glows and pulses green along its length. A 20' radius sphere projects around the PCs; its center is *Dreamsinger* and the edge is marked by sparkling motes of green light and a strange semi-refraction effect.

If this effect is active outside the black gates, all orcs within the radius of the effect on the near side of the gate will fall asleep (no saving throw). If the effect is active inside the black gates, the creatures present within the area of effect must save versus spells or fall asleep, but again the song lasts for only 2 rounds (the victims of the sleep will sleep for 1d6+6 turns).

The Temple and the Blackwell

Before listing the locations here, it is important to note that *Dreamsinger's* special purpose power of casting *firespear* twice a day will certainly be available to the PC using this sword at this stage. The party is close upon *Stalker* and *Dreamsinger* will certainly ready this power.

19. The Black Gates

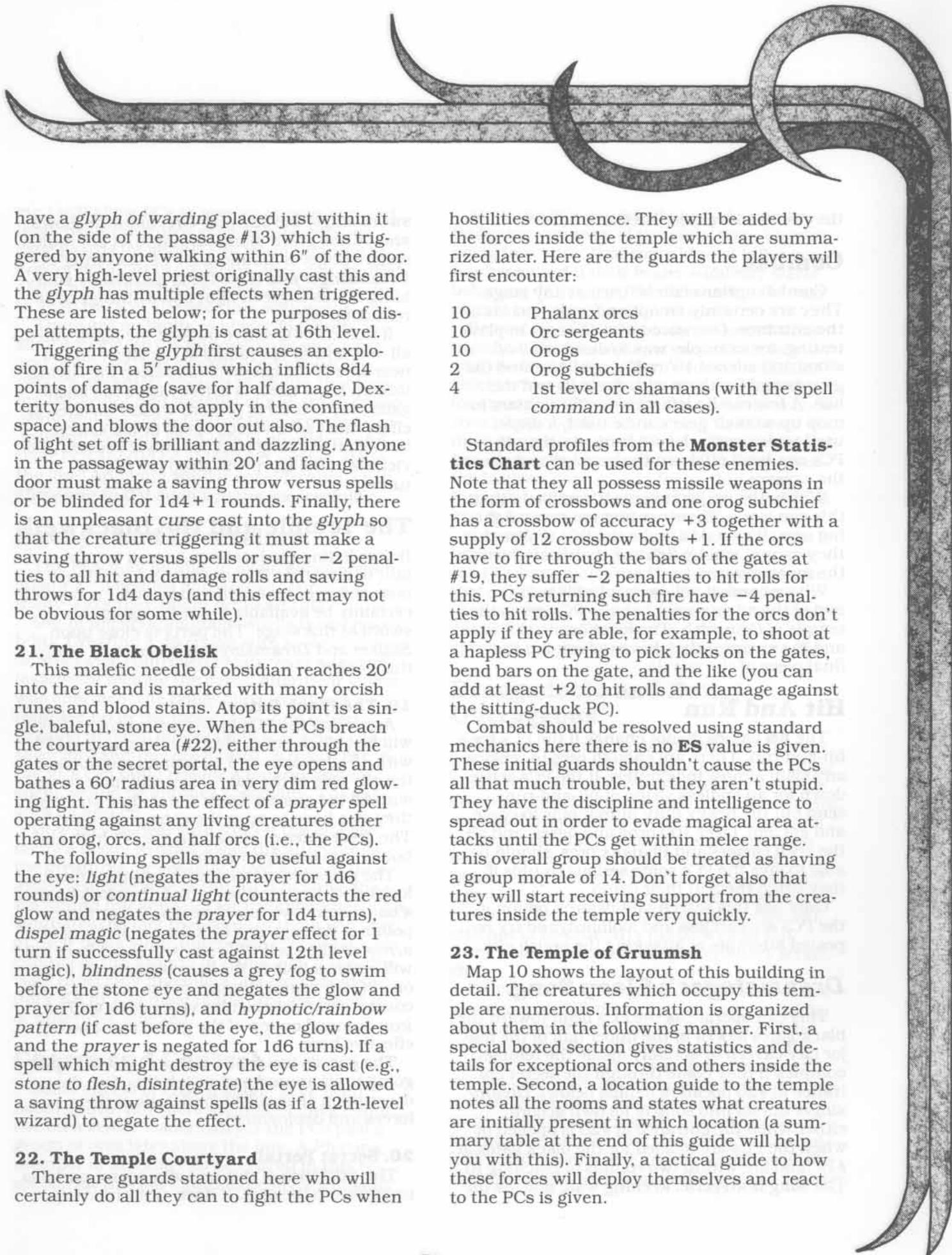
Assuming the PCs have *Dreamsinger*, they will be able to put to sleep all the guards (120 with 15 sergeants and 4 Phalanx members) on the city side of the gate. They still have to deal with all the guards inside the temple area and they also have to open the gates somehow. The great gates of black iron are 18' high and bolted into the stone walls.

The gates are massive with two poor quality locks and they are also barred. Two locks and a bar require two *knock* spells. Ten or more points of damage to a lock from a *Melf's acid arrow* or like spell will ruin it. A *Bend Bars* roll will create a hole in the bars big enough to get one PC per round through to the other side. Of course, some spectacular violence (a *wall of iron* dumped on top of the gates) can also be effective here.

The guards inside the compound aren't just going to sit around and watch this. See the description of area #22 for details of their forces and deployment.

20. Secret Portal

The existence of this one-way secret portal is unknown to the orcs. It does, unfortunately,



have a *glyph of warding* placed just within it (on the side of the passage #13) which is triggered by anyone walking within 6" of the door. A very high-level priest originally cast this and the *glyph* has multiple effects when triggered. These are listed below; for the purposes of dispel attempts, the *glyph* is cast at 16th level.

Triggering the *glyph* first causes an explosion of fire in a 5' radius which inflicts 8d4 points of damage (save for half damage, Dexterity bonuses do not apply in the confined space) and blows the door out also. The flash of light set off is brilliant and dazzling. Anyone in the passageway within 20' and facing the door must make a saving throw versus spells or be blinded for 1d4 + 1 rounds. Finally, there is an unpleasant *curse* cast into the *glyph* so that the creature triggering it must make a saving throw versus spells or suffer -2 penalties to all hit and damage rolls and saving throws for 1d4 days (and this effect may not be obvious for some while).

21. The Black Obelisk

This malefic needle of obsidian reaches 20' into the air and is marked with many orcish runes and blood stains. Atop its point is a single, baleful, stone eye. When the PCs breach the courtyard area (#22), either through the gates or the secret portal, the eye opens and bathes a 60' radius area in very dim red glowing light. This has the effect of a *prayer* spell operating against any living creatures other than orog, orcs, and half orcs (i.e., the PCs).

The following spells may be useful against the eye: *light* (negates the prayer for 1d6 rounds) or *continual light* (counteracts the red glow and negates the *prayer* for 1d4 turns), *dispel magic* (negates the *prayer* effect for 1 turn if successfully cast against 12th level magic), *blindness* (causes a grey fog to swim before the stone eye and negates the glow and *prayer* for 1d6 turns), and *hypnotic/rainbow pattern* (if cast before the eye, the glow fades and the *prayer* is negated for 1d6 turns). If a spell which might destroy the eye is cast (e.g., *stone to flesh*, *disintegrate*) the eye is allowed a saving throw against spells (as if a 12th-level wizard) to negate the effect.

22. The Temple Courtyard

There are guards stationed here who will certainly do all they can to fight the PCs when

hostilities commence. They will be aided by the forces inside the temple which are summarized later. Here are the guards the players will first encounter:

10	Phalanx orcs
10	Orc sergeants
10	Orogs
2	Orog subchiefs
4	1st level orc shamans (with the spell <i>command</i> in all cases).

Standard profiles from the **Monster Statistics Chart** can be used for these enemies.

Note that they all possess missile weapons in the form of crossbows and one orog subchief has a crossbow of accuracy +3 together with a supply of 12 crossbow bolts +1. If the orcs have to fire through the bars of the gates at #19, they suffer -2 penalties to hit rolls for this. PCs returning such fire have -4 penalties to hit rolls. The penalties for the orcs don't apply if they are able, for example, to shoot at a hapless PC trying to pick locks on the gates, bend bars on the gate, and the like (you can add at least +2 to hit rolls and damage against the sitting-duck PC).

Combat should be resolved using standard mechanics here there is no **ES** value is given. These initial guards shouldn't cause the PCs all that much trouble, but they aren't stupid. They have the discipline and intelligence to spread out in order to evade magical area attacks until the PCs get within melee range. This overall group should be treated as having a group morale of 14. Don't forget also that they will start receiving support from the creatures inside the temple very quickly.

23. The Temple of Gruumsh

Map 10 shows the layout of this building in detail. The creatures which occupy this temple are numerous. Information is organized about them in the following manner. First, a special boxed section gives statistics and details for exceptional orcs and others inside the temple. Second, a location guide to the temple notes all the rooms and states what creatures are initially present in which location (a summary table at the end of this guide will help you with this). Finally, a tactical guide to how these forces will deploy themselves and react to the PCs is given.

Major NPCs in the Temple of Gruumsh

Chief Gardrak Bloodsocket: The chief is a grizzled orc, a good fighter, and a shaman of unusual power. His second name comes from the fact that, when enraged in battle, blood wells up in the eye socket of the left eye he plucked out in Gruumsh's service. He is treated as a 7th-level priest with superior combat ability (and 18 wisdom for the purposes of spell and saving throw bonuses).

AC -4 (*plate mail +2, shield +2, Dexterity bonus*); MV 9; hp 38; STR 18, Dex 16, Con 14, Int 12, Wis 18, Cha 16 (to orcs); #AT 1; Dmg 1d6+4 (*iron spear +2, Strength bonus*); AL LE; THACO 15 (13 with magical spear). Spells: *bless, command* × 2, *cure light wounds* × 2; *aid, barkskin, hold person* × 2, *resist fire; cause paralysis, dispel magic, prayer; free action, spell immunity* (cast against *magic missile*). Magic: *plate mail +2, shield +2, long sword +2, ring of protection +1, scroll of protection from fire, potion of extra-healing*. The chief has a

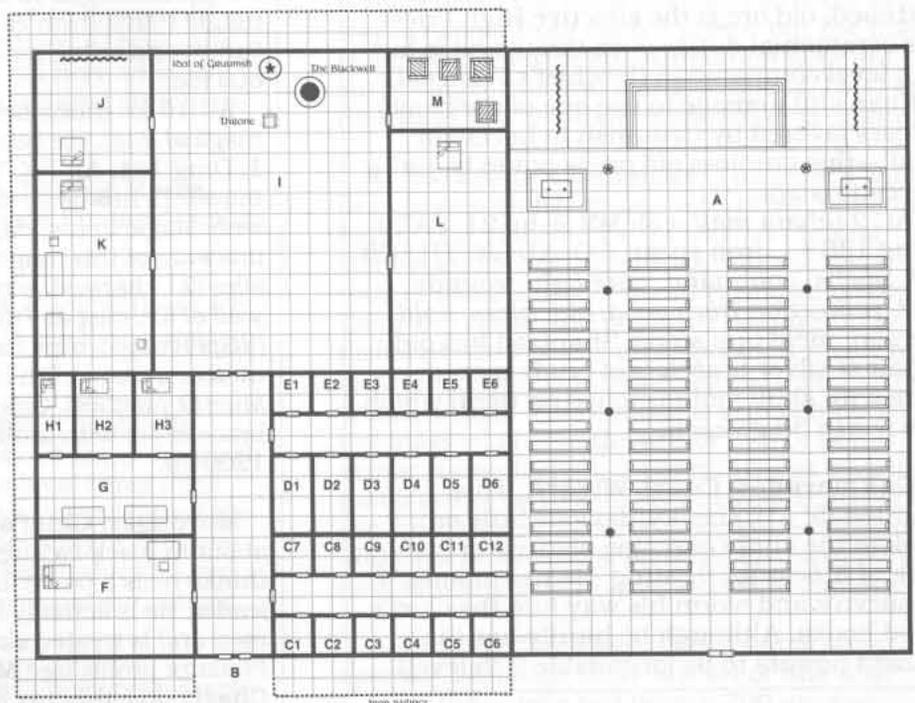
magnificent gold neckchain worth 2500 gp and other personal jewelry worth 1000 gp.

Hardreda, Chieftain's Wife: This tall, powerfully muscled and utterly evil half-orc is a fighter of real stature and viciousness who is much feared by the orcs. She has a ferocious temper and is enraged when in combat. When reduced to half her hit point total or below, she fights with demented frenzy, adding +1 to all hit rolls and +2 additional damage. She is a 9th-level fighter with 18/47 strength.

AC -2 (*plate mail +3 and Dexterity bonus*); MV 9; hp 74; #AT 3/2; Dmg 1d10+7 (*two-handed sword +2, weapon specialized, Strength bonus*); AL NE; THACO 11 (8 with magical sword). Magic: *plate mail +3, two-handed sword +2, stone of good luck, broom of animated attack*. Hardreda eschews jewelry save for a very fine platinum brooch set with aquamarines, two small pearls, and an emerald. This brooch is worth 4500 gp.

The Temple of Gruumsh

1 square = 10 feet





Sharazad, Priest of Gruumsh: This wizened, old orc is the effective High Priest for ceremonial duties even though he is but 5th level compared to the chief's 7th level. He can still manage to use one of the heavy spears favored by Gruumsh in his chain mail—this gumless old orc is not to be underestimated.

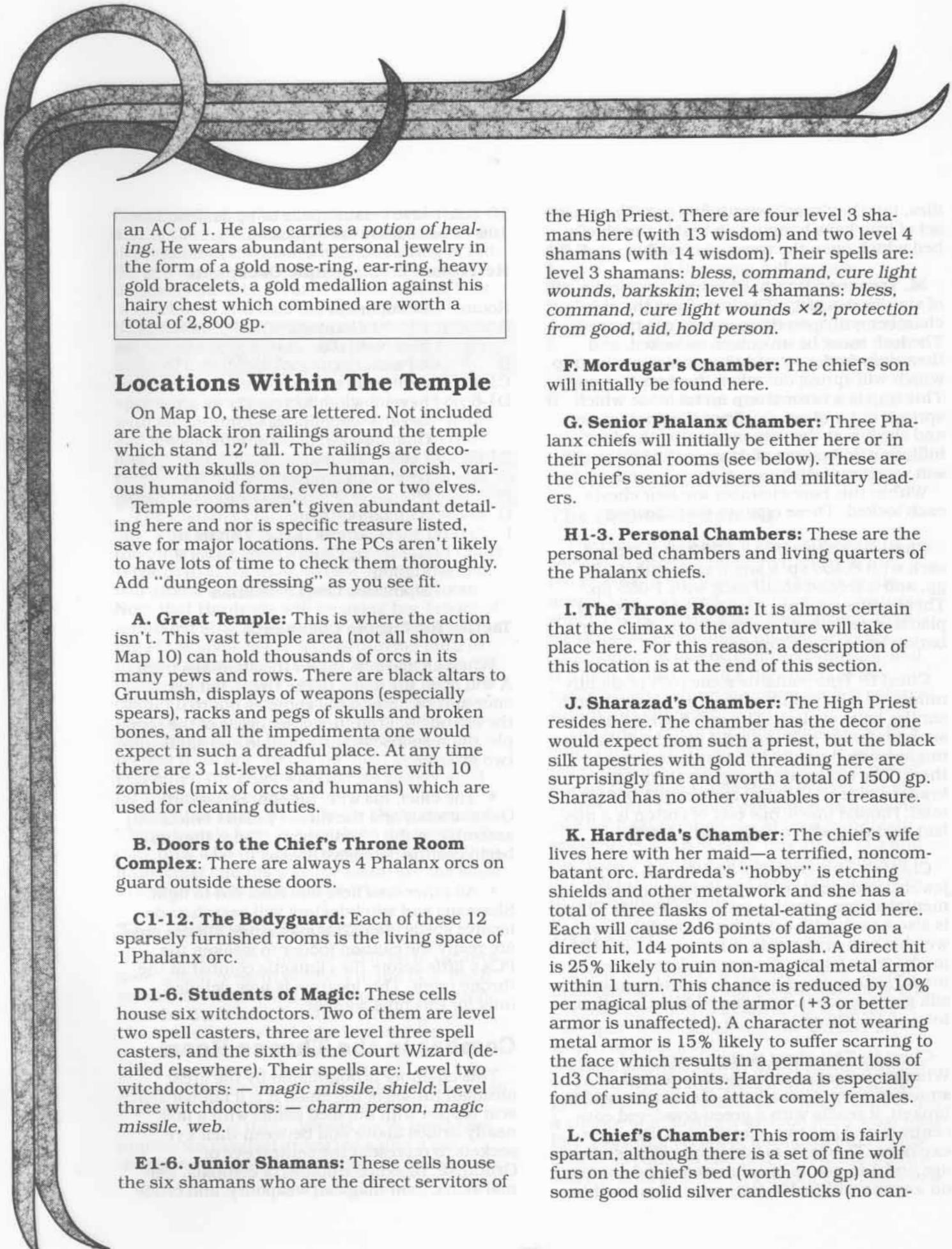
AC 2 (*chain mail* +3); MV 9; hp 21; #AT 1; Dmg 1d6+1 (*iron spear* +1); AL LE; THACO 17. Spells: *command*, *cure light wounds* ×2, *protection from good*; *aid*, *bles*, *hold person*; *meld into stone*. Sharazad has only a pair of silver bracelets of crude manufacture with skull motifs etched on them which are worth 30 gp each.

Gakmaradar, Court Wizard: This stunted (5' 1"), sneaky, devious little orc took to the study of magic because of his lack of fitness for fighting. He has managed to survive and worm his way into the chief's good books. Although he hardly has the wizard powers to be formidable (4th level),

he has managed to salt away some wizardly magic items from captured and slain adventurers and these make him a more dangerous foe.

AC 10 (or much better with *shield* spell and *magical dust*, see below); MV 15; hp 17; #AT 1; Dmg 1d4; AL NE; THACO 19. Spells: *magic missile* (2 missiles), *shield*; *flaming sphere*, *web*. Magic items: *dagger* +2, *longtooth* (he is unaware of this magic), *wand of magic missiles* (21 charges), scroll of 2 spells (*fireball*, *wall of ice*, cast at 7th level), scroll of 3 spells (*dispel magic*, *dimension door*, *Melf's minute meteors*, cast at 9th level), *dust of disappearance* (2 pinches). Gakmaradar wears a gold bracelet set with amber and amethysts worth 1200 gp.

Mordugar, Chief's Son: Mordugar swans about in black-lacquered plate mail and thinks he is a powerful and inspiring fighter-leader. He is actually a fairly pathetic specimen and is treated simply with the usual Phalanx profile (see **Monster Statistics Chart**) save that his *plate mail* +2 gives him



an AC of 1. He also carries a *potion of healing*. He wears abundant personal jewelry in the form of a gold nose-ring, ear-ring, heavy gold bracelets, a gold medallion against his hairy chest which combined are worth a total of 2,800 gp.

Locations Within The Temple

On Map 10, these are lettered. Not included are the black iron railings around the temple which stand 12' tall. The railings are decorated with skulls on top—human, orcish, various humanoid forms, even one or two elves.

Temple rooms aren't given abundant detailing here and nor is specific treasure listed, save for major locations. The PCs aren't likely to have lots of time to check them thoroughly. Add "dungeon dressing" as you see fit.

A. Great Temple: This is where the action isn't. This vast temple area (not all shown on Map 10) can hold thousands of orcs in its many pews and rows. There are black altars to Gruumsh, displays of weapons (especially spears), racks and pegs of skulls and broken bones, and all the impedimenta one would expect in such a dreadful place. At any time there are 3 1st-level shamans here with 10 zombies (mix of orcs and humans) which are used for cleaning duties.

B. Doors to the Chief's Throne Room Complex: There are always 4 Phalanx orcs on guard outside these doors.

C1-12. The Bodyguard: Each of these 12 sparsely furnished rooms is the living space of 1 Phalanx orc.

D1-6. Students of Magic: These cells house six witchdoctors. Two of them are level two spell casters, three are level three spell casters, and the sixth is the Court Wizard (detailed elsewhere). Their spells are: Level two witchdoctors: — *magic missile*, *shield*; Level three witchdoctors: — *charm person*, *magic missile*, *web*.

E1-6. Junior Shamans: These cells house the six shamans who are the direct servitors of

the High Priest. There are four level 3 shamans here (with 13 wisdom) and two level 4 shamans (with 14 wisdom). Their spells are: level 3 shamans: *bless*, *command*, *cure light wounds*, *barkskin*; level 4 shamans: *bless*, *command*, *cure light wounds* × 2, *protection from good*, *aid*, *hold person*.

F. Mordugar's Chamber: The chief's son will initially be found here.

G. Senior Phalanx Chamber: Three Phalanx chiefs will initially be either here or in their personal rooms (see below). These are the chief's senior advisers and military leaders.

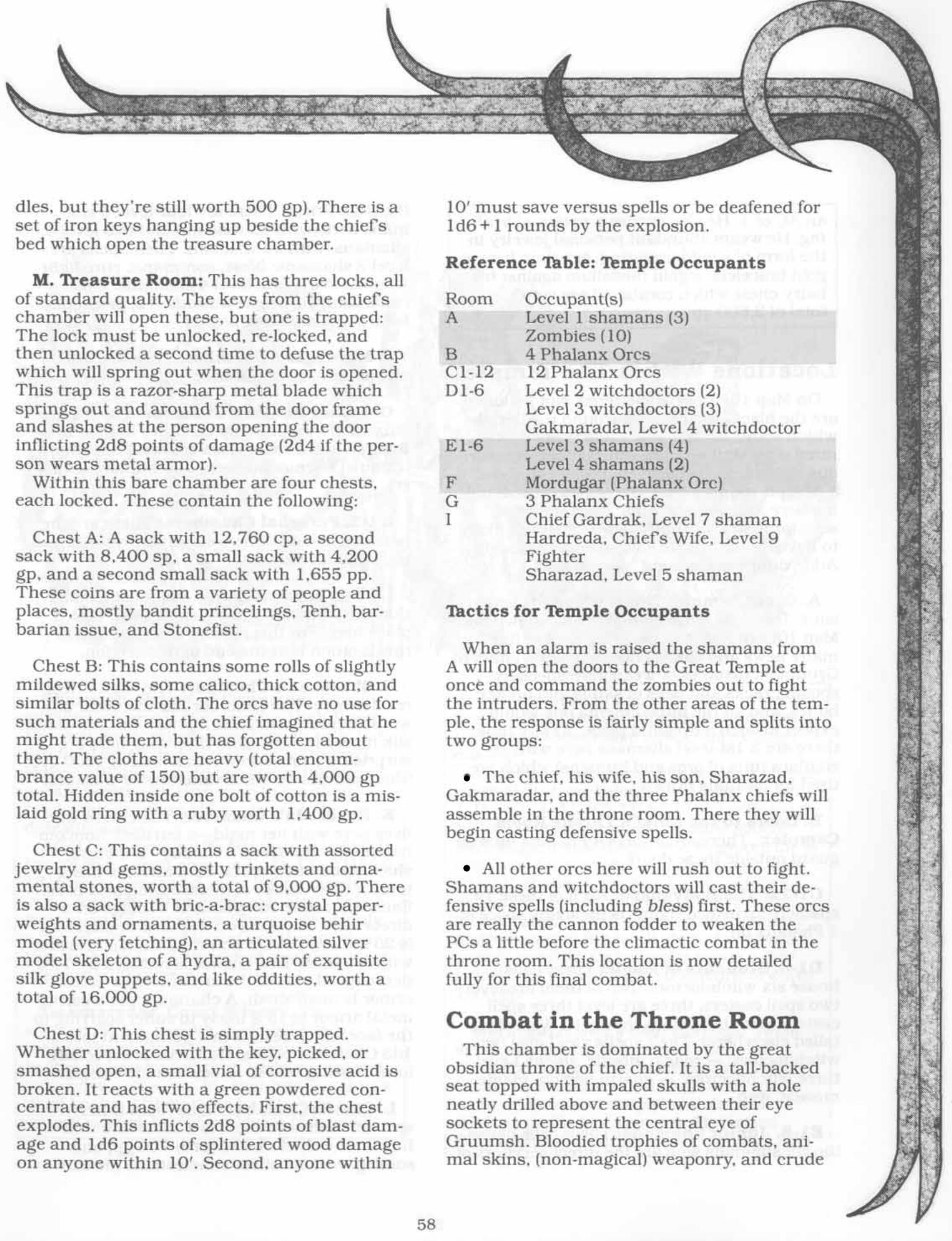
H1-3. Personal Chambers: These are the personal bed chambers and living quarters of the Phalanx chiefs.

I. The Throne Room: It is almost certain that the climax to the adventure will take place here. For this reason, a description of this location is at the end of this section.

J. Sharazad's Chamber: The High Priest resides here. The chamber has the decor one would expect from such a priest, but the black silk tapestries with gold threading here are surprisingly fine and worth a total of 1500 gp. Sharazad has no other valuables or treasure.

K. Hardreda's Chamber: The chief's wife lives here with her maid—a terrified, noncombatant orc. Hardreda's "hobby" is etching shields and other metalwork and she has a total of three flasks of metal-eating acid here. Each will cause 2d6 points of damage on a direct hit, 1d4 points on a splash. A direct hit is 25% likely to ruin non-magical metal armor within 1 turn. This chance is reduced by 10% per magical plus of the armor (+3 or better armor is unaffected). A character not wearing metal armor is 15% likely to suffer scarring to the face which results in a permanent loss of 1d3 Charisma points. Hardreda is especially fond of using acid to attack comely females.

L. Chief's Chamber: This room is fairly spartan, although there is a set of fine wolf furs on the chief's bed (worth 700 gp) and some good solid silver candlesticks (no can-



dles, but they're still worth 500 gp). There is a set of iron keys hanging up beside the chief's bed which open the treasure chamber.

M. Treasure Room: This has three locks, all of standard quality. The keys from the chief's chamber will open these, but one is trapped: The lock must be unlocked, re-locked, and then unlocked a second time to defuse the trap which will spring out when the door is opened. This trap is a razor-sharp metal blade which springs out and around from the door frame and slashes at the person opening the door inflicting 2d8 points of damage (2d4 if the person wears metal armor).

Within this bare chamber are four chests, each locked. These contain the following:

Chest A: A sack with 12,760 cp, a second sack with 8,400 sp, a small sack with 4,200 gp, and a second small sack with 1,655 pp. These coins are from a variety of people and places, mostly bandit princelings, Tenh, barbarian issue, and Stonefist.

Chest B: This contains some rolls of slightly mildewed silks, some calico, thick cotton, and similar bolts of cloth. The orcs have no use for such materials and the chief imagined that he might trade them, but has forgotten about them. The cloths are heavy (total encumbrance value of 150) but are worth 4,000 gp total. Hidden inside one bolt of cotton is a mislaid gold ring with a ruby worth 1,400 gp.

Chest C: This contains a sack with assorted jewelry and gems, mostly trinkets and ornamental stones, worth a total of 9,000 gp. There is also a sack with bric-a-brac: crystal paperweights and ornaments, a turquoise behir model (very fetching), an articulated silver model skeleton of a hydra, a pair of exquisite silk glove puppets, and like oddities, worth a total of 16,000 gp.

Chest D: This chest is simply trapped. Whether unlocked with the key, picked, or smashed open, a small vial of corrosive acid is broken. It reacts with a green powdered concentrate and has two effects. First, the chest explodes. This inflicts 2d8 points of blast damage and 1d6 points of splintered wood damage on anyone within 10'. Second, anyone within

10' must save versus spells or be deafened for 1d6 + 1 rounds by the explosion.

Reference Table: Temple Occupants

Room	Occupant(s)
A	Level 1 shamans (3) Zombies (10)
B	4 Phalanx Orcs
C1-12	12 Phalanx Orcs
D1-6	Level 2 witchdoctors (2) Level 3 witchdoctors (3) Gakmaradar, Level 4 witchdoctor
E1-6	Level 3 shamans (4) Level 4 shamans (2)
F	Mordugar (Phalanx Orc)
G	3 Phalanx Chiefs
I	Chief Gardrak, Level 7 shaman Hardreda, Chief's Wife, Level 9 Fighter Sharazad, Level 5 shaman

Tactics for Temple Occupants

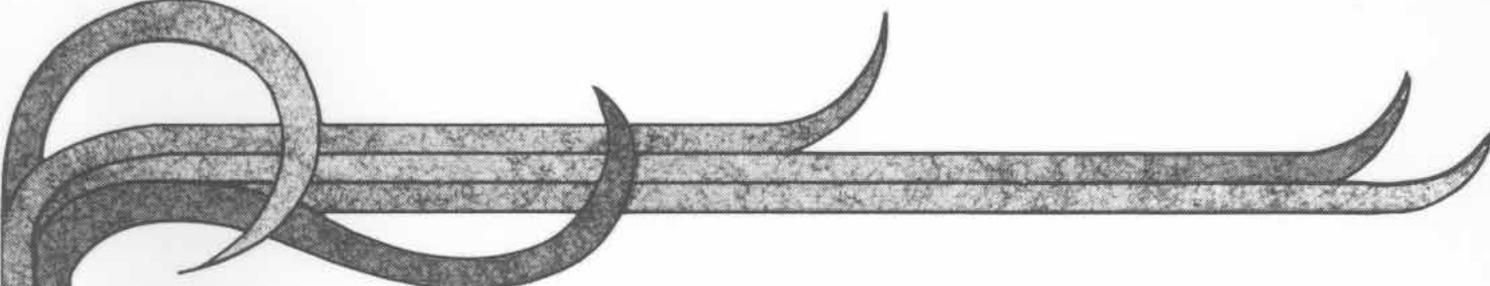
When an alarm is raised the shamans from A will open the doors to the Great Temple at once and command the zombies out to fight the intruders. From the other areas of the temple, the response is fairly simple and splits into two groups:

- The chief, his wife, his son, Sharazad, Gakmaradar, and the three Phalanx chiefs will assemble in the throne room. There they will begin casting defensive spells.

- All other orcs here will rush out to fight. Shamans and witchdoctors will cast their defensive spells (including *bleed*) first. These orcs are really the cannon fodder to weaken the PCs a little before the climactic combat in the throne room. This location is now detailed fully for this final combat.

Combat in the Throne Room

This chamber is dominated by the great obsidian throne of the chief. It is a tall-backed seat topped with impaled skulls with a hole neatly drilled above and between their eye sockets to represent the central eye of Gruumsh. Bloodied trophies of combats, animal skins, (non-magical) weaponry, and crude



furnishings complete the decor. Just behind and to the right of the throne of the chief is a depression in the floor which has a ring of red-flecked black stone around it. Even in the darkness the orcs favor, it seems that flickers of blackness and chill sinuously radiate from this area and then slither back into their magical point of origin (this radiates strong magic and evil if detected for). Above this well, sculpted into the wall, is an idol of Gruumsh appearing as a huge (14' tall), one-eyed orc with an enormous flaming spear in one hand and a wickedly spiked ball and chain in the other. Finally, slaving and snarling by the throne is the chief's pet troll, a huge monster with 51 hp.

The Phalanx chiefs will spread themselves out, with Hardreda and Mordugar, to protect the others (the chief, his High Priest and Court Wizard) to allow them to cast spells. The troll will attack the first PC who enters the room. Note that Hardreda will be using her *broom of animated attack*, especially to assault any flying PC or spell caster who is proving hard to melee. Unless the PCs have been very fast, all defensive/protective spells will have been pre-cast in the best order. Gakmaradar will have used his *magical dust* on himself and Sharazad. Gardrak will have read his *scroll of protection from fire*, and so on. Just before the PCs enter, the chief will cast his *prayer* spell for the coming combat.

Don't use morale checks for these enemies. The rationale here is a battle to the death. The only orcs who might surrender (and only then if the chief and his wife are slain) are the High Priest and Gakmaradar the wizard.

The Blackwell in Combat

However, it isn't just the abilities of the orcs here which present dangers to the PCs. Each round, any one of the spell casters can reach into the Blackwell and draw forth a globe of blackness from which black semi-ethereal tendrils trail and fade into nothingness. This globe can then be thrown up to 40' as a +3 *magical missile* weapon. The globe inflicts 2d6 points of *chill* damage and the victim must make a saving throw versus spells (no bonus applies for magical armor) or suffer a randomly determined effect from the table below.

Effects of Blackwell Missiles

D6 Roll	Effect
1	-2 Strength, 2d6 rounds
2	-2 Strength, 2d6 Turns
3	Victim is <i>slowed</i> , 2d6 rounds
4	Victim is paralyzed, 2d6 rounds
5	One randomly determined limb is affected as by a <i>staff of withering</i>
6	As above, and the victim is also aged (as if by a ghost)

These effects can only be utilized by a spell-caster who is a worshipper of Gruumsh.

The Idol of Gruumsh

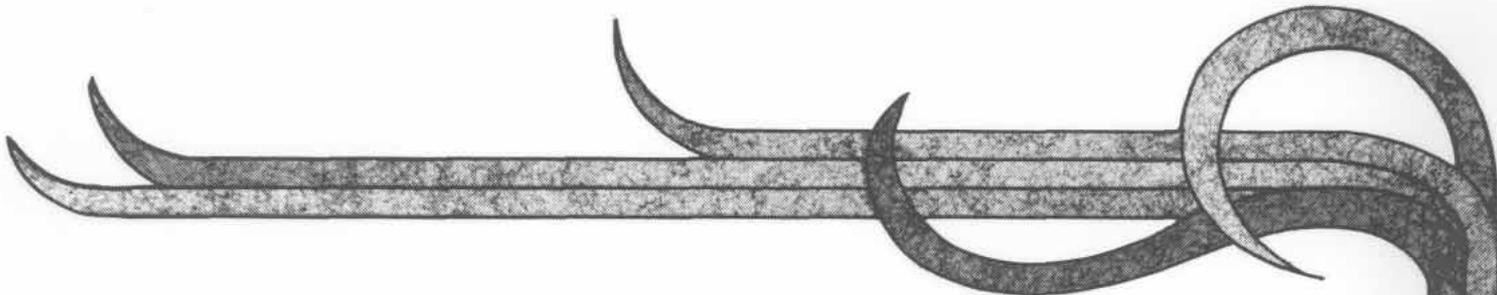
The etched wall idol is also active during combat. It exerts a protective effect in the room. First, it automatically dispels or dismisses any *conjured* or *summoned* creatures, which the PCs have with them (efreeti, invisible stalkers, elementals, unseen servants, summoned monsters, conjured animals, and the like). It also negates the effects of any spells which *conjure/summon* such creatures within this chamber.

The single eye of the idol opens as the PCs enter the throne room revealing a magically red cornea and a jet black pupil. Each round during combat a single spark of red light appears within the stone eye and fires a glowing mote of light through the air at a (randomly selected) PCs. THACO for this attack is 5 and the missile acts as a *fire seed* (2d8 points of damage). The idol's eye closes only if all orcs in this room are slain.

Victory!

Eventually, the PCs should be able to win this combat. When they do, *Dreamsinger* and *Greenswathe* both scream to their owners (metaphorically speaking) that *Stalker* is within the Blackwell.

There is only one way to get at the magical weapons within the Blackwell—reach in and grab them. When this is attempted, the PC has a chance of grabbing a weapon from what feels like a swirling vortex of ultra-cold force. This chance is equal to one-half the PC's Dexterity score (roll as a Dexterity check). The Blackwell



is bottomless. If a PC wants to actually climb down into it, it is a terrific way to reduce life expectancy to zero.

Unfortunately, contact with the Blackwell inflicts 2d6 points of *chill* damage per round. Spells which *protect against cold* will halve this at best (*resist cold*, *fire shield*, etc.). There is also a 10% chance per round that the PC loses one point of a physical stat (d6: 1-2, Str; 3-4, Dex; 5-6, Con) permanently from the biting magical *chill*.

Magical means of getting the weapons here won't work, except for a *wish*.

There are two weapons within the Blackwell: *Stalker* (see Appendix) and a dwarven *warhammer +3* which only acts as a +1 weapon in anyone else's hands. If the dwarf using this weapon is a rogue it adds +5% to all rogue skills when used and, if used to strike from behind with surprise (as in backstabbing), on a natural 20 it kills the victim outright. Which weapon is grabbed first should be randomly determined.

Staging the Ending

There are two options for getting out of the orcish city. The first is to make the PCs run from the city, fighting or bluffing their way past encounter checks and replenished guards. The city will be in a state of uproar and panic and encounters, and encounter checks should reflect this. Orc reactions will be extreme (very hostile or terrified). If the PCs have the strength and skills left to try this, let them go for it (and add extra XPs if they make it the hard way). If they get into real trouble, you can always switch to the second option.

The second option is that the three magical swords begin to hum and glow together, developing a whirlwind of swirling, howling magical force. They are building up strong magical energy. The result of this is to *teleport* the PCs 20 miles away north-east of the city (and above ground). The three sword wielders will be physically drained, their hit point totals will be halved from their current levels (round fractions up) with -2 penalties to Strength and Constitution for 24 hours.

If you can stage it, while the PCs are desperately rummaging in the Blackwell for *Stalker*, you can have orog reinforcements start pouring down the temple corridor to the throne

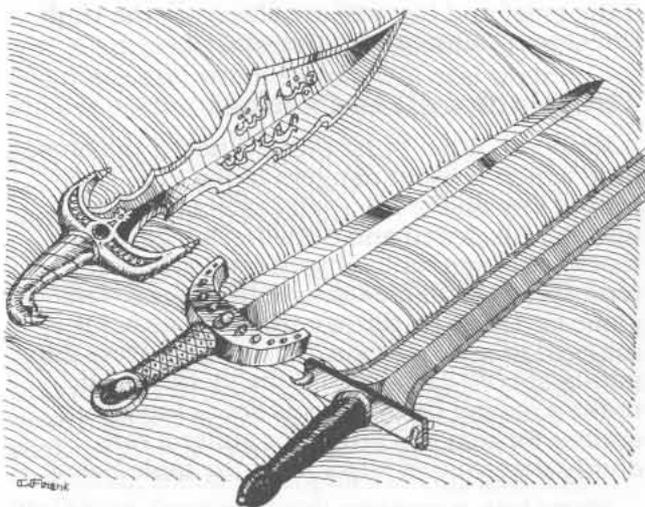
room forcing the PCs to hold them off. If they interpose a magical barrier (*wall of stone*, etc.), have an orcish 2nd level witchdoctor with a *dispel magic* scroll get rid of it. Make them fight a holding action while they get the sword.

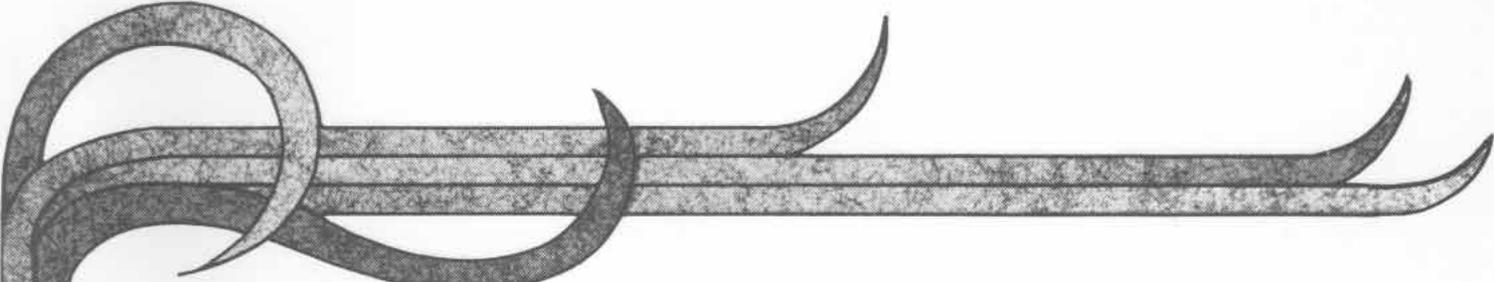
Concluding the Adventure

The PCs should be allowed to find a safe place to rest and recuperate. What happens now depends on whether you wish to continue with the adventure series.

If you do not end the adventure at this point, the PCs should rest and sleep, recover hit points and spells, and the adventure will be resumed in the next module of this series.

If you wish to end the adventure here, after rest and sleep, the PCs will meet a group of powerful Frost Barbarians led by a man known to be a powerful warrior and leader. Since the PCs do not wish to continue the quest, Mallon and Karasten will depart with the Frost barbarians and the three Blades of Corusk. The PCs can travel with them to a safe place within their own lands, if they wish; you can skip encounters along the way, the combined group is too strong to be seriously threatened. Here, they will be greeted as heroes and fine barbarians, but when the other barbarians find the other Blades, the glory of the PC's will soon be forgotten. The PC's lives will be safer, but quieter, and their chance of glory is gone.





Appendix

The Blades of Corusk

The nature of the Five Blades of Corusk are listed below for reference, although only the three found in this adventure are described in detail. They are ancient magical blades created to function most powerfully as a group.

All blades are resistant to magical scrying, although they confer no protection on their wielders in this regard.

The Blades of Corusk

Name	Align	Basic Type
<i>Harmonizer</i>	(N)	+5 Defender, two-handed sword
<i>The Edge</i>	(CN)	+3 Bastard sword
<i>Greenswathe</i>	(N)	+3 Scimitar
<i>Dreamsinger</i>	(N)	+3 Broadsword
<i>Stalker</i>	(NG)	+3 Long sword

Characters and Weapons

The weapons were made for certain types of characters—bard, ranger, etc. The pregenerated PCs fit the bill for the best use of these weapons. If you use other PCs, approximate: *Dreamsinger* can be used by a rogue as well as a bard, for example, but its unique and strange behavior remains the same.

The weapons also have alignments. Allow a “one place difference” rule if you must stretch things—for example, *The Edge* will allow any chaotic or true neutral character to use it.

Dreamsinger, Broadsword

Dreamsinger is a weapon created for a bard. It has a white steel blade and a platinum-filigree crosspiece and pommel set with fine moonstones. In the hands of anyone other than a barbarian bard, it is simply a +1 magical sword. In the hands of a barbarian bard, it is a +3 weapon which also confers a -1 bonus to AC and a +1 bonus to all saving throws. There is one exception to this: the wielder of *Dreamsinger* has a -1 penalty to saving throws versus Illusions and mind-affecting spells because of the strange mental effects of the weapon (see below).

Dreamsinger allows a barbarian bard to cast spells from it. The spells *ESP* and *augury* are

usable once per day each, and *divination* can be used once per week. The answers and information gained should always be conveyed in a metaphor, simile, or allegory of some kind.

Dreamsinger's Visions

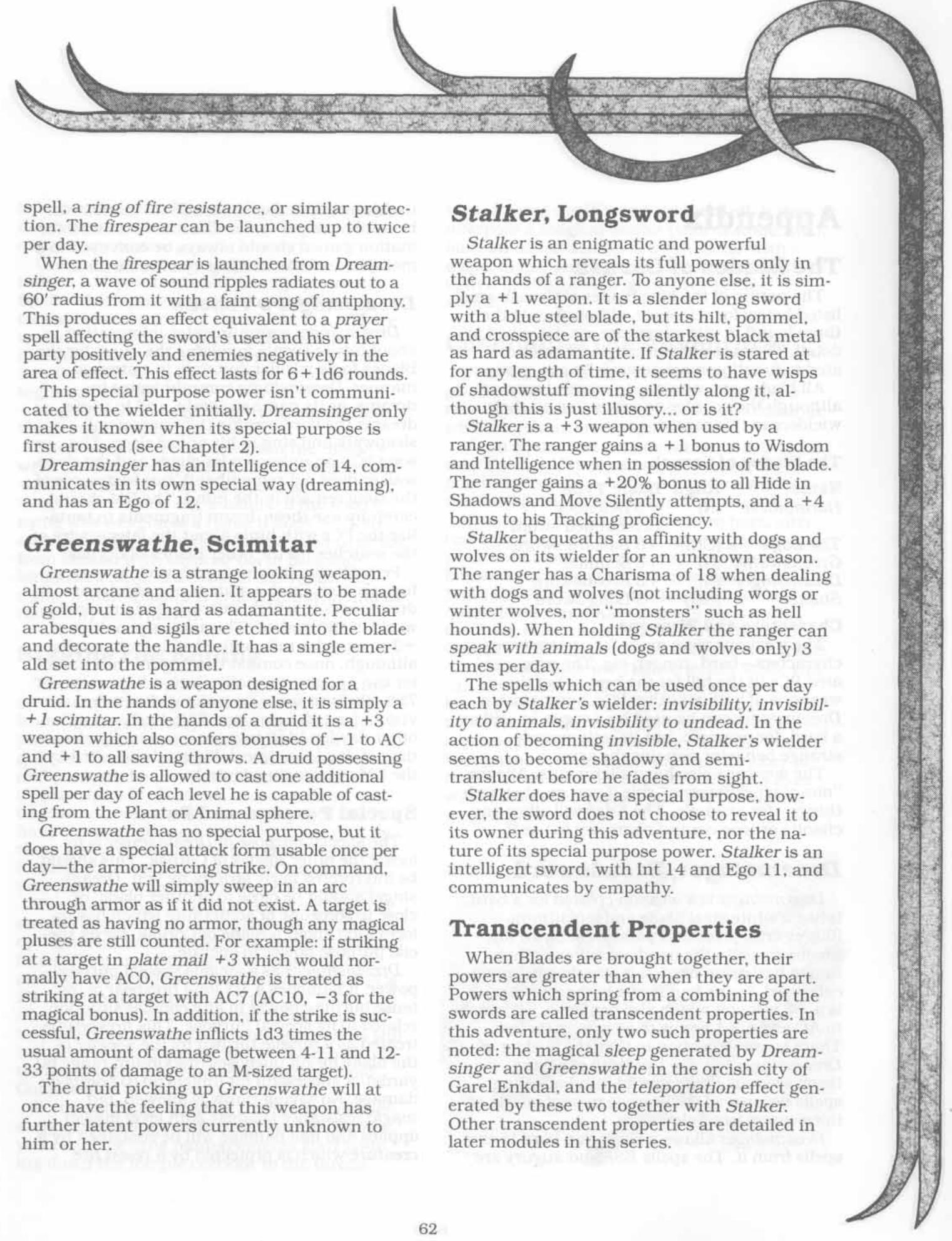
Dreamsinger communicates information about future events involving the quest for the Blades to its wielder, but only in a strange manner. *Dreamsinger* communicates in dreams, as its name suggests, and in these dreams the bard owning the weapon will sleepwalk and sing in his or her sleep. The song is in an unknown language and the sleepwalker does not remember it, but fragments of the song remain in the mind. The DM should carefully use these dream fragments to tantalize the PCs with hints about the later stages of the searches for the other Blades of Corusk.

Periodically, *Dreamsinger's* wielder enters fugue states. Such a state is one of intense dreaminess in which awareness of the outside world is diminished. This means penalties of -3 to surprise rolls and -1 to initiative rolls although, once combat has begun, the character can operate normally. Such a fugue state is 75% likely to occur on waking after a dream vision, for 1d6 hours and 25% likely every other day for 1d10 turns at a randomly chosen time of day (or a time deliberately selected by the DM as a staging device).

Special Purpose and Power

The special purpose of *Dreamsinger* is to locate the other Blades of Corusk. This should be interpreted fairly strictly by you. *Dreamsinger* should be close to another blade, or close to someone or something which has information about a Blade of Corusk, for its special purpose power to operate.

Dreamsinger has a vicious special purpose power. It launches a 10' long *firespear* of intense burning power in any combat situation related to its special purpose. This *firespear* is treated as a missile thrown by the wielder of the blade for hit purposes (maximum range 80 yards). A successful hit inflicts 6d10 points of damage. No saving throw is allowed, but *magic resistance* (against 20th level magic) applies and half damage will be sustained by a creature which is protected by a *resist fire*



spell, a *ring of fire resistance*, or similar protection. The *firespear* can be launched up to twice per day.

When the *firespear* is launched from *Dreamsinger*, a wave of sound ripples radiates out to a 60' radius from it with a faint song of antiphony. This produces an effect equivalent to a *prayer* spell affecting the sword's user and his or her party positively and enemies negatively in the area of effect. This effect lasts for 6 + 1d6 rounds.

This special purpose power isn't communicated to the wielder initially. *Dreamsinger* only makes it known when its special purpose is first aroused (see Chapter 2).

Dreamsinger has an Intelligence of 14, communicates in its own special way (dreaming), and has an Ego of 12.

Greenswathe, Scimitar

Greenswathe is a strange looking weapon, almost arcane and alien. It appears to be made of gold, but is as hard as adamantite. Peculiar arabesques and sigils are etched into the blade and decorate the handle. It has a single emerald set into the pommel.

Greenswathe is a weapon designed for a druid. In the hands of anyone else, it is simply a +1 *scimitar*. In the hands of a druid it is a +3 weapon which also confers bonuses of -1 to AC and +1 to all saving throws. A druid possessing *Greenswathe* is allowed to cast one additional spell per day of each level he is capable of casting from the Plant or Animal sphere.

Greenswathe has no special purpose, but it does have a special attack form usable once per day—the armor-piercing strike. On command, *Greenswathe* will simply sweep in an arc through armor as if it did not exist. A target is treated as having no armor, though any magical pluses are still counted. For example: if striking at a target in *plate mail* +3 which would normally have AC0, *Greenswathe* is treated as striking at a target with AC7 (AC10, -3 for the magical bonus). In addition, if the strike is successful, *Greenswathe* inflicts 1d3 times the usual amount of damage (between 4-11 and 12-33 points of damage to an M-sized target).

The druid picking up *Greenswathe* will at once have the feeling that this weapon has further latent powers currently unknown to him or her.

Stalker, Longsword

Stalker is an enigmatic and powerful weapon which reveals its full powers only in the hands of a ranger. To anyone else, it is simply a +1 weapon. It is a slender long sword with a blue steel blade, but its hilt, pommel, and crosspiece are of the starkest black metal as hard as adamantite. If *Stalker* is stared at for any length of time, it seems to have wisps of shadowstuff moving silently along it, although this is just illusory... or is it?

Stalker is a +3 weapon when used by a ranger. The ranger gains a +1 bonus to Wisdom and Intelligence when in possession of the blade. The ranger gains a +20% bonus to all Hide in Shadows and Move Silently attempts, and a +4 bonus to his Tracking proficiency.

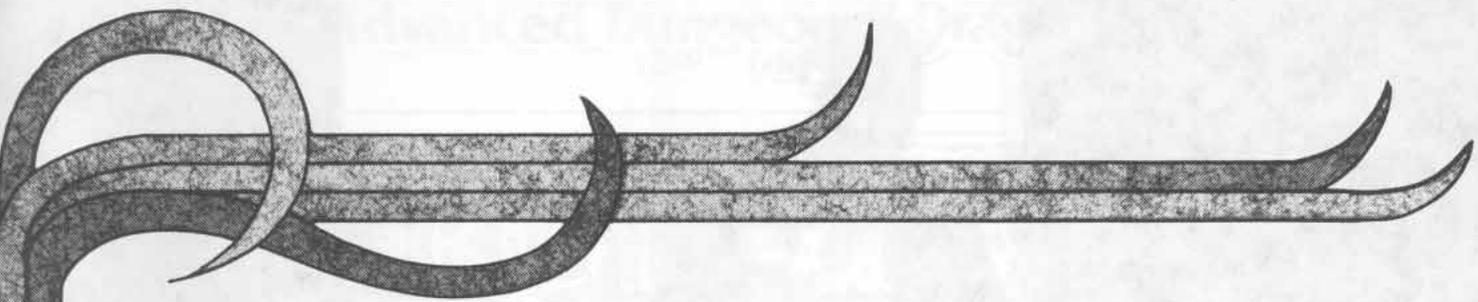
Stalker bequeaths an affinity with dogs and wolves on its wielder for an unknown reason. The ranger has a Charisma of 18 when dealing with dogs and wolves (not including worgs or winter wolves, nor "monsters" such as hell hounds). When holding *Stalker* the ranger can *speak with animals* (dogs and wolves only) 3 times per day.

The spells which can be used once per day each by *Stalker's* wielder: *invisibility*, *invisibility to animals*, *invisibility to undead*. In the action of becoming *invisible*, *Stalker's* wielder seems to become shadowy and semi-translucent before he fades from sight.

Stalker does have a special purpose, however, the sword does not choose to reveal it to its owner during this adventure, nor the nature of its special purpose power. *Stalker* is an intelligent sword, with Int 14 and Ego 11, and communicates by empathy.

Transcendent Properties

When Blades are brought together, their powers are greater than when they are apart. Powers which spring from a combining of the swords are called transcendent properties. In this adventure, only two such properties are noted: the magical *sleep* generated by *Dreamsinger* and *Greenswathe* in the orcish city of Garel Enkdal, and the *teleportation* effect generated by these two together with *Stalker*. Other transcendent properties are detailed in later modules in this series.



Dream Handouts

Dream Handout 1

You see a single swan flying high over a deep green pine forest. The swan glides down on the air currents, wheeling around to descend to a glittering, pale blue bay. You sense that the swan has a purpose and knowledge, but just what she knows and exactly where she is heading you don't know.

Dream Handout 2

You see an arc of green color which slowly takes on form and clarity. It becomes a strange, curved, green sword which you see sweeping in an arc and cutting through armor as if it did not exist. You sense that, in the arc and sweep of the sword, there are echoes of the cycles of time, the ebb and flow of the seasons, the bitterness of winter, and the explosion of life in the spring. How such powerful feelings arise from a simple image of a moving sword you don't understand.

Dream Handout 3

You hear voices, voices raised in song, but this is much more than just hearing a song. This is the direct impression of music on the soul, the perfect harmonies of chants out of time, endless and spinning away into the eternal. The songs convey powerful feelings of a culmination and the initiation of a new cycle of affairs, a beginning and an ending together...

Dream handout 4

In a gloomy and oppressive set of caverns and passages you see armored and grim-faced orcs — thousands and thousands of them. They are marching through the darkness and they stride out to the deep beats of some infernal drumming. Their eyes glow with malevolence and hatred.

Dream Handout 5

You have only a sensing this time, the sense of a barbarian King. He bears a great weapon, one which was borne by another and greater King in the far distant past.

Dream Handout 6

You see a huge, single eye of stone. The pupil suddenly turns black, the cornea blood red, shadows play around the eye, and a red tear drips from it. There is a powerful sense of evil about the eye.

Dream Handout 7

You have the sense of a barbarian king once more and a sense of distance—perhaps in space and time. It is not yet your time to deal with this vision.

Dream Handout 8

You sense the presence of another of the Blades of Corusk. It is obscured by flickering shadows and illusion and you do not see it clearly. You have a keen feeling of semi-reality, as if this Blade is elusive and other-worldly in some way, and hard for you to understand.

Dream Handout 9

You are walking through a great cavern with hundreds of orcs rushing toward you. Their weapons are readied, and hatred and bloodlust are etched in their faces. As they close in on you, they fall to the ground overcome by magical sleep. There is an echoing song in the air which has rendered them helpless. At the edge of your vision there is a fuzzy greenness which prevents you from focusing properly. You don't understand this, but you know that you must hasten onwards to a place of great evil where this power of inducing sleep will not avail you to face orcs far more powerful than those you have just overcome.

Dream Handout 10

You seek the Blade of Corusk in the orcish city. It is plunged into blackness. You shiver, sensing bitter cold and blackness numbing you. You see an image of a black obelisk stretching into the gloom of an infernal cavern and you sense undead creatures and evil magic at work.



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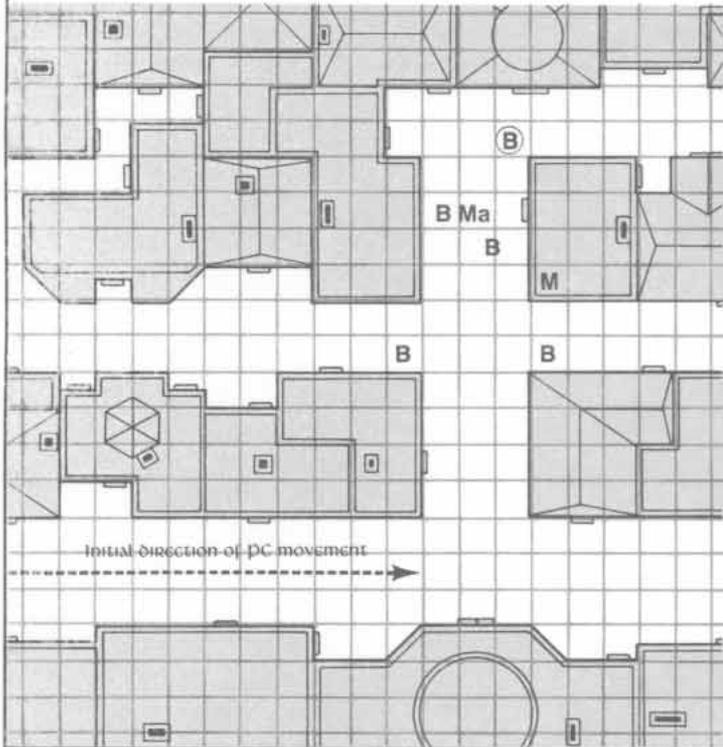
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Ambush In Rookroost

One square = 10 feet

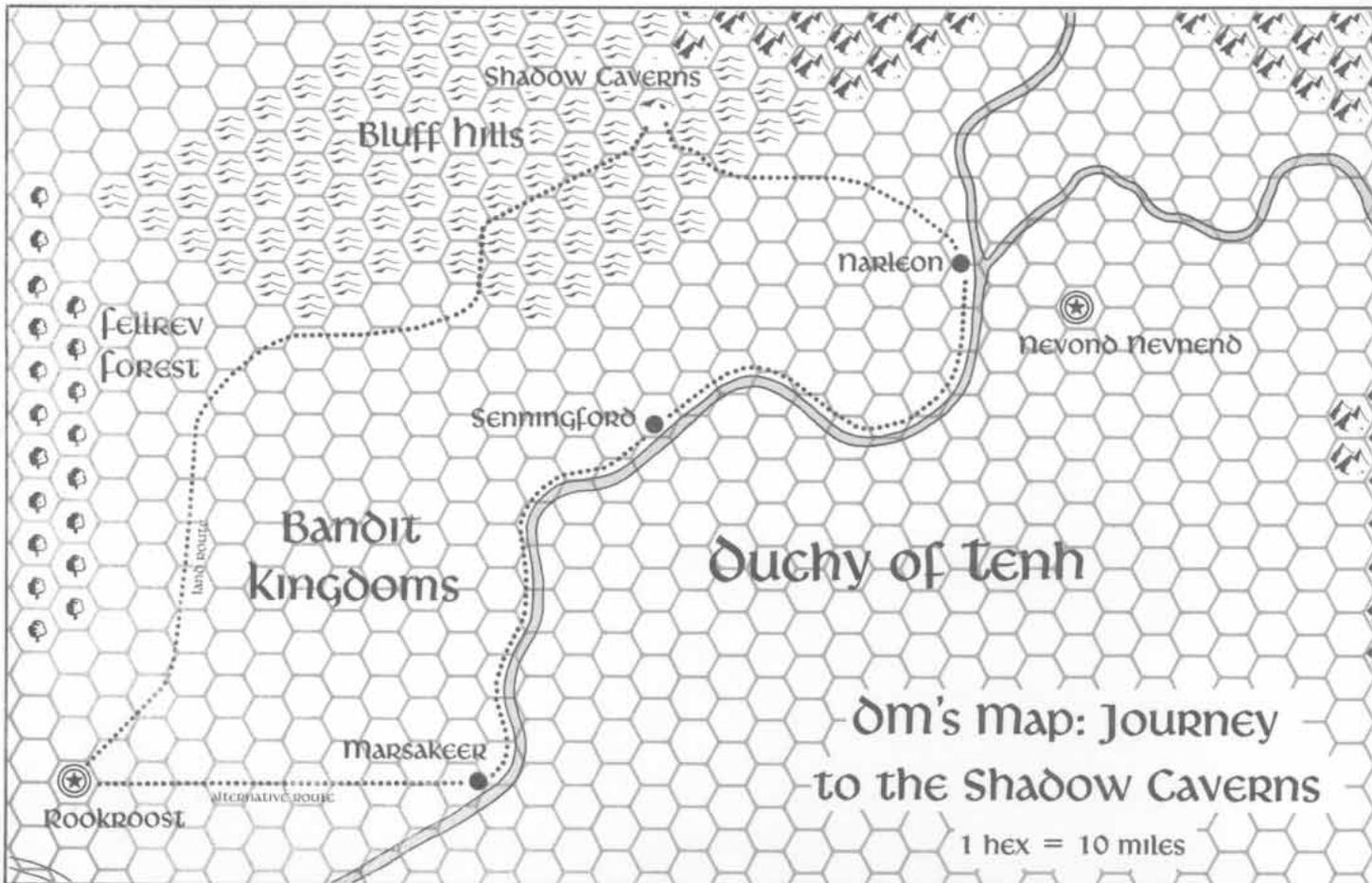
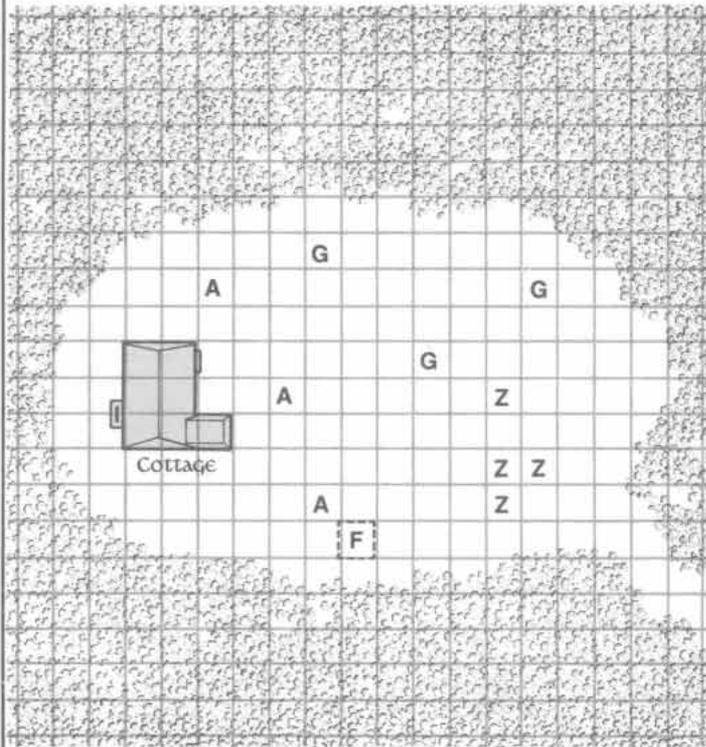
- M Mage on roof of building
- B Bandit fighters
- Ma Mage (victim of assault)
- (B) BARBARIAN LEADER



The Hag Copse

One square = 10 feet

- A Annis
- Z Zombie
- G Hill Giant
- F Female in forcecage trap



DM's Map: Journey to the Shadow Caverns

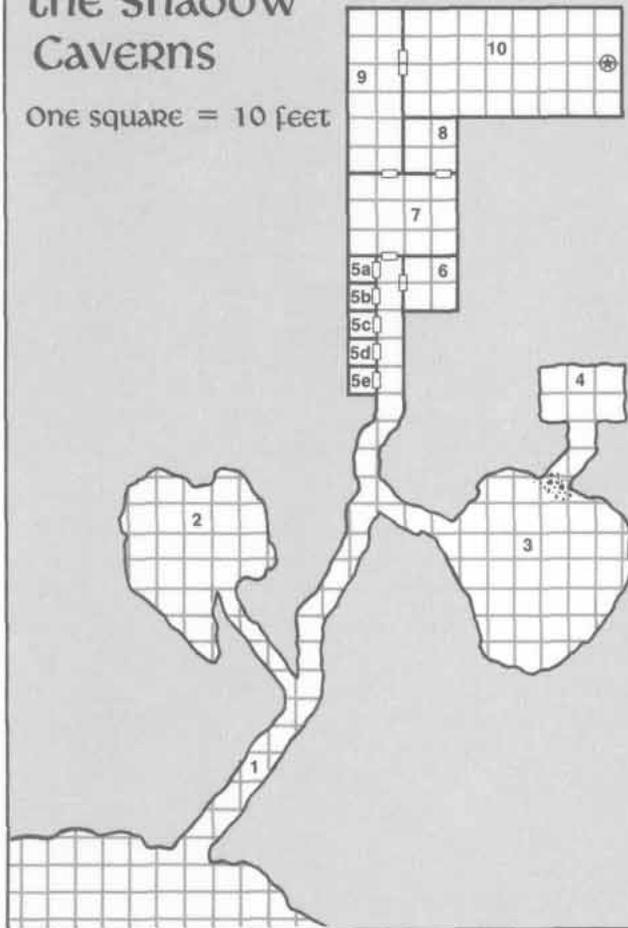
1 hex = 10 miles

MONSTER STATISTICS CHART

Name	AL	AC	MV	HD	hp	THAC0	#AT	Dmg	SA	SD	SZ	ML	Book
Annis	CE	0	15	7+7	41	9/12	3	9-16/9-16/3-9	Y	Y	L	15	MC
Badger, Giant	N	4	6, Br 3	3	15	17	3	1-3/1-3/1-6	N	N	M	8	MC
Bandit: Level 3	E	4	9	3	17	17	1	W+1(2-9)	N	N	M	12	
Level 4	E	4	9	4	24	16	1	W+1(2-9)	N	N	M	12	
Level 5	E	4	9	5	30	15	1	W+1(2-9)	N	N	M	13	
Level 6	E	4	9	6	36	14	1	W+1(2-9)	N	N	M	13	
Bear, brown	N	6	12	5+5	28	15	3	1-6/1-6/1-8	Y	N	L	9	MC
Bear, cave	N	6	12	6+6	34	15	3	1-8/1-8/1-12	Y	N	H	10	MC
Beetle, stag	N	3	6	7	44	13	3	4-16/1-10/1-10	N	N	L	13	MC
Bugbear	CE	5	9	3+1	16	17	1	2d4 or W	Y	N	L	12	MC
Crystallmist	N	7	Fl 6	n/a	50	13	1	1d6	Y	Y	T	11	MCG
Dwarf	LG	4	6	1	7	20	1	W(1-8)	Y	Y	M	13	MC
Ettin	CE	3	12	10	52	10	2	1-10/2-12 +W or 2-16/3-18	N	Y	H	14	MC
Flind	LE	5	12	2+3	12	17	1	1-6 or 1-4	Y	N	M	12	MC
Galeb Duhr, 8HD	N	-2	6	8	40	13	2	2-16/2-16	Y	Y	L	17	MC
Galeb Duhr, 10HD	N	-2	6	10	50	11	2	4-24/4-24	Y	Y	L	17	MC
Ghoul	CE	6	9	2	8	19	3	1-3/1-3/1-6	Y	Y	M	11	MC
Giant, hill	CE	3	12	12+1	55	9	1	1-6 or 9-19	Y	N	H	13	MC
Giant, stone	N	0	12	14+1	65	7	1	1-8 or 10-20	Y	Y	H	16	MC
Giant-kin, Verbeeg	NE	4	18	5+5	30	15	2	5-10/5-10	N	N	L	13	MC
Gnoll	CE	5	9	2	10	19	1	W(2-8)	N	N	L	11	MC
Goblin	LE	6	6	1-1	4	20	1	W(1-6)	N	N	S	10	MC
Griffon	N	3	12, Fl 30	7	36	13	3	1-4/1-4/2-16	N	N	L	12	MC
Hangman Tree	NE	3/5	0	6+90	152	7	3	1-3	Y	Y	G	15	MC
Harpy	CE	7	6, Fl 15	7	30	13	3	1-3/1-3/1-6	Y	N	M	13	MC
Hobgoblin	LE	5	9	1+1	6	19	1	W(1-8)	N	N	M	11	MC
Lion, mountain	N	6	12	3+1	16	17	3	1-3/1-3/1-6	Y	Y	M	9	MC
Lion, spotted	N	5/6	12	6+2	30	15	3	1-4/1-4/1-12	Y	Y	L	9	MC
Mongrelman	LN	5	9	3	15	17	1	1-8 or W	N	Y	M	12	MC
Ogre	CE	5	9	4+1	20	17	1	2-12 (d10+2)	N	N	L	11	MC
Ogre leader	CE	3	9	7	32	13	1	5-15	N	N	L	12	MC
Ogre mage	CE	4	9, Fl 15	5+2	28	15	1	1-12	Y	N	L	14	MC
Orc:													
Fighting	LE	6	9	1	5	19	1	W(1-8)	N	N	M	12	MC
Ordinary	LE	10	12	1	3	19	1	W(1-6)	N	N	M	10	MC
Phalanx	LE	4	9	3	15	17	1	W+2 (3-10)	N	N	M	14	MC
Phalanx chief	LE	4	9	4	20	17	1	W+3 (4-11)	N	N	M	14	MC
Serjeant	LE	4	9	2	11	19	1	W+1 (2-9)	N	N	M	13	MC
Shaman-1	LE	6	9	1	5	19	1	W(1-8)	Y	N	M	12	
Shaman-2	LE	5	9	1+d4	8	19	1	W(1-8)	Y	N	M	12	
Shaman-3	LE	5	9	11	1+2d4	19	1	W(1-8)	Y	N	M	13	
Shaman-4	LE	4	9	1+3d4	15	17	1	W+1 (2-9)	Y	N	M	14	
Witchdoctor-1	LE	10	12	1	5	19	1	W(1-4)	Y	N	M	12	
Witchdoctor-2	LE	10	12	1+d4	8	19	1	W(1-4)	Y	N	M	12	
Orog	LE	4	6	3	16	17	1	W+1 (2-11)	N	N	M	14	MC
Orog leader	LE	4	6	4	22	17	1	W+2 (3-12)	N	N	M	14	MC
Pseudodragon	NG	2	6, Fl 24	2	15	19	1	1-3+ special	Y	Y	T	15	MC
Shadow	CE	7	12	3+3	16	17	1	2-5+ special	Y	Y	M	Sp	MC
Shadow, slow	CE	8	12	4	28	17	1	1-4+ special	Y	Y	M	Sp	MCG
Snake, poisonous	N	6	15	2+1	10	19	1	1+ special	Y	N	S	8	MC
Spectre	LE	2	15, Fl 30	7+3	43	13	1	1-8+ special	Y	Y	M	15	MC
Taer	N	4	18	3+6	20	17	1 or 3	W+3 (3-11) or 1-6/1-4/1-4	Y	Y	M	11	MCG
Treant	CG	0	12	10	55	11	2	3-18/3-18	Y	Y	H	15	MC
Troll	CE	4	12	6+6	33	13	3	5-8/5-8/5-12	Y	Y	L	14	MC
Troll, copper	CE	1	12	6+6	48	13	3	5-8/5-8/5-12	N	Y	L	Sp	WG
Troll, two-headed	CE	4	12	10	45	11	4	5-8/5-8/1-12/1-12	Y	Y	L	16	MC
Tyrg	CN	5	18	7	33	13	1	1-12	Y	Y	L	13	MCG
Urd	NE	8	6, Fl 15	3	14	17	1	1-3 or W(1-4)	Y	N	S	7	MC
Wight	LE	5	12	4+3	22	15	1	1-4+ special	Y	Y	M	14	MC

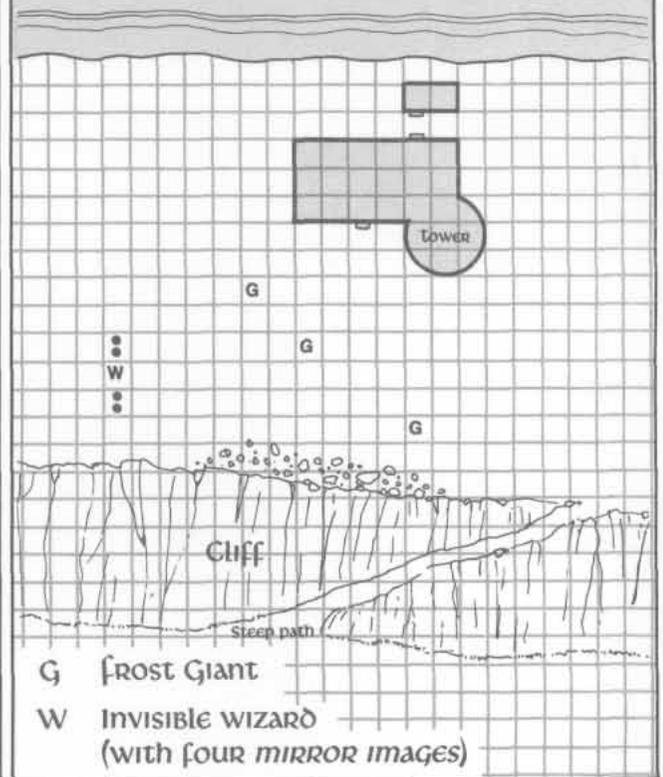
The Shadow Caverns

One square = 10 feet



The Mage's Bay home

One square = 10 feet



MONSTER STATISTICS CHART

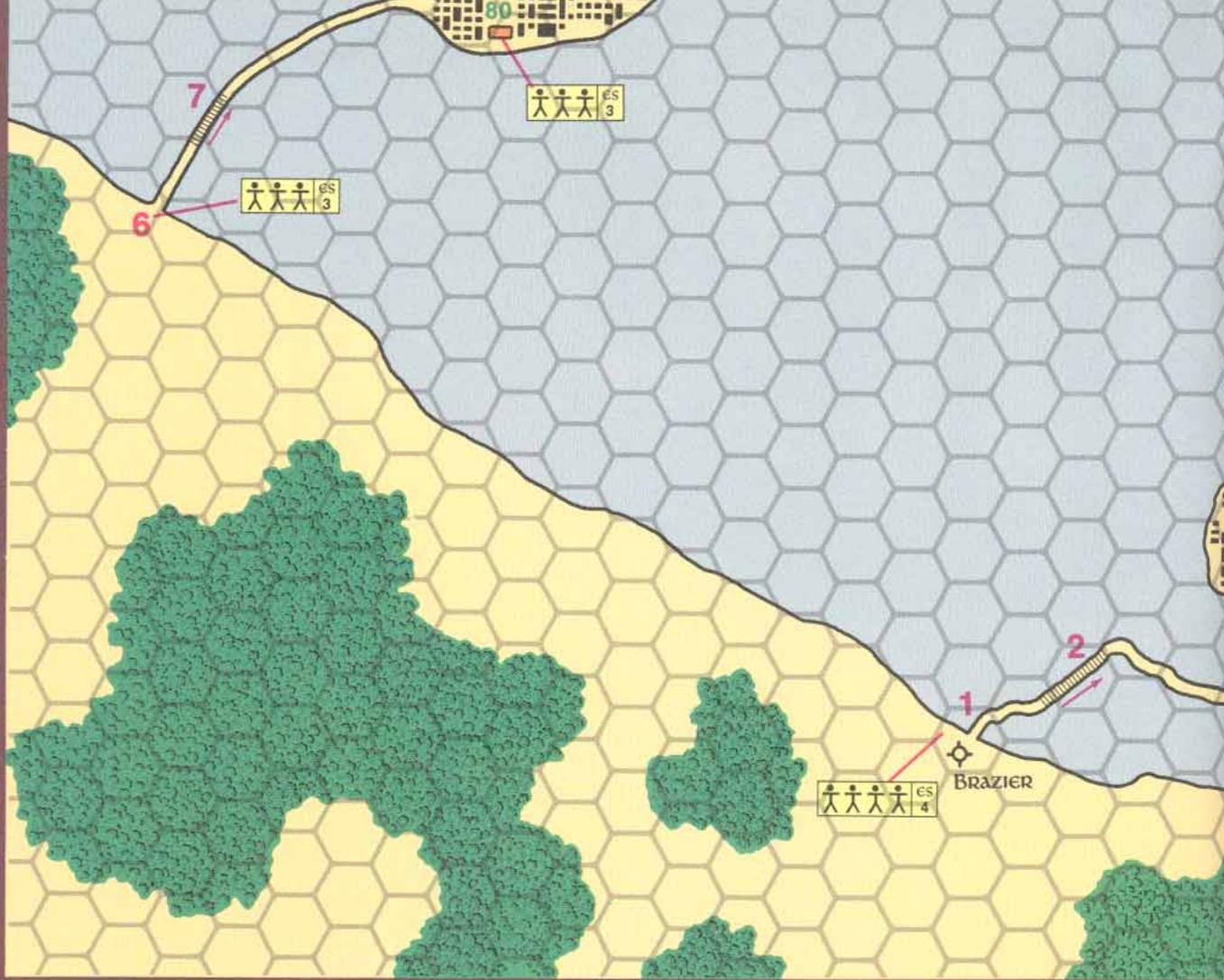
Name	AL	AC	MV	HD	hp	THACO	#AT	Dmg	SA	SD	SZ	ML	Book
Wolf	N	7	18	2+2	11	19	1	2-5	N	N	S	10	MC
Wolfwere	CE	3	15	5+1	28	15	1 or 2	2-12+ W(1-8)	Y	Y	M	14	MC
Worg	NE	6	18	3+3	16	17	1	2-8	N	N	M	11	MC
Wraith	LE	4	12, Fl 24	5+3	28	15	1	1-6+ special	Y	Y	M	15	MC
Wyvern	NE	3	6, Fl 24	7+7	44	13	2	2-16 1-6+ special	Y	N	G	14	MC
Yeth Hound	NE	0	15, Fl 27	3+3	18	17	1	2-8	Y	Y	M	19	MCG
Zombie	N	8	6	2	10	19	1	1-8	N	Y	M	Sp	MC

W = Weapon

MC = **Monstrous Compendium**

MCG = **GREYHAWK® Monstrous Compendium**





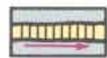
Garel Enkadal



Gate



Secret Door



Stairway (arrow points down)



Rockfall



River



Lake/Pool



13

Temple

23

20

21

22

19

14g

ES 4

14f

14f

14e

14b

14

15

14d

700

ES 5

14c

14a

1000

ES 7

ES



City of the Orcs

One hex = 50 yards

Encounter strength values

 = 1 ORCISH figure

 = 1 LARGER figure (OROG/OGRE)

 = BARRACKS with number of troops denoted

100



To the Underdark

17

16

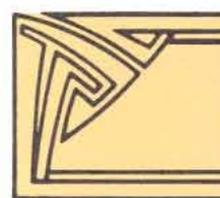
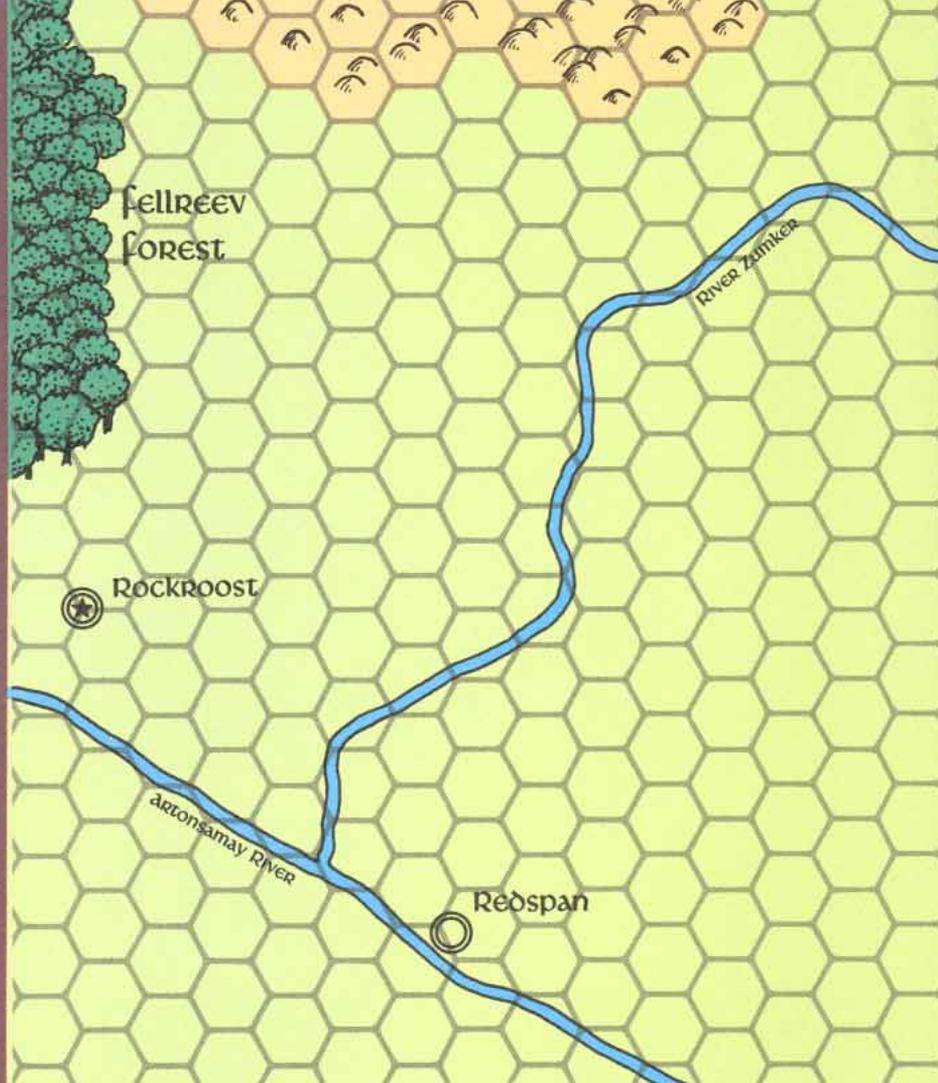


Karaste

The Forlorn Forest

Rovers of the Barrens

Shadow Caverns





hold of Stonefist

White fanged Bay

n's home

Frozen River

Bastro

Vlekstaad

Purnill

Garel Enkdal

Thunder Pass

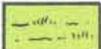
Calbut

Griff Mountains



Area Map

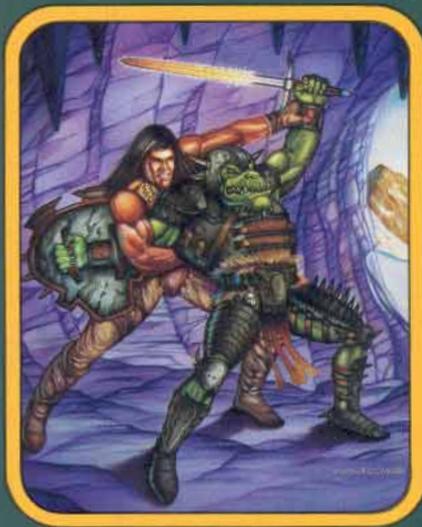
One hex = 30 miles

-  Mountains
-  hills
-  Swamp
-  forest
-  pine forest

GREYHAWK[®] ADVENTURES

Official Game Adventure

Five Shall Be One by Carl Sargent



Adventure in the world of Greyhawk!

Powerful forces are set in motion as your party searches for the legendary Blades of Corusk. Take them on the perilous journey from Rookroost to the Lair of the Shadow Dragon in the frozen northlands. Will they survive the ramifications of events that they have initiated? Those who hold the magical blades will not easily give them up. Plucking them from the grasp of a jealous dragon or stealing them from the center of the subterranean City of the Orc Horde will strain your adventurers to their limits!

Designed to be played alone or with the adventure WGS2, *A Howl from the North*, *Five Shall Be One* is suitable for four to eight players who are 7th to 10th level.

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U.S.A.



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