

**WARHAMMER
FANTASY ROLE PLAY**

DOOMSTONES



DEATH ROCK

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The adventurers and handouts should be removed before play. Permission is granted to photocopy these pages for personal use only.



DEATH ROCK

Welcome to **Death Rock**, the third of the **Doomstones** adventures. In this part of the campaign, the characters continue their search for the ancient Crystals of Power, and hunt through a remote mountain monastery for the Crystal of Air.

This adventure is set in the same part of the southern Vaults mountains as the previous **Doomstones** adventures: **Fire in the Mountains** and **Blood in Darkness**. It can be played as a stand-alone adventure, although it is preferable to have played – or at least read – the previous adventures.

- a selection of pregenerated player characters.
- full details of the Crystal of Air, the magical artefact which is the basis of the adventure.
- appendices on *Guardian Spirits*, a new magical creature, and on using **Death Rock** with **Warhammer Fantasy Battle**.

WHAT THIS BOOK CONTAINS

Death Rock includes the following:

- the introduction (this section), giving you basic notes on how to use the book, and full background information on the events which have led up to the start of this adventure.
- the adventure itself, with all necessary maps, player handouts and GM aids.

The Three Chapters

Death Rock breaks down into three chapters:

The Warning

A ghostly encounter sets the adventurers on the trail of the Crystal. They must head north along the trade road to the Winter's Teeth pass, and make their way through the mountains from there to the remote monastery known as Eyrie.

Eyrie

Arriving at the monastery, the adventurers find they are expected. A playing card and an old letter

Abbreviations

A	Number of attacks (melee)
AP	Armour Points
BS	Ballistic Skill
BiD	<i>Blood in Darkness</i> adventure
Cl	Cool
CR	Complexity Rating (locks)
D	Damage
Dex	Dexterity
DoTR	<i>Death on the Reik</i> adventure
EiF	<i>Empire in Flames</i> adventure
EPs	Experience Points
ES	Effective Strength (missile weapons)
Fcl	Fellowship
FitM	<i>Fire in the Mountains</i> adventure
GC	Gold Crowns
GM	Game Master
I	Initiative
Int	Intelligence
Ld	Leadership
M	Movement
MP	Magic Points

NPC	Non-player Character
P	Parry
PBT	<i>Power Behind the Throne</i> adventure
PC	Player Character
R	Range (missile weapons)
RD	<i>Restless Dead</i> companion/rulebook
Rld	Reload time (missile weapons)
ROC-LD	<i>Realm of Chaos – The Lost & the Damned</i>
ROC-SD	<i>Realm of Chaos – Slaves to Darkness</i>
RoL	<i>Return of the Lichmaster</i> adventure
S	Strength
SOB	<i>Shadows over Bogenhafen</i> adventure
SRK	<i>Something Rotten in Kislev</i> adventure
SS	Silver Shilling
T	Toughness
TEW	<i>The Enemy Within</i> sourcebook
W	Wounds
WC	<i>Warhammer City</i> sourcebook
WFRP	<i>Warhammer Fantasy Roleplay</i> rulebook
WP	Will Power
WS	Weapon Skill

start a trail of clues which takes them all over the monastery. Orcs are gathering around Eyrle, and a massive assault is building – can they find the Crystal in time to save the monastery?

The Attack

Led by a warped and fanatical priest, the Orcs attack the monastery. The adventurers must fight for their lives, or find some way to escape. They may have found the Crystal of Air, but are they strong enough to hold on to it?

Running the Adventure

The Attack, runs concurrently with the latter part of the adventurers' search for the Crystal of Air. This puts time pressure on the adventurers to find the Crystal before the monastery is overrun by the Orcs. Be sure to read both chapters before running this adventure, as timing is crucial.

HOW TO USE THIS BOOK

In order to use **Death Rock**, you will need the **Warhammer Fantasy Roleplay** rulebook, plus scrap paper, pencils and dice. It is also useful – but not essential – to have the **The Restless Dead** campaign and rules supplement.

Death Rock is designed for characters in their third or fourth careers. Players can generate characters of their own using the **WFRP** rulebook, or they can use the pregenerated PCs in the back of this book. The pregenerated characters can be used to start play almost immediately, saving a lot of time for eager players!

If you have already played **Blood in Darkness**, you can use the same characters. The pregenerated characters supplied with this adventure are those from **BiD**, with extra skills and advances reflecting their experience from that adventure.

Whether or not you intend to use the pregenerated characters, have a look at them – you might be able to use them as NPCs at some time. Their backgrounds can provide a useful basis for you to sketch in details of player-generated PCs to fit them into place in the country around the Yetzin Valley, where the action begins.

Death Rock can be used with less (or more) experienced characters provided that you bear the following points in mind:

The first part of the adventure at the monastery involves investigation and problem-solving, so relevant skills, reasonably high **Int** and **Fel** scores, and the right approach are far more important than fighting ability. Later, though, the monastery is attacked and the adventurers will have to fight for their lives – it is at this point that you will have to be careful to adjust the strength of the attacking force to the strength of the party.

Beginning the Adventure

The start of this adventure assumes that the adventurers have just finished **Blood in Darkness**. If this is not the case, then you will have to make a few changes.

The pregenerated characters provided with this adventure have backgrounds which account for their being together in this part of the Vaults when the adventure starts. You can use similar backgrounds for newly-generated characters, or work out some suitable reasons in consultation with your players.

The Enemy Within Campaign

If you want to use **Death Rock** in conjunction with the *Enemy Within* campaign, you should play **Death Rock** at some time before **Empire in Flames**. During **EiF**, the adventurers will have quite enough on their plates without an added excursion into the Vaults, and by the end of the campaign, they will probably have far more important problems to worry about than a couple of hundred Orcs!

A good point to use **Death Rock** is immediately after **Something Rotten in Kislev**; the adventurers are sent to the Vaults (by Graf Boris or Sulring Durgul, it makes no difference at this point) to search for a lost Dwarfhold or to investigate reports of fresh Goblinoid activity, when they stumble across the first clue which sets them looking for the Crystal of Air.

Alternatively, if the adventurers are all well-advanced in their second careers or starting third careers by the end of **Death on the Reik**, you might have them find a document in Castle Wittgenstein pointing to a Purple Hand base in the Vaults. This lead might take them up the river Söll and into the mountains where they find the clue at the start of this adventure. The journey can be filled with incidents and encounters from the *River Life of the Empire* section of **DoTR**, giving you the opportunity to toughen the characters up a little as they go.

The Restless Dead Campaign

Adventurers from this campaign will fit quite well into **Death Rock**, provided that they are at least beginning their third careers by the time this adventure starts.

The **Restless Dead** campaign ultimately leads the adventurers to Delberz, which is not far from Altdorf, so again they can travel up the Reik and Söll to the Vaults given a suitable reason to do so. For example, in the adventure *The Haunting Horror*, they might find a document giving details of a powerful cult base in the Vaults, with a clue that this cult was somehow responsible for the Chaos creatures which have afflicted the house. If you have a copy of **Death on the Reik**, you can use some of the incidents and encounters from the *River Life of the Empire* section to enliven a long river journey and to toughen up the characters a little as they go.



THE CRYSTALS OF POWER

Six thousand years ago, the Dwarven realm was at its height. The devastating Elf Wars had yet to happen, and the Dwarfholds in the mountains of the Old World were as yet untouched by Chaos or Goblinoids. And Humanity? A mere gleam in the eye of some mad god, say the Dwarfs.

This was the golden age of the Dwarfs. The great caverns and arches of Caraz-a-Carak were the marvels of the age, the deepest of delvings yielded riches beyond measure, and Dwarven artificers wrought marvels which have passed into legend.

Among these marvels were the Crystals of Power: cunningly-wrought gems invested with powerful magical virtue, each allowing its user mastery over one of the four elements. If the four should be combined, it was said, their master would be master of all.

But the power of these four crystals does not come solely from the Dwarfs who created them. Their creation did not escape the notice of the Chaos Power Tzeentch – no transformation of such power is ever ignored or overlooked by the Changer of the Ways. Tzeentch saw great potential in these crystals and, unknown to the Dwarfs, he intervened in their creation, so that the finished artefacts were more powerful even than their Dwarven creators could have hoped.

Tzeentch's plan was subtle, and worked on many levels. Firstly, there were the changes which must be wrought in the mere creation of the crystals – both materially and magically, each acted upon the balances which exist between the four elements, and on which depend the existence of matter and the physical laws that sustain mortals.

Secondly, Tzeentch knew well that the purposes of Chaos could be served merely by giving power to mortals. The greater the power, the greater the likelihood that they would destroy themselves. At the very least, they would contribute greatly to the cause of Chaos as they fought over these shiny baubles.

No mortal would be strong enough to keep hold of all four crystals for very long, which gave them a greater long-term value. The crystals would inevitably become scattered; sometimes hidden, sometimes found and used, but never together. And whenever one crystal was used without its brethren to counter it, elemental balances would be tilted. One day, physical laws might begin to collapse under this strain, and there might be the beginning of a new Age of Chaos. Or some other change might occur – even Tzeentch did not know, which pleased him above all things, for certainty was poison to him.

It was not long before the Dwarfs realised the

destructive potential of their creations, and it was decided to widely separate them to prevent any one person gaining too much power. The Crystal of Fire was sent northward into the Worlds Edge Mountains; the Crystal of Earth was hidden in a Dwarven shrine deep in the mountains of the Vaults; the Crystal of Air was given to the Elves – then friends and allies of the Dwarfs – who, so Dwarven legend says, promptly lost it; and the Crystal of Water was lost in battle during the Incursions of Chaos.

THE BLOODAXE ALLIANCE

The Bloodaxe Alliance were able warriors even for Orcs, and were employed as mercenaries by the Hobgoblin Hegemony for many generations. In recent centuries, however, the Hegemony came to value profits from trade more highly than the spoils of war, and the Bloodaxe Alliance became surplus to requirements. Like many demobilised armies, they turned to raiding and banditry, and ultimately the Hobgoblins ejected them from the lands of the Hegemony.

Returning to the western fringes of the Dark Lands, the Bloodaxe Alliance began to send warbands sweeping across the northern states of the Border Princes, sometimes reaching as far as the borders of The Empire and Bretonnia. Just over a century ago, when the leading priests assembled to read the omens in the offal of ritually sacrificed enemies, a special expedition was planned. The whole strength of the Bloodaxe Alliance marched across the Border Princes in search of the fabled Black Fire Pass.

A navigational error landed them up in the Vaults some three hundred miles to the south-west of their goal. However, the quest for Black Fire Pass – linked in Orcish tradition with such great names as Notlob and Harboth – had taken on the quality of a crusade. The Orcs established a permanent base in the Yetzin valley, from which raiding and scouting parties were constantly despatched.

Among the warrior-priests of the Bloodaxe Alliance was a young Orc named Torgoch. His story is told in **Fire in the Mountains**, the first of the *Doomstones* adventures. A century ago, the whole of the Yetzin valley fell under his sway, but a series of events involving the Crystal of Fire led to the destruction of his fledgeling kingdom and, ultimately, of himself.

During his campaign of conquest in the Yetzin valley, Torgoch discovered and hastily ransacked the Dwarven shrine at Kadar-Helgad, and there something strange happened.

Torgoch carried an ornately-worked red stone with him, which, as a young warrior, he had looted from the body of a Human wizard during a raid

further north. He sensed that it had some magical power, but could not discover how it functioned. Inside the shrine, the stone began to glow; the deeper he went, the brighter the light grew. Torgoch could not discover the meaning of this phenomenon and, although puzzled, he left to continue his campaign.

Little did Torgoch know that his red stone was the Crystal of Fire, and that the light was caused by its proximity to the hiding-place of the Crystal of Earth, deep in an undiscovered secret chapel. This story is told in **Blood in Darkness**, the second of the *Doomstones* adventures.

The Crystal of Air had also come to Yetzin. Almost three centuries ago, the Bloodaxe Alliance stood poised on the northern edge of the Vaults to attack the Elven fastness of Athel-Loren. The Crystal's hiding-place was right in their path, and the Elven army could not hope to arrive in time to defend it. Therefore, a small party took the Crystal westward, hoping to reach the sea, and thus (by ship) the safety of the Elf Lands. They never even reached the edge of the forest. Weakened by constant attacks from Beastmen and other hazards, they fell prey to Human bandits, and the Crystal was lost.

The bandit chief was no wizard, and did not see the true nature of the oddly-shaped stone which he looted from an Elven body. He kept it as a curiosity for a few years, and in that time – a century or so before the coming of Torgoch – he carved himself a domain in the Yetzin valley, and prospered for a while. Having no use for the thing, and aware of its true value, he gave the stone to a crew of Dwarf Engineers in payment for the building of a fortified tower. Thus the Crystal of Air came into the possession of the Loremaster Hadrin; the Dwarfs of Yetzin now had two Crystals of Power in their hands.

One power of the Crystals is their ability to sense each other's nearness; so when Torgoch entered the Yetzin Valley, Hadrin knew that a Crystal of Power was approaching. The Dwarfs did not know that the main Orc force had deserted Torgoch, or that he had not yet mastered the stone. If the Orcs should gain control of two more Crystals, the consequences were unthinkable.

Hadrin begged the dwarven leaders to flee with the two Crystals, but they refused; their pride forbade retreat before the hated Orcs, however dire the consequences. In desperation, Hadrin gave the Crystal of Air to the mage Yazeran, with instructions to flee the valley and find a new hiding-place.

Soon afterward, despairing of the foolhardy courage of the dwarven leaders, Hadrin left Yetzin with a small group of followers. Encountering a strong Orc scouting party, they took refuge in a small tunnel-complex behind a waterfall; a messenger was sent to raise the alarm, but died in the mountains. The Dwarfs were wiped out, and – ironically – it was through Hadrin's books that Torgoch learned to use the Crystal of Fire.

THE FLIGHT OF YAZERAN

Yazeran fled to the Human monastery of Eyrie, a remote place at the top of an almost unscalable rock pinnacle. At the time, Eyrie was no more than a village of rough wooden huts where men could retreat into a simple life of contemplation and prayer.

Yazeran took refuge in the monastery, and began to use his skills with stone and other materials to transform Eyrie. The wooden buildings were replaced with stone, and Eyrie became a formidable fortress – at last, he was satisfied that Eyrie would make a secure hiding-place for the Crystal of Air.

The monks knew very little of what was going on. Grateful that the Dwarf was rebuilding their monastery in exchange for bed and board, they did not think to pry into his affairs. Although the Master has some idea that a powerful magical artefact was involved, its precise nature remained a mystery – as much because no-one asked as for any other reason.

Yazeran foresaw that, sooner or later, the Orcs of the Bloodaxe Alliance would find Eyrie. Although the defences he had built would help, he knew that the Crystal of Air would have to be found and used in the defence of the monastery. He also foresaw a group of adventurers, who would arrive at the monastery just before the attack and might save the day if they could find the Crystal.

Yazeran was old and tired, and knew that he had not long to live. He arranged a complex series of clues which led to the location of the Crystal, and placed the first of these clues in the Master's quarters. Then, on his deathbed, he recited a prophecy. This long verse tells the monks of Eyrie that a group of adventurers will appear at the time of the monastery's greatest peril, and describes the adventurers in detail. Shortly after completing this prophecy, Yazeran sank into a coma. He died without recovering consciousness several days later.

RADZOG

Meanwhile, back in the Dark Lands, there was a young Orc warrior-priest by the name of Radzog. A cousin of Torgoch, he heard (eventually) that Torgoch had not returned from the great expedition and determined that one day he would find out what had happened. Decades passed, and Radzog grew in power. He cast divinations to discover Torgoch's whereabouts, but was able to discover anything beyond the fact that a magical crystal of great power was inextricably tied to Torgoch's fate.

Radzog was determined to stay alive for as long as it took to locate Torgoch again, and began experi-

menting with all manner of vile Chaotic rituals designed to give him eternal youth. Now over a century old, Radzog is regarded with awe and fear by the Orcs under his command, who seldom live past the age to thirty. But the price was high – Radzog's body has become hideously deformed by the magics he used, and there are few who would describe the Priest as sane.

Radzog now leads a band of warriors through the mountains, working their way around the Border Princes (because Radzog isn't quite *that* crazy) towards the Yetzin valley. His followers see themselves as a new generation of crusaders, but in truth they are a pale shadow of the original Bloodaxe Alliance warbands. They are fanatically loyal to Radzog, and many view him as some sort of deity. His warped body and mind reinforce this view – whatever he is, he's not a normal Orc...

For almost five years, Radzog has led this motley force through the mountains. After one of his divinations was rewarded with a brief vision of the Crystal of Fire, he tried to use this

Events in this adventure are as follows:

An encounter with a dwarven ghost sends the adventurers towards the

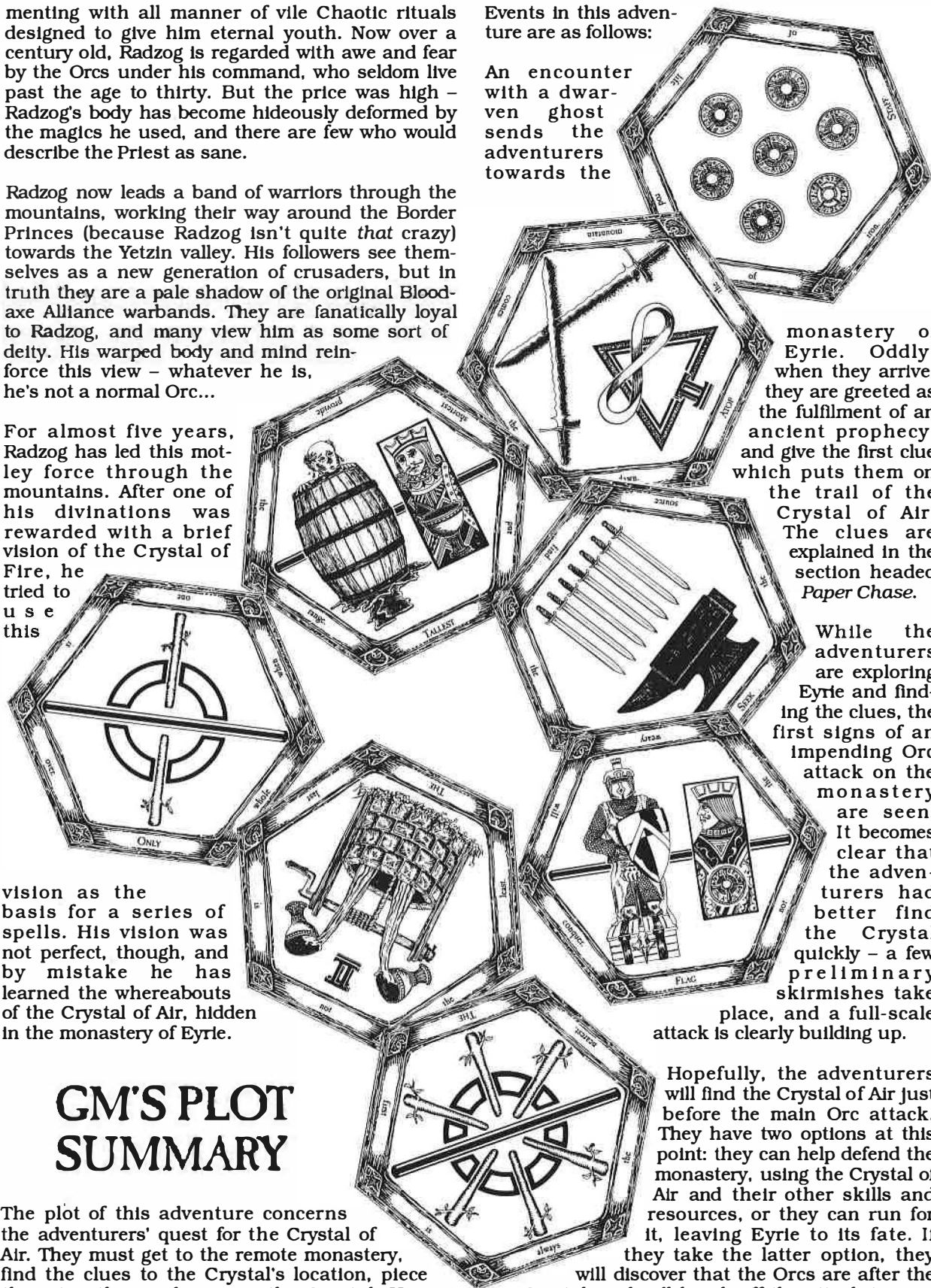
monastery of Eyrie. Oddly, when they arrive, they are greeted as the fulfilment of an ancient prophecy, and give the first clue which puts them on the trail of the Crystal of Air. The clues are explained in the section headed *Paper Chase*.

While the adventurers are exploring Eyrie and finding the clues, the first signs of an impending Orc attack on the monastery are seen. It becomes clear that the adventurers had better find the Crystal quickly – a few preliminary skirmishes take place, and a full-scale attack is clearly building up.

Hopefully, the adventurers will find the Crystal of Air just before the main Orc attack. They have two options at this point: they can help defend the monastery, using the Crystal of Air and their other skills and resources, or they can run for it, leaving Eyrie to its fate. If they take the latter option, they will discover that the Orcs are after the Crystal, and will break off the attack to pursue the fleeing adventurers. The adventure ends when the attacking Orcs have all been dealt with, in whatever fashion.

GM'S PLOT SUMMARY

The plot of this adventure concerns the adventurers' quest for the Crystal of Air. They must get to the remote monastery, find the clues to the Crystal's location, piece them together and recover the Crystal. Having done that, they must help the monks fight off a massive Orc invasion – for the Bloodaxe Alliance is on the march again!



Paper Chase

Yazeran's clues are a letter and eight hand-made hexagonal playing cards. Each clue gives a hint as to the location of the next, and together they tell of the location of the Crystal of Air.

Some cards are held by members of the monastic community, handed down from master to apprentice for a century since Yazeran's day. The monks have no idea of their significance, or even that they came from Yazeran; they have all been sworn to secrecy so that they do not know that others, too hold cards.

Handout 2 - The Ace of Staves...

(given to the party by Gregor) does not provide any clues - it is intended merely to get the players into the spirit of things and let them know what it is that they are looking for. All the clues that are required to find the next card are contained in the letter which accompanies it.

Handout 4 - The Seven of Swords...

with its illustration of swords and an anvil, is intended to make the players seek out the armourer, since he and his brother each have half of the next card.

Handout 5 - The Knave of Cups...

with its picture of a wine-sodden monk, points to the brewer.

Handout 6 - The Two of Swords...

should remind the adventurers of the swords which hang in the workshop of Eyrie's armourer.

Handout 8 - The Knave of Coins...

This card is a bit trickier than the rest. All the older monks (ie those over 40 years of age) will recognize the figure on the cards as being the same as a statuette which is currently in the treasury of Eyrie. Only Gregor and Norbert know the statuette's precise whereabouts, and Gregor can be persuaded to let the adventurers examine the piece. It has a hexagonal base which conceals the final card.

Handout 10 - The Three of Staves...

should be the eighth card that the adventurers find, and since Yazeran's letter mentions eight cards, they should realise that they need look no further. They can then solve the puzzle.

Handouts 11 & 12 - The Two of Cups...

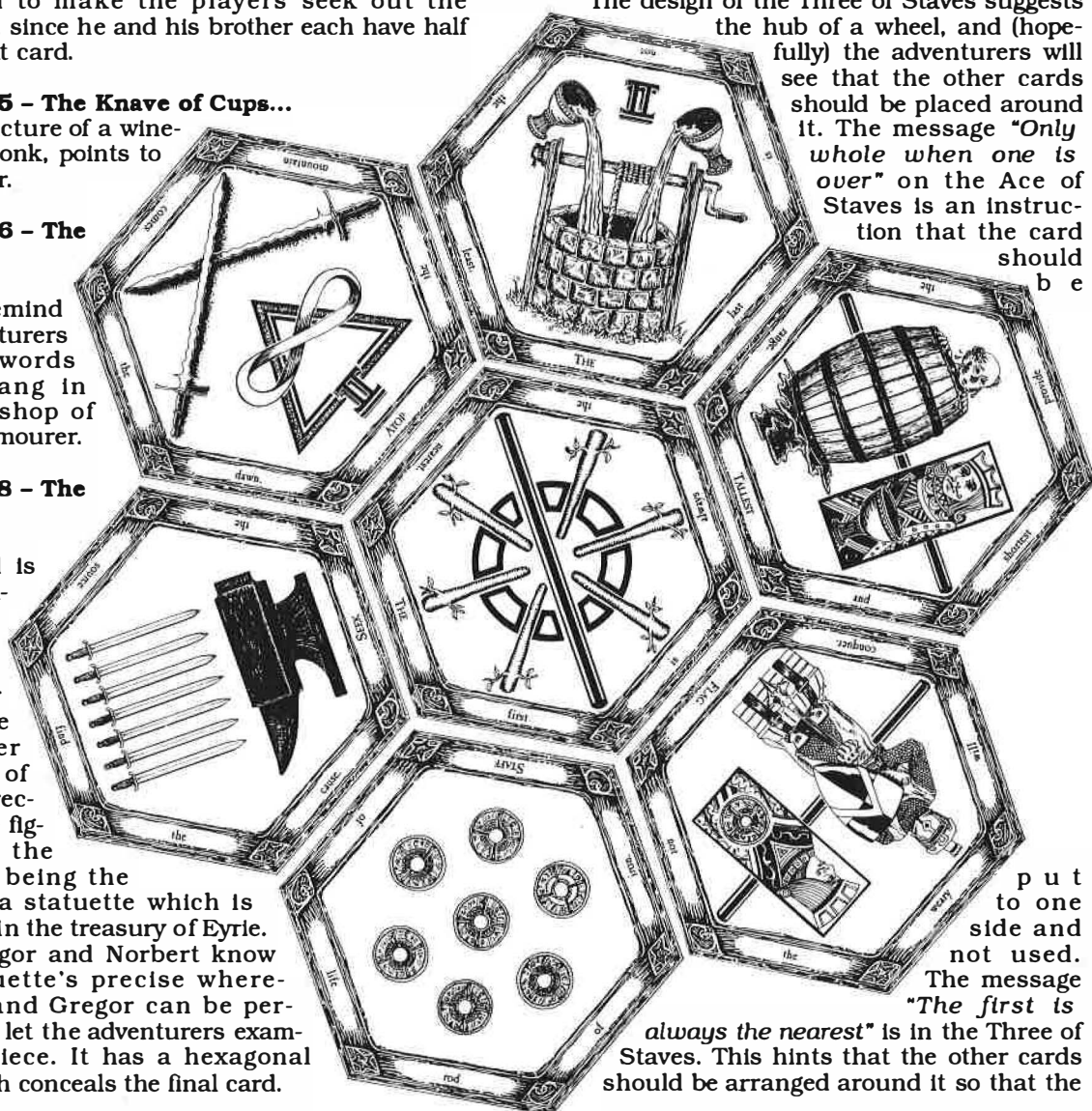
features a picture of a well, which is where the next card will be found.

Handout 13 - The Seven of Coins...

should remind the players that seven silver coins are traditionally given to a stonemason on the burial of one of the monks (as mentioned by Yazeran in his initial letter). The adventurers will probably be dismayed to find that there is currently no stonemason at Eyrie. If they ask Gregor about the last stonemason, he will tell them where the body is located and give them permission to open the tomb. The next card is buried with the late stonemason.

Putting it Together

The design of the Three of Staves suggests the hub of a wheel, and (hopefully) the adventurers will see that the other cards should be placed around it. The message "Only whole when one is over" on the Ace of Staves is an instruction that the card should be



put to one side and not used. The message "The first is always the nearest" is in the Three of Staves. This hints that the other cards should be arranged around it so that the

first word of each motto is inwards. If the cards are placed in the right order, they give the message "Seek atop the tallest flag staff".

Of course, things aren't quite that simple. The adventurers can find the tallest flagpole in the monastery very easily, but not a trace of the Crystal of Air can be found on, under or around it. Coupled with a probing attack by the Orcs, this should drive your players into black despair. However, the sharp-eyed among them might notice that the flagpole in question looks very new – it has almost certainly been replaced since Yazeran's time. A few enquiries will enable them to find the original flagpole, which was taken down and stored in the bottom of the workshops.

A Red Herring

Handout 14 is an optional extra, for you to use if you like. It is a forged card, designed to confuse the adventurers. It is not one of the clues left by Yazeran, and has no significance whatsoever. If anyone starts offering money for cards, one of the more enterprising monks will manufacture Handout 14 and offer to sell it to them. It is obvious that it is not the same as the other cards, but careless players might overlook this.

This red herring should only be used if you want to slow the adventurers down. If they are having a hard time finding the clues and solving the puzzle, it's probably best not to complicate their lives.

YAZERAN'S PROPHECY

Yazeran's deathbed prophecy describes the adventurers in great detail, and forewarns the monks of Eyrie about the coming danger and the fact that the adventurers will save them. He left the prophecy behind partly because he wanted to save the monastery itself, but mainly because he wanted to safeguard the Crystal of Air. When he fled the Yetzin valley, Yazeran believed that the Orcs of the Bloodaxe Alliance had – or would shortly gain – control of the Crystals of Earth and Fire, and it was crucial that no more Crystals of Power should fall into their hands.

Here is part of the Prophecy, which you can read to the players if necessary. It includes descriptions of all the pregenerated characters, but you will have to improvise descriptions if you are using other characters in this adventure. The first part of the Prophecy deals with the current situation:

Six hands of fate will come up from the pass.
And the time will be time of great need.
Not with book nor with quill, yet within Eyrie still
Will be found what the rescuers need.*

* or the number of adventurers in your party.

*The oldest of foes shall approach through the peaks,
With their hearts on the treasure within.
May the rescuers find what is hidden in time,
Else the enemy surely will win.*

As you can see, Yazeran was a much better prophet than he was a poet. After this introduction, the Prophecy moves on to describe the adventurers. Below are verses covering the pre-generated characters which have been supplied for the *Doomstones* campaign. If you are using any other player characters, you'll have to improvise something appropriate in Yazeran's (slightly appalling) style:

Caillission

*A Loren-born Elf, pale of eye, skin and lock
An avenger of death in his home.
Now he looks for a cause with his bow by his side,
Though with others, he's always alone.*

Borgin

*From my race comes a scholar, his beard in a fork
And he seeks after glories long gone.
He is little in magic and great in good sense,
And his fate is tied up with the Stones.*

Lars

*A great-hearted Human, from north by the sea,
His courage no man can deny.
Glory and wealth move his steps to our door,
And our treasure is safer thereby.*

Oleg

*A man of the Steppes, with the thin strength of wire,
The wilds are his highway and home.
Though lately he led others through the high peaks,
Now his life has been changed by the Stones.*

Fiathiriel

*A weaver of shadows, he wanders at whim,
From the home where his hair boded ill.
He laughs at the things that make other souls weep,
And his magic tricks eyes and saps will.*

Klaus

*A priest of the green comes from out of the wood,
Where the shadows hang heavy around.
An ancient impiety called him thus forth,
And our peril springs from the same ground.*

Guisseppi

*Quick tongue and quick fingers, this slim southern rogue,
But the love of a lady undid him.
At Eyrie he'll hide from the sire of the bride,
And right glad we'll be that we hid him.*

Anders

*A man in the trade, though a late escapade
Has sent him in search of new markets.
A talent he should have to find hidden goods,
In deep places shrouded in darkness.*

Rogni

*He cut off the name, lest he bring them to shame,
Of the Dwarfhold and clan that once bore him.
Now a great death he seeks to atone for past weakness,
And saving us may do that for him.*

THE WARNING

This chapter is designed to get the adventurers from Kadar-Helgad – or wherever else they happen to be at the start of the adventure – to the monastery of Eyrie, where the adventure gets properly under way. It also gives them an encounter with Yazeran's ghost, and a hint about the whereabouts of a third Crystal of Power.

This chapter assumes that the adventurers have just completed the second *Doomstones* adventure, **Blood in Darkness** (and have completed **Fire in the Mountains** before that). If this is not the case, you will have to adapt things to suit your party and the situation in which they find themselves. This isn't too difficult, though – wherever the adventurers happen to be, Yazeran's ghost finds them, and delivers his message.

THE GHOST

As we've seen in the last chapter, Yazeran fled from Kadar-Helgad before the shrine was wiped out by the invading Orcs of the Bloodaxe Alliance. He has been dead for about fifty years now, but the peril he foresaw on his deathbed is about to come to pass, and this threat has stirred him to action.

At the cost of an enormous psychic effort, Yazeran's ghost has travelled to Kadar-Helgad, the place he fled from over a century ago. It is there that he meets the adventurers.

Read the following to the players:

The first thing you are aware of is a faint voice. It seems to come from a long way off – although it is a still day, the words sometimes seem to be snatched away by a strong wind. You look around you, but see nothing.

Then, abruptly, you see the figure. For some reason, you have the impression that it was there all the time, and you only just noticed it. Impossible, of course, but unsettling all the same. As is the fact that the figure is blue, slightly luminous, and you can see right through it.

The figure is that of an aged Dwarf. He is dressed in a long robe, and his feet are bare. They don't quite touch the ground, either. His face is contorted in pain or effort, and his voice still seems to come from a long way off.

'They're coming back!' he gasps. 'You must get to Eyrie, stop them getting the Crystal of Atr! To Eyrie...'

The Dwarf's voice fades to nothing, and his image disperses like smoke torn apart by a breeze. Each of you looks round at the others, wondering if they saw the same thing.

So far from his tomb at Eyrie, Yazeran's ghost succumbed to instability very quickly. However, he was able to deliver his message to the adventurers, and curiosity – coupled with the lure of another Crystal of Power – should be enough to draw them to the monastery.

A successful **Int** test (Clerics +10/level, Scholars +10, followers of Verena +10, cumulative) will recall to mind that Eyrie is the name of a mountaintop monastery which overlooks the southern end of the Winter's Teeth pass, at the head of the Yeztin valley.

THE JOURNEY

If the adventurers have just completed **Blood in Darkness**, they will now be on the eastern side of the Yetzin valley. Their route to Eyrie will take them out of the mountains, through the forest, across the river Yetzin and onto the trade-road, which will lead them north to Winter's Teeth.

In other circumstances, the adventurers can be anywhere in the vicinity of the Vaults mountains, or wherever you decide to locate the monastery. The length and complexity of their journey to Eyrie is up to you to decide, depending on how much gaming time you want to fill with the journey.

Experience and Advancement

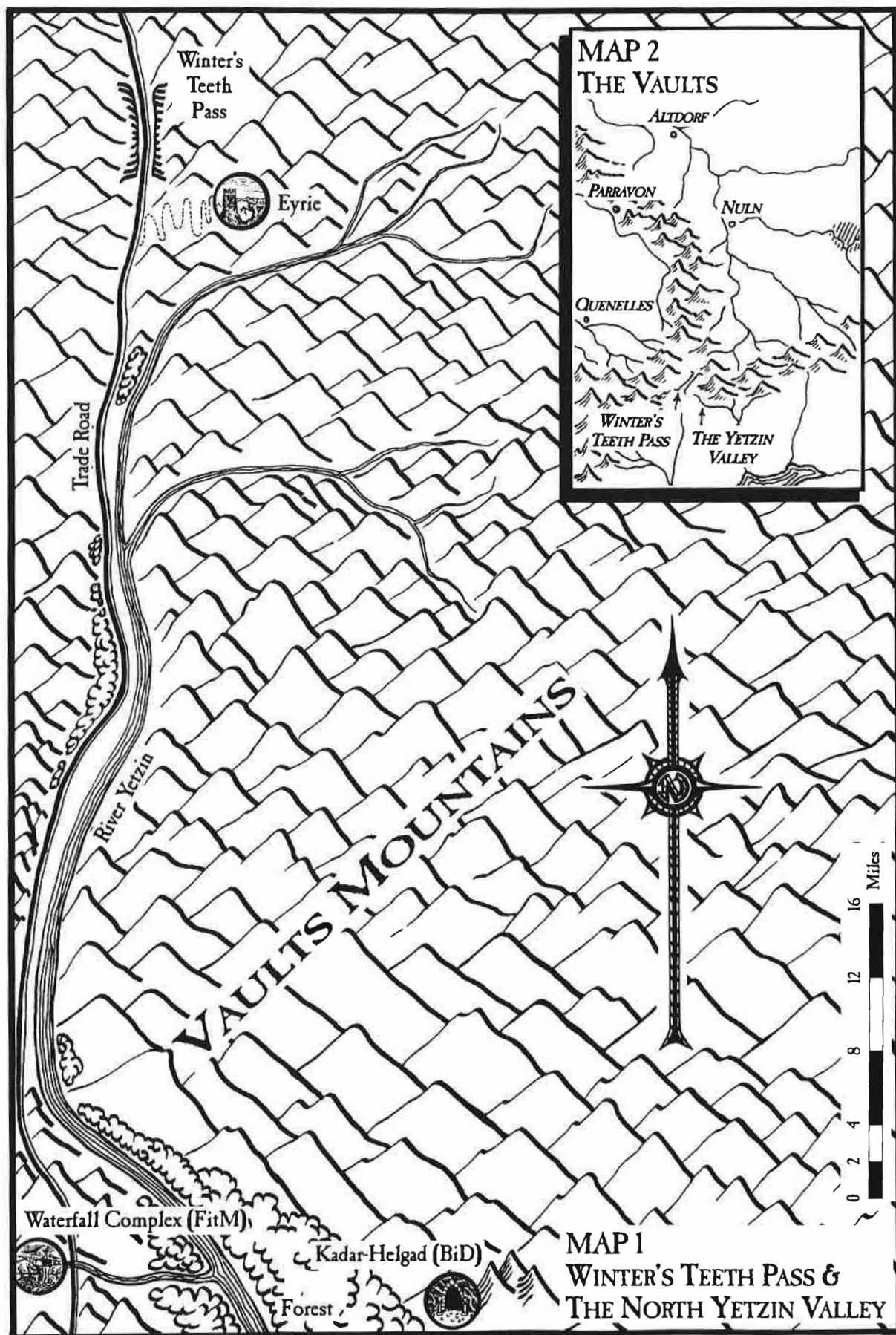
At the start of this adventure, players may want to spend some of their characters' accumulated experience points on profile advances and skills. You might allow them to do this during the course of their journey to Eyrie, although you should bear in mind that they are miles from anywhere, with no facilities for specialised training. They are still technically 'on campaign', so there are certain restrictions on what they can do:

Advances

Profile can be purchased freely at this point, since they reflect a character's ongoing development through the practice of his career, and require no training.

Skills

The adventurers will have no opportunity for training at this point, so skills which require tuition cannot be learned. Where a skill requires practice,



you will have to judge for yourself whether a character will have the opportunity to do so.

Career Changes

Changing career will be very difficult in these circumstances, owing to the lack of time and training facilities. There are three viable possibilities for allowing career changes:

- ☐ You could allow characters to train fellow-adventurers in their own careers, if you judge that there is enough time on the journey up the valley;
- ☐ Where a career change is a 'natural progression' – eg, from Mercenary to Mercenary Captain – it could be permitted if you judge that training is unnecessary;
- ☐ You might also allow a Cleric or Druid to roll on the relevant *Advance Table* at this point in the adventure, since the advance depends on divine favour rather than training. You might impose modifiers to the roll because the character is not praying in a temple.

Encounters

In the pages which follow are various optional encounters to enliven the journey to Eyrie. Further optional encounters can be found in **Fire in the Mountains** and **Blood in Darkness** – feel free to add any which you haven't used so far to this journey. Along with any of your own devising, of course. Or, if you want to get straight into the main part of the adventure, you might just rule that the journey to Eyrie is uneventful, and start with the adventurers' arrival at the monastery.

MOUNTAIN ENCOUNTERS

Terrain

The trackless crags on the eastern side of the Yetzin valley are very rough country, and count as *difficult ground* at all times. It is possible to pick a way across them with care, but the ground can be treacherous when rapid movement or combat is involved. Use the treacherous ground when you want – if the adventurers are getting overconfident or careless, for example – but don't overdo it. Making the adventurers roll for *Risk* tests every step of the way will slow the adventure down to a crawl, but difficult ground can be a good device to hit the adventurers with at the right moment.

Wolf Riders

The mountains and forests of Yetzin are known to be haunted by Goblinoids, as are the deeper forests of The Empire. This group of Wolf Riders

might be an independent band, or they might be scouts for the Goblinoid force that is bearing down on Eyrie – not that the adventurers are likely to stop and ask!

This encounter starts with a figure in the distance, ahead of the adventurers. The figure is about half a mile away, and is mounted – that is all that can be seen at this distance. Characters with *Excellent Vision* will see that the riding-beast is not a horse, and a successful *Int* test will lead to the conclusion that it is a wolf. The figure looks back at the adventurers for a minute or two, then rides off, quickly disappearing from view.

For the next two or three hours, nothing happens. You might even throw in a couple of minor encounters to take the adventurers' minds off the Wolf Rider. A snake might suddenly rear up by the roadside and panic the horses, or a pack of wolves might try to pick off the last of the pack animals.

After a suitable interval, the Wolf Rider appears again in the distance – again, keeping well out of bowshot. This time, the rider simply sits and watches the party. For five or ten minutes, nothing further happens – allow the adventurers to react to this as they like. They might ignore the Wolf Rider and press on, or they might decide to bunch together, prepare weapons, and wait for an attack. If they try to spot Wolf Riders moving in on them, let them roll *I* tests – they see nothing, because the Goblins know this terrain thoroughly, and can approach without any risk of being seen. After they have done everything they can think of to do, keep stretching the pause out. Allow tension to build up, and stage the attack just when the adventurers start to ask each other whether an attack is really going to happen.

The visible Wolf Rider blows on a horn, and the sound of the blast reaches the adventurers 2-3 seconds later. At the same time, a hail of arrows rains down, and Wolf Riders break cover from all around.

Each character in the party is hit by D3-1 arrows from the volley; each arrow causes a **S** 3 hit, modified as usual by *Toughness* and *armour*. In the case of mounted characters, each arrow has an even chance of hitting mount or rider.

As the Wolf Riders charge, they sling their bows and draw close-combat weapons; half have spears and half have swords. All have shields, bearing the crude symbol of a hand in red paint – the wolves each have a red spot on their foreheads.

The adventurers have one round after the volley of arrows and before the Wolf Riders reach them. The Wolf Riders gain a +10 **WS** bonus for charging in the first round of combat only.

When half the Goblins have been killed or forced to flee, and at the end of each round thereafter, make a **Ld** test for each remaining Wolf Rider. Each Goblin that fails the test will break off and retreat.

GOTREK THE TROLL SLAYER

You may feel that the Orc attack on the monastery is a little more than your players can handle alone. In this case, you might like to introduce two travellers who are already at Eyrie, or who arrive shortly after the adventurers: Gotrek Gurnisson the Troll Slayer and his Human companion Felix Jaegar. Both will be allowed to stay; Gotrek is a Dwarf and to turn him away would be a mark of disrespect to Yazeran's race.

Felix is something of a scholar, and the library is naturally attractive to him. He manages to pacify Gotrek by pointing out that he may be able to find out all kinds of useful information about dangerous foes and/or large amounts of gold (Gotrek may be a Troll Slayer, but he is first and foremost a Dwarf). Felix will spend much of his time poring over books; his scholarship is sufficient that he is allowed to see some of Eyrie's collection, but not to enter the library. He has to ask for specific works, which are then delivered (or not) as the monks see fit. Gotrek, not unnaturally, has little interest in such bookwormish business, and introduces himself to the guards and the adventurers. He is polite, but somewhat overkeen for a practice fight or two – something the guards do their best to avoid.

Should he find out about the adventurer's quest – and given that everybody in the monastery knows that they are up to *something* – Gotrek will be interested, but he has no desire to have such a Doomstone. Gold he can understand, but the supernatural makes him uneasy. Felix is slightly different; a magical treasure is intriguing for its own sake, and this one may help him to survive. However, he won't try to steal a Crystal unless he's absolutely sure he will get away with it. If he finds one lying around, he'll pick it up, but that's only prudent for a man in his position...One can never say when such a thing might prove useful.

Neither Gotrek nor Felix will be invited to the monks' council of war. The adventurers' coming had been prophesied, but those two just happened to walk in. Gotrek will volunteer their services for the coming fight. This is an offer which few will want to turn down; a Troll Slayer is too useful in a fight. Gotrek and Felix will attach themselves to the monastery guards for the most part, although if the library is threatened Felix will rush to its defence. Remember that while Gotrek is extremely dangerous, he cannot be everywhere at once; he will defend the bridge initially, and once he has begun fighting it will take him a few minutes to react to new threats elsewhere and reach the scene. Keep Gotrek away from the adventurers as much as possible: he will be fighting his own private war against the Orcs and this means that he won't be there to get them out of trouble. It's entirely possible that he will charge across the bridge into the middle of Radzog's army. It will certainly take him a while to dispose of all the Orcs, and the adventurers will be on their own during this time.

If nothing else, Gotrek allows the adventurers to concentrate their efforts on finding the Crystal of Air, rather than fighting off the Orcs. As a result, you may wish to accelerate Radzog's attacks slightly. You may also wish to add a couple of Trolls to the attacking force to give Gotrek some suitable opposition.

Gotrek Gurnisson

Gotrek Gurnisson is a Troll Slayer: proud, beligerent, loyal to his friends, and an implacable enemy. Death means nothing to him. He seeks it out, welcoming the chance to die, providing that he goes down fighting against impossible odds. Death is the only thing left for him, an atonement for his secret crime. The only problem is that Gotrek is just too tough, too lucky or too plain mean to die. He meets threats head on, and armed with his trusty axe, overcomes them all.

In quieter moments, Gotrek is a sad character, given to fits of depression and prodigious drinking bouts. He hides a surprisingly educated mind behind his harsh exterior – he has an excellent grasp of Dwarven history and a high regard for skilled workmanship, no matter what the source. Every once in a while, he lets slip some fact that shows he knows much of Dwarven engineering. But he is bitterly lonely. His only real friend is Felix Jaegar, a human poet. Family and clan are lost to him – a terrible thing for any Dwarf. As a result, he is closed-mouthed about the crime that brought him to his current state.

In noisier moments – and that means in the middle of a fight – Gotrek is one of the deadliest close-quarter fighters in the Old World. Nothing seems to be able to stand in his way. His insane disregard for personal safety, combined with a degree of skill that few can match, makes him a devastating opponent. Even without his axe, he gives far better than he gets... And, of course, like all Troll Slayers he lacks subtlety; 'tactical finesse' means 'CHARGE!'

M WS BS S T W I A Dex Ld Int Cl WPFel
4 89 09 8 8 16 49 4 59 89 59 89 89 19

Skills: Acute Hearing; Arcane Language – Arcane Dwarf; Art; Astronomy; Carpentry; Cartography; Concealment – Rural & Urban; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Engineer; Evaluate; Follow Trail; Frenzied Attack; Game Hunting; Gem Cutting; Haggle; History; Identify Magic Artefact; Lightning Reflexes; Luck; Metallurgy; Mining; Numismatics; Orientation; Read/Write – Khazalid & Old Worlder; Scale Sheer Surfaces; Secret Language – Battle & Classical; Secret Signs – Dwarf Engineers' Guild; Silent Move, Rural & Urban; Smithing; Speak Additional Language – Old Worlder; Specialist Weapon – Double-handed Weapons, Fist Weapons; Spot Traps; Stoneworking; Strike Mighty Blow; Strike to Injure; Strike to

Stun; Very Resilient; Very Strong.

Possessions: Two-handed axe (I -10, D +2); chain shirt (1 AP, body only); worn, travel-stained clothing, including winter/bad weather gear; 20 GCs, 12 SS, 3 pennies; beer mug; stone bottle of ale (between meals only).

Felix Jaegar

Felix Jaegar is a man who knows that he's going to die. It's only a matter of time. His friendship with Gotrek Gurnisson makes it inevitable. Felix has followed the Dwarf across every stretch of wilderness in the Old World, waiting for the inevitable. So far, so good...

In many ways, his situation is his own fault. Gotrek rescued Felix from the attentions of the Altdorf authorities. Then, while the worse for drink – thanks to a truly epic pub crawl with Gotrek – Felix swore an oath to record the Troll Slayer's death in a similarly epic poem. It was only when sobriety returned that Felix realised that witnessing the Troll Slayer's death might be the last thing he ever did. Since then his life has been exciting, to say the least.. although every once in a while, he gets quite nostalgic about being a student and poet in Altdorf – or even a boring wool merchant like his father.

Felix is quite an amicable young man. Despite this, he has a perpetually twitchy, worried expression on his scarred face – hardly surprising for a probably-soon-to-be-dead friend of Gotrek Gurnisson. He has the accent of an Altdorfer – but an intellectual Altdorfer – and a slightly hesitant manner that leads many to underestimate him. Life as Gotrek's companion has hardened him; although he is not the sort to seek out adventures, he has learned to take them in his stride.

M WSWB S T W I A Dex Ld Int Cl WP Fel
4 49 39 4 4 8 49 2 39 35 39 39 39 39



Skills: Arcane Language – Magick; Cartography; Concealment – Rural & Urban; Disarm; Dodge Blow; Drive Cart; Etiquette; Excellent Vision; Follow Trail; Game Hunting; Heraldry; History; Lightning Reflexes; Numismatics; Public Speaking; Read/Write – Old Worlder; Ride – Horse; Secret Language – Classical; Silent Move – Rural & Urban; Specialist Weapon – Fencing Sword, Fist Weapons; Spot Traps; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Wit.

Possessions: Sword; left-handed dagger (D -2, P -10); chain shirt (1 AP, body only); travel-stained clothes; writing materials; lesser book (or two) from library; money bag containing 47 GCs, 23 shillings and 7 pennies.

FOREST ENCOUNTERS

Beastmen

Like forests elsewhere in the Old World, the forests of Yetzin are haunted by small, scattered groups of Beastmen. Some may be survivors from the most recent Incursions of Chaos, while others may have drifted northward from the Twisted Lands over the last century. The origin and nature of the Twisted Lands are described in two previous adventures in this campaign series.

While travelling through the forest, the adventurers might be ambushed by such a group of Beastmen. They might be lured to the ambush site by a sudden, shattering scream (a deliberate decoy by one of the Beastmen who still has a recognisably human voice), or the ambush might be laid directly in the adventurers' path.

In the couple of rounds before the ambush is sprung, you might like to give the adventurers a chance to spot the danger and avoid the disadvantage of surprise. Each character is permitted an **I** test, with a +10 modifier for each of the following skills: *Acute Hearing*, *Follow Trail*, *Sixth Sense* and *Spot Traps*. If the test is successful, the character becomes aware of *something* – a scrabbling in the bushes, a movement in the corner of the eye, or some other clue. He cannot take any action before the trap is sprung, but is not *surprised* during the first round of the attack.

Arrows strike the adventurers from both sides, and at the same time the Beastmen rise from cover both before and behind the adventurers. And then, it's a straightforward fight. This could be a good skirmish to play out with miniatures and scenery, if you feel like designing the ambush site yourself.

Giant Snake

As the adventurers are travelling through the forest, they disturb a giant viper which is basking at the base of a tree in a sunlit glade. The snake is not aggressive, but will respond to anything it perceives as a threat – and right now, that includes the adventurers.

The snake's first move is to rear up to a height of around eight feet, hissing menacingly. It makes no move to attack – it's used to ambushing careless deer and suchlike, not getting into fights with obviously superior forces. The snake's sudden motion may startle the adventurers' horses – if you like, you could make a **CI** test for each horse to see if it bolts. The rider of a bolting horse must make a **Ld** test (with a -20 penalty if the rider does not have *Ride Horse* skill) in order to bring it back under control.

If the adventurers leave the clearing immediately, without going any closer to the snake, nothing further will happen. If they attack the snake, or go closer to it despite its threat display, it will try to flee into the undergrowth, possibly striking at the nearest character before doing so. It will only fight if it cannot get away – but then it will fight for its life, becoming *frenzied*.

Characters with *Charm Animal* skill may attempt to pacify the snake, you should make a **CI** test for the viper, since it is already alarmed. If the test is successful, the snake subsides – but it only trusts the character who has charmed it, and all others are still treated as threats. It will refrain from attacking, but will still try to get away. If the test is failed, the character has done nothing to reassure the snake, and is treated as a threat.

ROAD ENCOUNTERS

Most encounters on the trade road will be with other travellers. **Fire in the Mountains**, the first of the *Doomstones* adventures, includes an encounter with a merchant caravan and a band of not-altogether-honest gypsies, which is typical of the bulk of traffic on the road. In addition, there might be attacks by outlaws, or interesting lone travellers who are on the road for their own reasons – this last type of encounter is a good method of introducing the party to a new or replacement player character.

Marshlight

As the road winds up into the mountains, it skirts over some very steep and precipitous terrain, with dizzying sheer drops and crumbling road-edges that have claimed the lives of many unlucky and careless travellers over the years. One such unfortunate now haunts a particular stretch of road in the form of a Marshlight. The warped remnants of the ghost's intelligence bear a distorted memory of its death, leaving it obsessed with dragging others over the edge to their doom. The encounter with the Marshlight is best used in poor light – either towards dusk or in bad weather.

The adventurers become aware of a faint light hovering above the road ahead of them. It is about a foot across, and as bright as a dim lantern. The light bobs and weaves rhythmically, and when they get within twenty yards of it, the adventurers must each make a **WP** test to resist its malign mesmeric influence.

Characters with *Identify Undead* skill may make an **Int** test first – if they succeed, they have recognised the Marshlight and gain a +20 bonus to their **WP** tests against its hypnotic attack. A character who has heard others shouting 'Look away! It's a Marshlight!' or some similar warning may test on the average of **Int** and **I** in order to heed the warning in time – if successful, they too gain a +20 **WP** bonus.

EYRIE

In many ways, Yazeran was the founder of Eyrle. He found a collection of ramshackle huts on top of a mountain, and left behind him a fortified monastery of Verena. Its library has grown to one of the major collections of knowledge in the Old World, and fees and donations from those who use the library provide the monastery with the bulk of its income. As Yazeran planned, Eyrle has become a permanent place of safety for the Crystal of Air.

Some of the wealthy and noble families of the southern part of The Empire send their sons to Eyrle. Novices are given an education and some basic military training before being sent out into the world. Some return to their families, others settle down and raise a family, and some have even been known to take to adventuring. Those who retain some attachment to the monastery spend their time travelling in search of new items for the library, and new recruits for the monastery itself. They often return to Eyrle to spend their last years in the library they have helped to build.

Thus, Eyrle is used to receiving visitors. People engaged in research, whether scientific, historical, alchemical or magical, will travel considerable distances to use the library. Or rather, to have one of the monks use it; for the library is open only to members of the monastery. The monks make excellent research assistants, though, as one would expect from followers of Verena. Of course, as the library is a major source of income for the monks, they will protect its sanctity at all costs. In addition to the monks' efforts, the library is equipped with its own magical defences, which are described in the map key.

Regular visitors who follow Verena can be offered the chance to become lay brethren of the monastery. In exchange for a handsome donation (according to the rules, they should give up all their worldly goods, but as Gregor points out, it's the thought that counts), the lay brother is guaranteed personal access to the library and the use of a guest-room whenever he wishes.

THE MONKS

As the community at Eyrle is relatively small, most of the monks are known only by their first names. When travelling, they will use the surname 'of Eyrle' when they are asked. Not all the monks are Clerics. In fact, very few are. The monastery is a self-contained community, and all the monks have their own function within the community. They are treated as following a career at the same time as being a monk – for example, Monk/Scholar or Monk/Artisan.

This part of the adventure depends upon the adventurers making enquiries in the monastery, and following the trail of clues that Yazeran has left behind for them. This means that they will be talking to a lot of the monks. They are fully detailed in the *Profiles* section, but here are a few short character sketches. Read them through a couple of times before running this part of the adventure, and they will help you to present the various monks as individual personalities.

Gregor, Roostmaster of Eyrle

Gregor is 73 years old, and somewhat eccentric. He is seldom seen out of his quarters except at meal times, and leaves the monastery to run itself.

A wizened old man with rheumy eyes and wispy white hair, Gregor is prone to mumbling, and often rambles in his speech. Sometimes he forgets what he's saying halfway through a sentence, and just trails off into silence. But it is not true to say that Gregor is mentally incapable – he can still terrify a novice at a hundred paces, and he knows the monastery and its rituals like the back of his hand. It's just that his concentration fails him sometimes, and he'd far rather be taking a nap in any case...

Gregor will not feel like talking to the adventurers after the first meeting, unless they insist that it is vital to the success of their mission.

Norbert, Flagmaster of Eyrle

Norbert is a slightly rotund, red-faced man in his early fifties. He has a blustering manner of speaking, and often seems to be a little out of breath. As Flagmaster, Norbert is second-in-command of the monastery, and has taken over nearly all the day-to-day running of Eyrle from Gregor. He demands the respect due to his high office, and confidently expects to become Roostmaster when Gregor passes away. He is not impatient for that day, though, since he effectively rules the roost already.

Norbert takes a particularly keen interest in the monastery's finances, and has been guilty of diverting funds into his own pocket. He has little confidence in the Prophecy, and suspects that the adventurers might be here to check up on some irregularities in the accounts. While he takes care to appear constantly busy, he will always be pleasant and friendly towards them, and is always pleased to answer questions, but he will instruct Dieter to report back to him on everything they do. It will be Norbert who shows the adventurers to their guest-rooms, explains the *Rules of the Roost*

(see later), and answers any questions before handing them back to Dieter for a tour of Eyrie before the next meal.

Dieter, Initiate

As a junior (and therefore dispensable) member of the brotherhood, Dieter will be assigned to guide the PCs during their stay. He is around fourteen years old, scrawny rather than slim, with pinched features and a constantly running nose which he wipes on his sleeve every so often. When you speak as Dieter, punctuate every statement with a long sniff, and wipe your nose on your sleeve.

Dieter speaks in a high-pitched nasal whine. He believes implicitly in the Prophecy, and regards the adventurers with an awe that, if you play it properly, will soon begin to gall. Whenever one of the adventurers does something spectacularly stupid, or when something goes horribly wrong, Dieter will make it worse. Many of his comments may sound sarcastic, but you should be careful to deliver them in tones of hushed wonder. Dieter *believes* that the adventurers know what they're doing, and that they fully intend everything that happens. It's just that, as an ordinary person, he finds adventurers a little hard to understand.

"Cor! Sniff! That was dead clever, that was. An ordinary person wouldn't think of bringing the whole cupboard down on his head." A wipe of the nose along a none-too-clean sleeve. *"You legendary heroes don't mess about, do you?"*

"Why'd he let go of the rope, then? Sniff! An ordinary person could get killed falling all that way." Another wipe. *"In a hurry to get to the bottom, was he? Cor, you heroes – you're not like us ordinary people, are you?"*

Dieter remains with the adventurers at all times, unless something happens to him. One of your jobs as GM is to keep Dieter so obnoxious that they want to kill him, but so useful that they don't. He is their main source of information, and provides introductions to the other monks, looks after the adventurers' needs, and generally makes himself useful. He is also an excellent source of rumours, gossip and – if necessary – hints. If the adventurers ask Dieter for any specific or restricted information, he will refer them to Norbert – taking them to him immediately unless they stop him. If the adventurers try to get rid of Dieter and wander about on their own, Norbert will be notified immediately, and will find them after a few minutes – if time is important, roll D6+2 to determine how many minutes of 'freedom' the adventurers win themselves.

Scar, Guard Captain

Udo Schwerner is universally known by his nickname – a long, livid scar runs from forehead to jaw just to the left of his nose. Scar is a powerful man in his late forties, and his left forearm is replaced

by a wooden club with two peg 'fingers' protruding at right angles from the end. He has developed a remarkable degree of dexterity with this crude artificial limb, and gained a good eight inches extra reach into the bargain.

He is in an ideal position for a retired mercenary: he works at a place where there is little likelihood of attack, most of the monks believe his tallest tales of battle, and he can beat any man here in a brawl.

Scar acts and thinks like the seasoned senior NCO that he is. He has an open mind on the Prophecy, but reasons that if an attack is to come, Eyrie will be easy to defend. He will be polite to the adventurers – with veiled contempt for non-warriors – but if they want respect, assistance or friendship from him they will have to earn it.

Klaus, Armourer

Klaus (the holder of one of the clues the adventurers are after) is a big, red-face, coarse-featured man in his thirties. He has a strong (some would say appalling) sense of humour, and loves jokes of all kinds. Some of the other monks might tell of the time he rigged up an improvised horn connected to a bladder under a cushion in the chapel and nearly caused one of the older brethren to die of heart failure.

Klaus spends most of his time with the guards, both by the reason of his occupation and by his own inclinations. He will quite happily admit that most of the monks at Eyrie are a gloomy and bookish lot, who can't appreciate a good laugh. *"I like a larf,"* he will say repeatedly. The best way to get on the right side of Klaus is to have a ready supply of ribald jokes and stories; in return for a laugh or two, he will gladly tell the PCs anything they want to know: *"Course I'll answer yer questions. An' if I don't know, I'll make something up! Har har har har har!"*

Dahlbert, Brewer

A plump and contented-looking monk in his early forties, Dahlbert would be the first to admit that he has *"the best life in the roost"*. A great lover of a peaceful life, Dahlbert thoroughly enjoys being the monastery's brewer – *"Most of the time it does itself, you know,"* he will whisper conspiratorially, *"and all I do is sit and watch it! But don't tell anyone!"* The junior monks have their own theory to explain Dahlbert's perpetually sunny disposition, and indeed he has been known – but only occasionally – to retire to his room for a lie down after 'inspecting' a brew rather too enthusiastically.

Other Monks

Most of the monks will behave in a reasonably peaceful and friendly way towards the adventurers, even if they have cause to be suspicious; they

assume that since the adventurers are the subjects of the Prophecy, they must have a good reason for doing what they're doing. However, if the adventurers do anything that worries them, they will not hesitate to report things to Norbert, who may come along with a few monks to find out what the adventurers are doing and why.

THE FLAGS

A second function of the monastery, agreed in return for the grant of land and the right to build and maintain fortifications, is to collect information about the state of the pass and the mountains trade road. This information is passed on to travellers by various combinations of coloured flags, and the post of Flagmaster is currently held by Norbert. Many of the monks don't know the significance of all the flags, and only a few merchants actually use the information they provide. Norbert, of course, will maintain that this service is of vital importance.

Here are a few examples of the kind of information that might be passed on by the flags; if the adventurers take a keen interest, you can improvise further detail.

- ☐ Travel conditions (good/bad/impossible);
- ☐ Expected weather (good/bad/impossible);
- ☐ Outlaw activity (none/some/heavy);
- ☐ Times of sunrise and sunset;
- ☐ Holy days and astronomical events (eg eclipses);
- ☐ Announcements of local markets and fairs.

RULES OF THE ROOST

Like any monastery (or any other community, for that matter) Eyrie has a number of rules, and its inhabitants are expected to abide by them. Any infringement will be reported to Norbert (and ultimately to Gregor), and the reaction can vary, according to the seriousness of the misdeed, from a stern warning to a request to leave. The rules are as follows:

- ☐ No outsiders are permitted in the Library, under any circumstances.
- ☐ No books may be removed from the Library, for any reason.
- ☐ No one may raise his hand in anger against another.
- ☐ No gambling of any sort is permitted within the monastery (though Yazeran himself used to sneak down to the guardroom for a game of cards).

If the adventurers are careful, they may have occasion to break every one of these rules during the course of the adventure.

JOINING THE MONASTERY

One or more adventurers may think that trying to become monks will give them greater freedom of action within the monastery – especially access to the library. If someone tries this approach, fine – but he's getting himself in deeper than he thinks.

In order to join the community at Eyrie, a potential applicant must be Human, male and a follower of Verena. Anyone wishing to convert will be questioned very closely about his motives. Next, a character wishing to become a lay brother must make a donation of at least half his worldly goods. If the character is trying to become a resident member of the community rather than a lay brother, then he must surrender *all* his worldly goods. Then, the character must submit to a period of training, entering the career of Initiate immediately and able to do nothing more until that career is completed. Afterwards, the character is given a task within the monastery, which will almost certainly have nothing to do with the library – not for the first three or four years, at any rate.

BED AND BOARD

The monastery receives deliveries of food from the traders who ply the road, since it has nowhere to raise its own crops or livestock. This food supply is sometimes unreliable, especially in winter, so the monks supplement it by catching the large birds which wheel endlessly around the mountaintops in that area. Known to the monks as 'Yak-Yaks' after their call, these birds are a medium-sized member of the crow family. They will swoop on anything that looks edible – the monks will sometimes catch them like fish, on baited hooks thrown from the towers.

Yak-Yak features prominently on the menu at Eyrie. It tastes a little like chicken that has begun to rot, and is tough, stringy and greasy. Gunther the cook strives constantly to make it palatable, coming up with endless new guises for it: Yak-Yak pie, fried Yak-Yak, boiled Yak-Yak, casserole Yak-Yak, and so on. The monks also collect the eggs of Yak-Yaks – these are slightly smaller than an ordinary hen's egg, and may be lilac or cream in colour. The monks eat only the cream-coloured eggs; they trade the lilac ones, which according to local rumour are an unfailing cure for impotence and sterility.

THE DAILY ROUTINE

The day at Eyrie is divided into three periods: morning, afternoon, and night. Each period is 7 hours long, and separated from the other two by hour-long breaks.

4:00-5:00	<i>breakfast</i>
5:00-12:00	<i>morning</i>
12:00-1:00	<i>noonday feast</i>
1:00-8:00	<i>afternoon</i>
8:00-9:00	<i>supper</i>
9:00-4:00	<i>night</i>

Mealtimes are of great importance at Eyrie: they are the only times of the day when the whole monastery comes together. These periods are used for meetings and discussions as well as for meals.

Each monk spends one period working, one pursuing his own interests and one sleeping. Everyone except the guards on night duty sleep during the night period, but apart from that the individual monk may arrange his own work and leisure. Some of the older monks believe that even this should be chosen by the Master of the monastery, but Gregor is content to allow the monks this freedom – for one thing, he has enough to do without more administrative burdens. The only theoretical exception to this regime are the guards; in practice the tradesmen (miller, armourer, carpenter and so forth) are left to their own devices rather than having a rigid split between working and leisure hours, and the cook and his assistants work about 30 minutes to an hour in advance of everyone else.

Two guards spend all their time at the entrance level; this duty is changed on a weekly basis. The remaining guardsmen each do two four-hour watches a day – one in tower 2 and one in tower 4 – and four hours of training. The rest of their time is free. The other two towers are not regularly manned unless trouble is expected; but the cook's assistants spend much of their free time at the top keeping watch and pretending to be guardsmen.

THE DEFENCES

Eyrie is solidly constructed in stone with tiled roofs. The doors are stoutly constructed of wood, but many of them do not have locks.

Gregor's and Norbert's rooms have locks on the doors, as do all the communal buildings. Norbert and Gregor keep their keys with them, and Gregor has a set of master keys in his office. Klaus has a copy of the workshop keys. The workshops are normally locked up at night and Norbert *always* keeps his door locked. Apart from this, doors are not normally locked, but during the adventurers' stay the door to the Library (at the top of the stairs) will be locked. The door at the west end of the Larder and the doors to the Hall will also be locked, unless there is a meal or class going on.

In the event of a serious attack, the east end of Eyrie can be isolated by shutting off the east stairway and the passage on the other side of the Library. A final stand would be made here by any last survivors. The guards will follow Scar's orders without hesitation, but other occupants, lacking in military experience, will be more hesitant.

APPROACHING EYRIE

The approach to Eyrie takes the form of a narrow, winding track which rises steeply into the mountains. For three or four hours, the track zigzags up the mountainside. At times it seems as though it will never reach the top. When Eyrie finally comes into view, the traveller realises with a sinking heart that it is on the other side of a steep ravine. The only way to reach the monastery is across an anarrow stone bridge, which looks incredibly dangerous. It is a little wider than the average cart, and there are no rails or parapets to prevent anyone being swept off by the winds that constantly buffet the peaks. At the far side, an arched doorway leads into the rock beneath the monastery walls. At present it is blocked by a portcullis, with a guard on the other side.

The bridge is actually quite safe to cross, although characters with vertigo or agoraphobia might have to make a Cl test in order to get across.

When the adventurers first arrive at Eyrie, the adventurers will be conducted straight to Gregor's office. You should play through their approach fairly rapidly. They will have a tour and the chance to explore later on.

When the adventurers cross the stone bridge, the gate guard (Johann at this time) challenges them to state their names and business. Before anyone can answer, he does a rapid double-take.

"Hold on," he says, half to himself, "It's you, isn't it? Well I never did – this'll put a rat in the hen-house, and no mistake." Then, suddenly remembering his position, he addresses the adventurers a little more respectfully.

"Come in and be welcome," he says, formally, "I'll make sure that the Master is notified straight away. Forgive me for not having recognised you, but we weren't really expecting you. Er – that is, we *were*, but not now. Oh, dear, I'm making a mess of this, aren't I? If you'd kindly follow me?"

It could be that the adventurers won't yet have heard of the prophecy, and in any case they might be puzzled by Johann's behaviour. If they asking him what he's talking about, he will be surprised.

"The prophecy, of course," he says, "Old Yazeran's poem – the fingers of fate... You mean you don't know? Um – I think the master could probably explain it all far better than I could. If you'd just follow me?"

Like all the guards, Johann is acquainted with the prophecy, and has been told to bring anyone answering the prophecy description to Gregor. If the adventurers don't question Johann about his behaviour, he will chat away as he leads them across the monastery to Gregor's office.

"Just think," he says, "You arrive after all these years, and I'm the one who lets you in. To tell you the truth, some of the Brothers weren't at all sure you were going to make it. After all, it's been a long time. Still, you got here, and that's what matters."

You will know that you're playing Johann right if the players' faces display complete mystification. He leads them briskly up to the courtyard, then up the stairs to the door of Gregor's quarters. Johann knocks softly, and a voice answers from within. Johann pushes the door open and respectfully motions the adventurers to enter.

THE INTERVIEW WITH GREGOR

Gregor will show the adventurers in and watch Johann descend to the courtyard before shutting the door and attempting to explain the situation: "Good of you to come, good of you to come, and on such short notice! Do you know the... no, obviously not. Please, be seated, and I'll try to explain."

"In its present form, Eyrie is a little under a hundred years old. Nearly all of what you see was built by a Dwarf, name of Yazeran. Apparently he just turned up and started building. He had some reason of his own, but he wouldn't tell anyone what it was. Secretive little fellow."

"He died about fifty years ago, when I was a young Brother here. He left a prophecy, about some people who would turn up and something was going to happen. What was it now? Hmph – gone clean out of my head. Never mind, I've got a copy of it somewhere. Would you like some tea?"

There follows a brief pause as Gregor sends out for some herbal tea. If the adventurers try to question him, he waves them back to their seats, muttering "All in good time" repeatedly. When everyone has a cup of tea, Gregor resumes his narrative.

"Now, where was I? Oh, yes, Yazeran. He was a Dwarf, you know – founded the monastery. Oh, I've done that bit. The prophecy – yes, yes. It was something like danger on all sides, and a group of people would arrive to sort it all out. He described them – that is, you – too. I knew you immediately."

"Only this morning I was talking to Yazeran – not that I think he was listening. I don't know if one can listen in that condition. Almost completely transparent, he was – I could read the spines of my books right through his chest. Gave me a bit of a turn, I can tell you. Fellow's been dead for fifty years, after all."

"Anyway, he told me to expect you, and here you are. Quite remarkable. And he gave me a message for you – what was it, now... Blowed if I can remember. My memory's not what it was, you know. Anyone for more tea?"

"Ah, yes! I remember! He told me to cut open the cover of the Register of Brethren, and inside the binding I'd find something that I was to give you. Well, I don't know about that, I said, I mean it's a valuable book and you can't just go about cutting them up. But I don't think he was listening. Then he just sort of faded away."

"Well, to cut a long story short – hmph, a bit late for that, I suppose – I looked inside the binding of the book as he had said, and inside I found these." Gregor places three tightly-rolled pieces of parchment on the desk in front of him. He tries to get them to lay flat, but fails. Then he hands them to the adventurers.

One of the parchments is a sketched drawing, showing a group of people. Their faces are very clear – and they are those of the adventurers. Even their clothes are drawn correctly.

This is a very strange and unsettling thing – the drawing was made years before many of the adventurers were even born, and yet the Dwarf knew that they would all arrive at Eyrie, together, on a certain day, and even what they would be wearing! If you wish, you might have everyone make a CI test at this point. Spellcasters and characters with Theology skill gain a +20 bonus, since their minds are used to accepting things which seem impossible. Characters who fail the test will gain an Insanity Point – this is just too weird for them to cope with.

The other two pieces of parchment are Handouts 1 and 2, which should be given to the players at this point.

"It seems," says Gregor, with a schoolmasterish air, "that this is some kind of riddle, and when you get to the end of it you'll be able to find whatever it is and save us from whatever it is. Never had much time for riddles, myself. The intellect deserves better than such trivial uses. I've no idea exactly what it is you're supposed to be saving us from – perhaps it's in the riddle. Still, everything else has turned out exactly as Yazeran said it would, so no doubt it will become clear shortly. More tea, anyone?"

More herbal tea is brought, by a young monk who seems slightly afraid of the adventurers.

"This," says Gregor, slapping the youngster on the shoulder so hard that he almost spills the tea, "is Dieter. He'll be your guide while you're here."

When the adventurers run out of questions, or when you've had enough of playing Gregor, he brings the interview to an end by falling fast asleep, his head sagging on his chest. Dieter leads the adventurers quietly out of the office.

At this point, the players will probably be somewhat at a loss as to what to do next. Some clues are in the handouts they have just been given, and they will also find it useful to take a tour round the monastery.

*Greetings, honoured Roostmaster
– whoever and whenever you may be.*

I am old and weak, and I sense that this is my final illness. Soon the Mason will come to seal me in my tomb, back in the Element from which I sprang. I have given him my seven silver coins in advance, as is his due.

If you are reading this, then my vision was true. The time of Eyrie's greatest peril is upon you. It is the time of my prophecy. Those whom I have foreseen shall arrive at Eyrie shortly. You will recognise them from my verses. Heed them and help them, but do no wrong and suffer no wrongdoings from them – I have foreseen that the love of Eyrie is not the greatest of their motives.

Before you is the first of my clues, to be given to the Foreseen along with these words. To find the second clue, wait until the dinner hour and seek where my line runs true. Each clue will lead to the next, and all lie within the walls of Eyrie. When they have all eight – or was it seven, my memory is not what it once was – they will be able to use them together to find that which they seek. Ask not what it is – they know, and I know, and you shall know if need be. Its fate and theirs are entwined with that of Eyrie, although this may not always be clear to you.

Hurry, for now the time has come for deeds, not words. Those who come will know of what I write.

Y

Yazcran, his Mark

A TOUR OF EYRIE

As we've already said, Dieter will stay with the adventurers at all times, and will provide introductions and answer questions.

The various sections of *Map 3* show the layout of the monastery. Eyrle is based round a central courtyard, which is split into a number of squares by the workshop complex in the middle. There are three types of area on the map: courtyards (C1-5), towers (T1-4) and other areas (no letter prefix).

The Squares

There are five 'squares' at Eyrle, some of them little more than small open spaces. On *Map 3* they are numbered C1-5. They are paved with large flagstones which are quite worn in places, and tend to be slippery in wet weather. You may wish to give characters running in the wet a small chance of falling – this is unlikely to cause any damage unless the character happens to be at the top of a flight of stairs...

C1. The Square of Joy

This square takes its name from the statue of Yazeran which dominates the southern end of it; the monks are supposed to be filled with joy whenever they behold this image of their benefactor. It also has the unofficial name 'Dwarf Square' among the less pious brethren. *Handout 3* gives a character's-eye view of the square.

As soon as the adventurers arrive here, Dieter will rush up to the statue of Yazeran, and, after a cursory genuflection, begin polishing the tarnish from the bronze with his shirt-sleeve.

The statue of Yazeran himself is carved from local stone, while his plumb bob and triangle are of bronze. On the pedestal of the statue are carved four scenes, each depicting a significant event in the Dwarf's life.

The east face of the statues' base depicts the rebuilding of Eyrle, as supervised by Yazeran. He holds a level in one hand and a rolled-up scroll in another, as the tiny figures of monks scurry about like ants in the background. The inscription around the border reads '*Yazeran the Architect, raising the Roost.*'

The south face bears a rather idealized picture of Yazeran, standing atop a tower, raining lightning and destruction down on hapless Goblins below. The legend reads '*Yazeran the Philosopher, smiting our enemies as he has stricken the ignorance from our minds.*'

The west face shows Yazeran on his deathbed, with monks hovering reverently around him. The



Dwarf is writing something. The caption says 'Yazeran departs, leaving a wiser, sadder world. Georgi the Stonemason scribed this stave, when I took my seven coins and laid him in his grave.' If the adventurers think to ask about the significance of the seven coins, Dieter will reply that this is the customary payment made by a monk to the stonemason when he is buried in the vaults.

The north face depicts the adventurers, much as they were on the parchment Gregor showed them. The inscription around the picture is the first stanza of Yazeran's prophecy (see *The Prophecy*).

The monks will have no objection if the adventurers wish to examine the statue, take rubbings, etc, but will certainly object if they attempt to pry it apart, dig under it, or pull it to pieces. A little thought should tell the adventurers that they won't find what they seek here, since it was obviously erected after Yazeran's demise.

In the west wall of the library (facing onto this courtyard), underneath the point where the shadow of Yazeran's plumb-bob falls at sunset, there is a loose brick. If this is removed, *Handout 4* – the seven of Swords – can be found behind.

C2. The Square of Anger

This courtyard is where the guards practice with their weapons. Theoretically, it is the only place in Eyrie where anger is permitted, and it should be left behind here – that is, nobody should hold grudges against anyone who injures them in training. Any form of violence – even voices raised in anger – is forbidden anywhere else in the monastery, and severe reprimands are issued for any breach of this tradition (particularly if such an action occurs in the Square of Sorrow – see below). It is highly likely that if the guards are exercising here when the adventurers pass through, they will challenge any warriors (except a Troll or Giant Slayerh as Rogni) to a few practice bouts, always *striking to stun*.

Fighting in earnest, with the intention to kill or injure, is an unforgivable breach of hospitality. The adventurers will not be thrown out of the monastery, since they have a prophecy to fulfil, but they will suffer a -30 **Fel** modifier with the monks thereafter. The news will travel fast, and the modifier applies even when talking to monks who weren't present during a fight.

C3. The Square of Sorrow

This square takes its name from the fact that funeral services are held in the shrine to the west (area 9). As a mark of respect, a rule of complete silence is imposed here, and it is considered extremely disrespectful to run across this courtyard.

C4. The Square of Thieves

There seems to be no obvious reason for this courtyard's name, which arose due to allegations about the behaviour of the occupants of the nearby rooms several decades ago. Dieter will only mention this if pressed – successful **Fel** test is

required to bring it from him as gossip, while a successful **Ld** test will indicate that the character has impressed the truth out of him.

C5. The Square of Fear

This is not an official name for this small open space, but it is in current use among the younger initiates – a reference to the fact that it leads to the surgery. As with the Square of Thieves above, Dieter will not mention the name of the square unless pressed.

The Towers

The towers are all of identical construction and serve a dual function as washrooms/lavatories and lookout posts. They consist of three floors, each 10ft high floors: general details are given below, followed by individual variations.

The bottom storey of a tower has a wooden screen and a ladder just inside the door. In the main part of the room are primitive communal toilets and some washbasins with jugs for the water. On the wall, a lead pipe leads from the ceiling to waist height, where it bends out slightly.

Most of the middle floor is taken up by a large lead cistern. A pipe in the middle of the ceiling appears to empty into the cistern; another leads to a side wall – it is near the top of the cistern and thus it appears to be an overflow, as a successful **Int** test by a character with *Engineer* skill will confirm.

The top floor of a tower is open on all sides, and is presumably used as a lookout post. The roof slopes downwards towards the centre preventing the use of the middle of the roof, and there is a lead pipe leading from the centre of the roof to the floor below.

The dished roof channels rainwater into the cistern below, and the pipe is fitted with a valve. The water is used for everything except drinking – drinking water comes from the workshop well.

T1. 'Foul Corner'

This tower does not overhang the rock to the same degree as the others, and this causes an occasional build-up of refuse on the rock face below the tower – hence the tower's unofficial name. The rooms to either side are not popular, but then neither is Gunther (nicknamed 'Guts') the cook; young initiates whisper among themselves that the foul smell around the tower is not *all* due to the refuse.

T2. 'Rowdy Corner'

This tower gets its name from the guards who are quartered in the rooms nearby. Scar and the guards hold occasional parties here. They suffer Dieter's presence only because he supplies them with quantities of stolen alcohol. The walls are also daubed with various soldierly items of graffiti which would greatly shock some of the older brethren – but fortunately they hardly ever have anything to do with the guards.

T3. 'Windy Corner'

The wind tends to blow in eddying gusts around the base of this tower, making it an uncomfortable place to spend any time. This tower and the rooms nearby are said to be the coldest, bleakest part of Eyrie.

T4. 'Sleepy Corner'

Since this tower is closest to the library, anyone who finds themselves drowsing over their books will come here for a refreshing splash of cold water. They are not always successful, though, and it is quite common to come across someone fast asleep on the lavatory bench.

The Rooftops

The roofs will play a significant part in this adventure – especially in the climactic battle with the Orcs. When the adventurers first reach the roofs, read the following to them:

The rooftops of Eyrie stretch before you, in all their guano-spotted glory. Protruding above the rest are the Library, the four Towers, the Workshop building, and Gregor's and Norbert's rooms. All of the other structures are single-storey. The roofs themselves are covered with slate shingles, and laid out with a precision that hints at dwarven construction.

Feel free to improvise other details, such as smoke drifting from chimneys, light streaming from windows, flags flying, etc, as appropriate. The marked areas on Map 3 show which sections of roof will not support a character's weight.

Entrance Level

Eyrie is entered through a gateway which leads into the rock from the stone bridge. From this entrance, a series of passages leads up through the monastery's tombs to the pinnacle.

1. Entrance

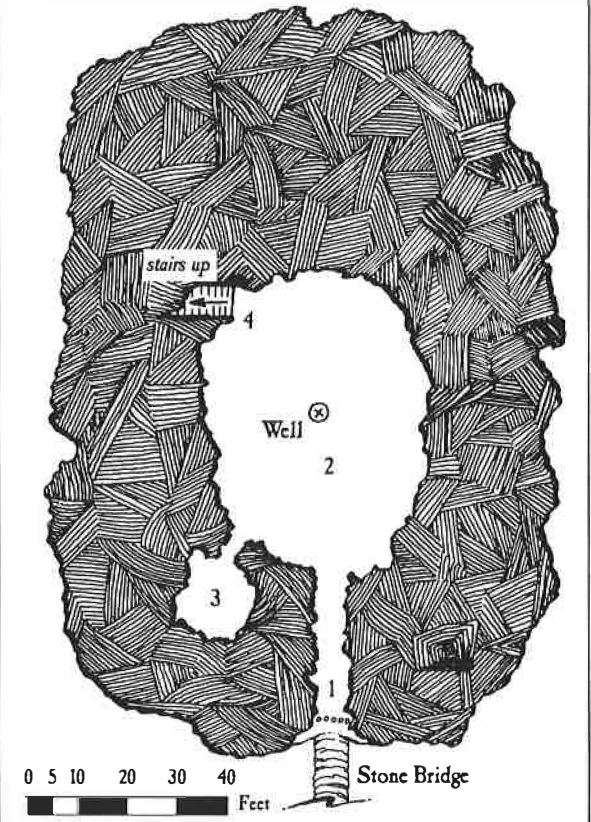
East of the entrance portcullis is a rough passage winds into the heart of the rocky pinnacle. There are two bollards set into the floor of this passage and ropes pass from these to holes in the floor and ceiling. A large axe leans against one of the bollards. There is also a mechanism set back into the side wall of the passage.

The winch mechanism operates the portcullis, and the adventurers will have seen it in use when they entered Eyrie. The axe is ceremonially sharpened once a week, and is intended for use as an emergency measure in the event of an attack – if the ropes on the bollards are cut the portcullis will be next to impossible to raise (unless you decide otherwise), and Eyrie will be effectively cut off.

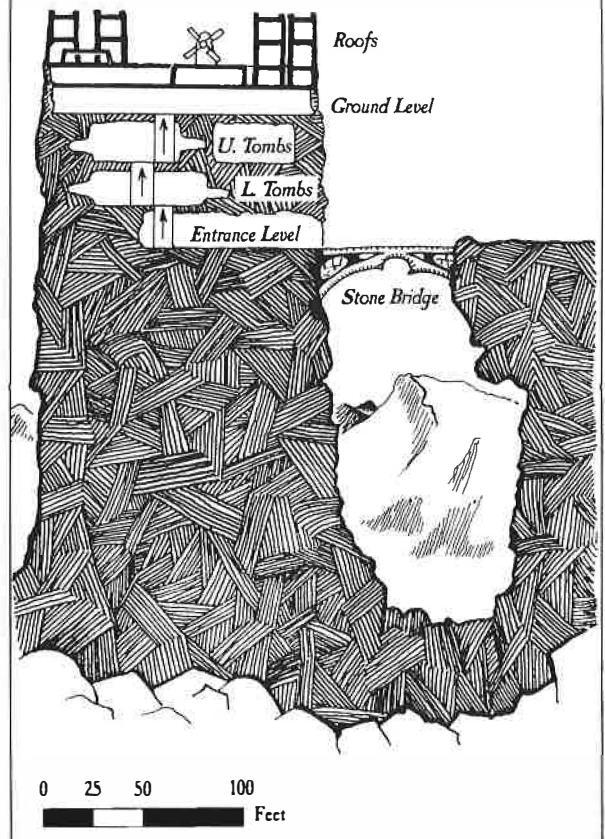
2. Entrance Cavern

This cavern appears mostly natural, although the floor has been levelled in places. Roughly in the centre of the cavern a waist-high wall surrounds a

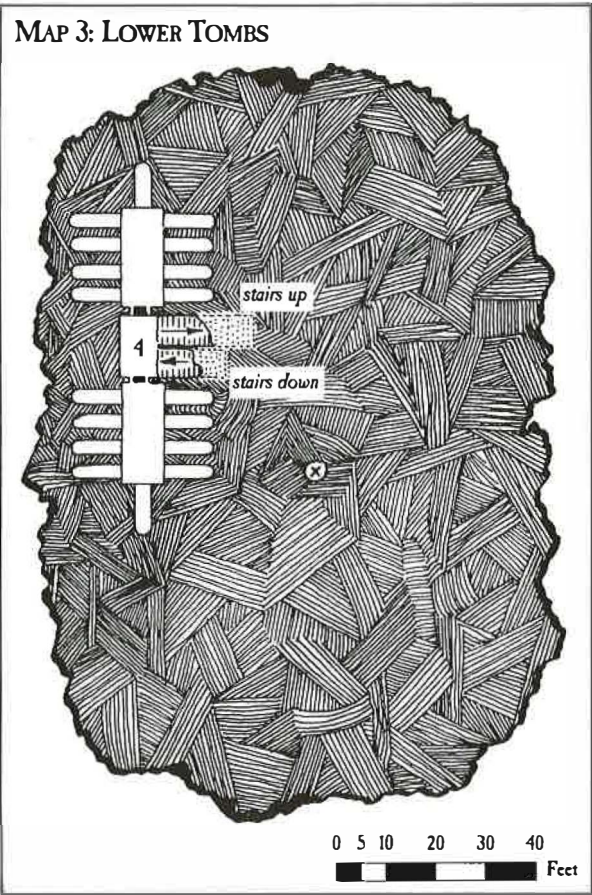
MAP 3: ENTRANCE LEVEL



CROSS SECTION OF EYRIE



MAP 3: LOWER TOMBS



hole in the floor; two ropes stretch from this to a square hole in the ceiling 15ft above. A set of wide stairs at the east end of the cavern leads upwards, and an opening in the north wall leads to a side-chamber. There is a lot of firewood piled up at the east end of this cave, various sacks and barrels are scattered about and two semicircular pieces of wood are propped against the south wall.

The hole in the floor is a well, constructed by Yaz-eran with the assistance of an Earth Elemental; it is over 600' deep. The shaft is fairly rough but slightly damp. The two ropes are actually part of the same continuous loop – a hoist mechanism used for transporting water and supplies to the levels above. The wooden semicircles are covers for the well; they have slits cut in them to pass over the ropes.

Anyone climbing (or being lowered down the well) will come across a crack in the shaft about 40ft down. This crack contains *Handout 5* – the Knave of Cups.

3. Guardroom

This small natural cave contains a bed, a table with two chairs and a small brazier with a supply of wood. On the table are some playing cards, a bottle of watery beer and a couple of plates; one still has a few scraps of bread and cold meat.

This chamber is a guardroom for the entrance. In theory, one guard stays at the entrance at all times, while the other has the use of this room. Practice often falls short of theory, especially as Eyrie has never been attacked in its entire history.

4. Ceremonial Entrance Stairs

A wide and impressive stairway, faced in dressed stone, leads up to the surface. There are two landings, each with passages leading off; these are lined with 12-inch square stone panels, each with an engraved Classical-style numeral. Characters without *Secret Language – Classical* need a successful *Int* test to interpret the numbers; monks can do so automatically.

Behind each panel is a tomb, cut into the rock. Each tomb contains a rough wooden coffin with a desiccated body, and nothing of value.

The only tomb of any interest to the adventurers is that marked XXXIII – this contains the body of the last stonemason in Eyrie and *Handout 6* – the 2 of Swords.

Ground Level:

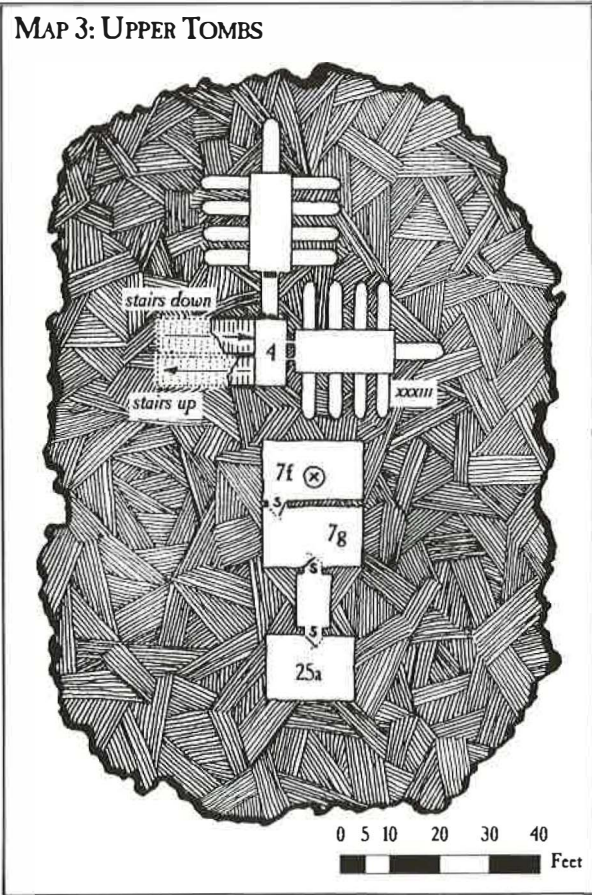
The Hall and Library (area 5)

This is the largest of the monastery buildings, with the main hall on the ground level and the library above.

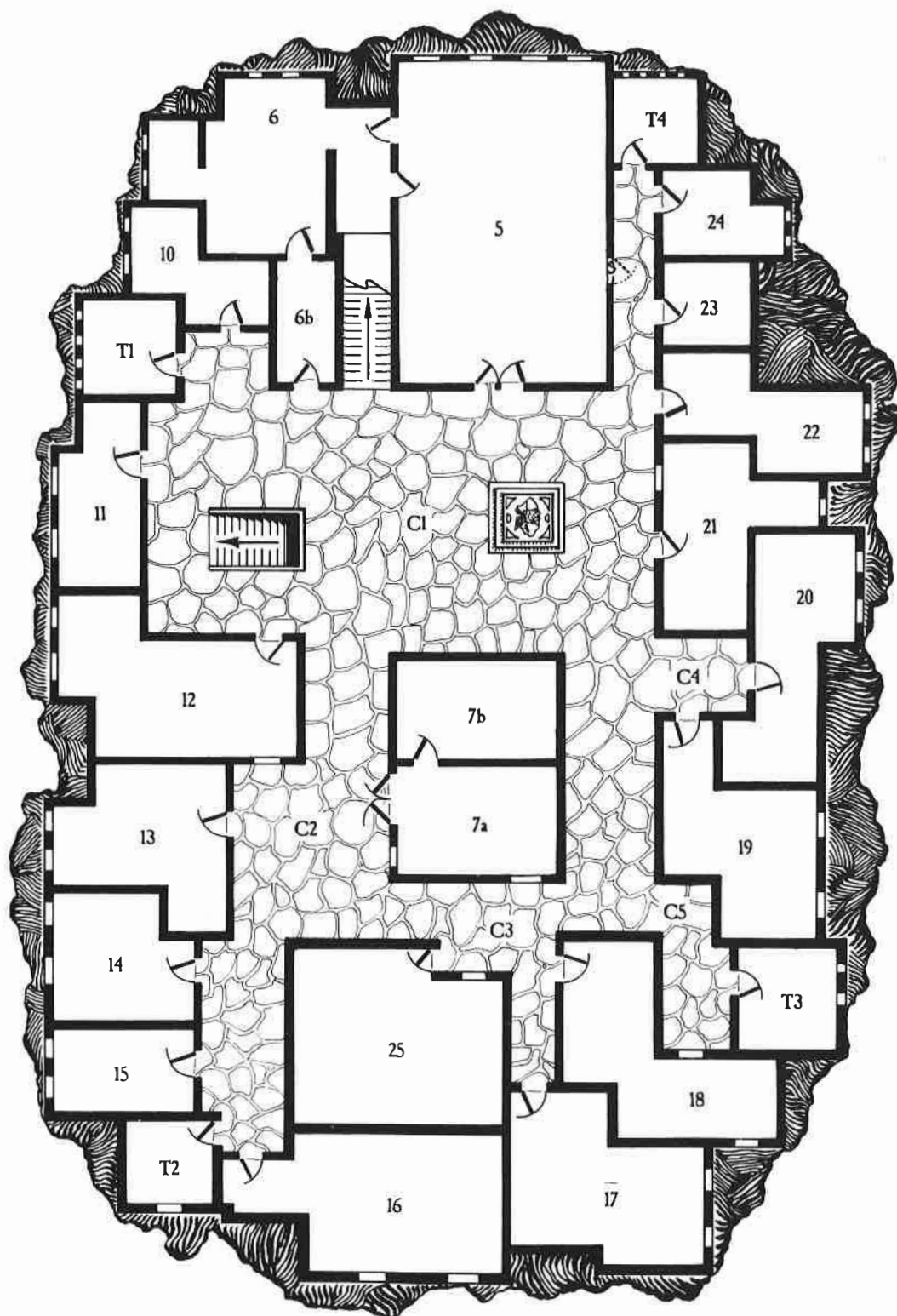
The Hall

This room is the largest in the monastery, with thirty-odd chairs surrounding six tables arranged

MAP 3: UPPER TOMBS



MAP 3: GROUND LEVEL



In a rough horseshoe. The two end walls are pierced by several windows to provide illumination during daylight, and the two side walls are fitted with lines of sconces holding brass oil-lamps for use at night.

At the eastern end, beneath a row of stained-glass windows, is a 3ft dais bearing the High Table, where Gregor, Norbert and other of the senior monks take their meals. If the adventurers number six or less they will be sat at the high table with Gregor and Norbert – the other senior monks will give up their places for these honoured guests, and sit among the other brethren.

At the western end of the hall, it is possible to look up into the library, which ends in a balcony. The double doors are stoutly built and can be securely barred – **T 5, D 12** when barred. On either side of the double doors are a pair of large metal grilles attached to a winch mechanism – these are horizontally-moving portcullises (**T 6, D 9** each) which can be pushed through slits in the walls to close off the bottom of the stairway and the passage outside in the event of an attack.

The ceilings of both hall and library are 10ft high – 7ft from the dais at the eastern end.

In the south wall is a secret door, activated from outside by pushing a loose stone in the wall. It was designed by Yazeran as his own way to slip into the kitchen for a midnight snack. Some of the monks have rediscovered it, and use it for the same purpose. Any monk questioned by the adventurers (with the exception of Gregor and Norbert) has a 25% chance of knowing about the secret door.

Between meals, in the morning and afternoon periods, the hall will be occupied by a class of 2-20 monks and a single teacher, a learned monk expounding on some field of personal expertise:

01-06 Basic Library Etiquette: Gregor teaches this class, which is simply a forum for him to ramble. Virtually no-one will be awake, and the adventurers may explore unnoticed as long as they make no noise. If they wake anyone up, they will attract a great deal of attention, as they are the only interesting thing going on.

07-12 Brewing: Dahlbert expresses his opinions on a variety of subjects, some of them relating to fermented beverages. There is a 25% chance he will be conducting a solemn scientific sampling session.

13-17 Cyphering and Bookkeeping: Taught by Norbert, who is stood in good stead by his embezzling experience. He will object strongly to the adventurers' presence (remember, he secretly fears that they have been sent as auditors), and will politely but firmly ask them to leave.

17-23 Illumination and Calligraphy: Karl is the

expert here, a former forger who puts his skill to good use. He is a perfectionist, and his students will either be wielding their quills, brows knotted in concentration, or ruefully cleaning pieces of parchment to try again.

24-30 Languages: A Survey of Lost Tongues: Stefan, well-known for his no-nonsense, no-excuses approach, delivers this body-blow of a class. His methods are simple, straightforward and brutal: endless repetition, bullying, negative reinforcement, and no breaks, even to answer the call of nature. Characters who sit in on this class regularly for a week might actually learn a smattering of Old Slann, Arcane Elf, or Arcane Dwarf – not enough for the full-blown skill, but enough to allow them an **Int** test with a -20 penalty when confronted with the language in question.

31-37 Law and Legal Systems – A Brief Survey and Analysis: Karl also teaches this class, with real academic zeal and a surprising degree of scholarship for someone who gained his knowledge the hard way. For characters without a deep interest in the law, it's very, very dull.

38-50 Magical Theory and Practice: Mortmore, despite the title of the course, is all theory and no practice. Furthermore, any character who has any practical experience will find a number of essential points upon which to disagree with him. He is a classic example of the 'Armchair Sorcerer'.

51-60 Military History: Bernard and Stefan share this class, pausing frequently to argue a fine point with vehemence and a good deal of abuse. This is a popular class, not so much for the subject as for its entertainment value. It can get quite uproarious at times.

61-66 Self-Defence: A very frustrated Scar will be happy to be distracted by the adventurers, and may even press them into service to help him illustrate some point or another. He much prefers the practical part of this class, conducted in the Square of Anger with practice weapons. Think of a tough cop giving a self-defence class to a bunch of school girls – this is how Scar sees it.

67-90 Theology and Mysticism – A Critical Study: Chedwic is certainly critical. In this course, he puts an intellectual microscope on recorded miracles and clerical magic, showing how many of these effects can be accounted for by perfectly ordinary sorcery. In the course of his discussions he covers the beliefs and practices of the various Old World cults in some detail, and sitting in for a week or so counts as training in *Theology* skill.

91-98 Taxonomy of Plants and Fungi: Bruno, though dry, monotonous, and humourless, knows his subject implicitly. Anyone attending his class (and managing to stay awake) for a week will have a chance to gain *Herb Lore*, *Identify Plant*, or *Prepare Poison* (herbal) skills.

99-00 Yazeran - The Dwarf, The Myth: Albrecht scoffs at persistent rumours that Yazeran's ghost has appeared at his lectures. But students will quietly attest that Yazeran has appeared behind the lecturing monk on more than one occasion, miming his own version of events which Albrecht is plausibly describing.

The Library

It is strictly forbidden for visitors to enter the library, and if the adventurers are discovered there they will provoke a very unfavorable reaction, prophecy or no prophecy. Any monks will try to prevent three adventurers from entering the library, and will not believe any claims of permission unless the adventurers are accompanied by Gregor himself. Adventurers spotted in the library will be reported to Norbert right away. From the doorway, the adventurers will be able to see the following – you can read this passage to the players if you wish:

The focus of the Eyrie's existence is surprisingly unassuming. Long rows of shelved books, organized according to a somewhat

idiosyncratic filing system, stretch from the entrance to the railing which overlooks the Main Hall. Against the north wall is a chart table covered in rolled-up maps and topped by a cluttered scroll rack. The bookcases are packed with a variety of tomes and parchments, and a few particularly large volumes are stacked on the floor in the south-west corner. The west end of the room is a balcony with a chest-high railing, looking down onto the Hall below. In the north-east corner of the room a ladder leads up to a trapdoor in the roof.

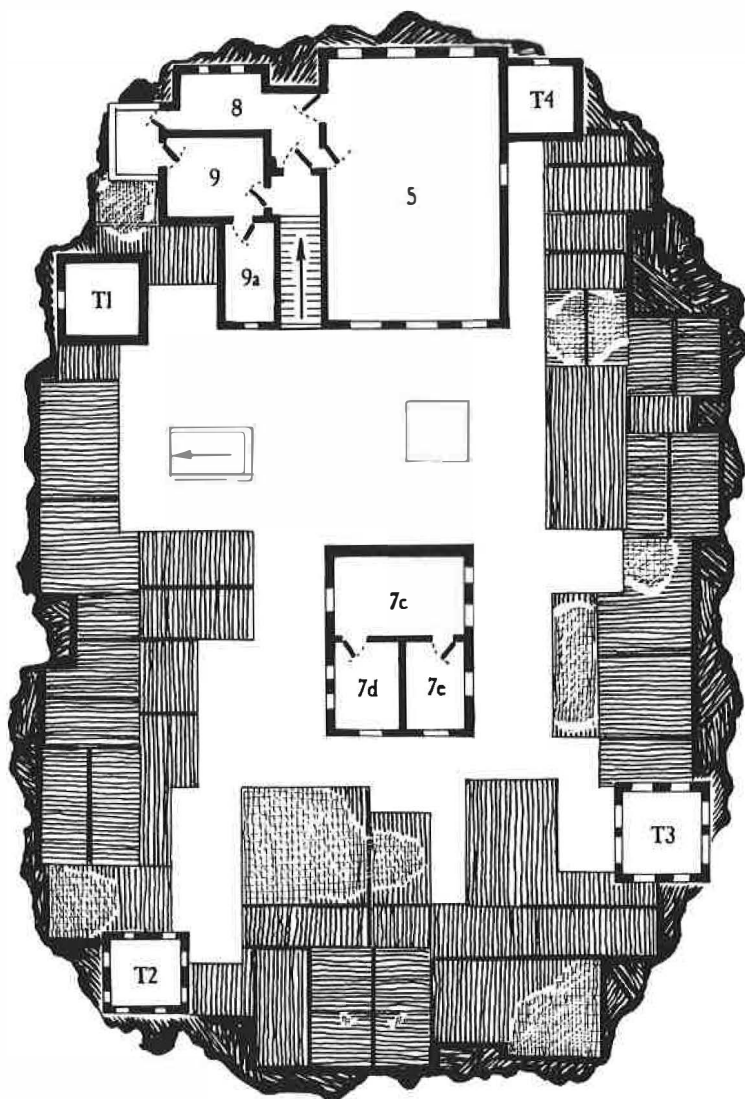
There is also a magical defence in operation – if anyone who has not been accepted as a member of the knowledge cult enters the library they will be attacked by a guardian spirit. There are twelve of these spirits; if an attack succeeds, the character will recover himself kneeling in front of the statue of Yazeran in the Square of Joy. Guardian spirits are detailed in *Appendix 1*.

There is not room here to fully detail a library of this size – if you are intending to use Eyrie again for future scenarios, you may want to list the more significant volumes in the library. Many of the books are written by the brothers, or anonymous works on standard subjects, but a few texts in the Library are extraordinary.

Remember that the PCs will either have to join the cult or defeat the Guardian Spirits (without alerting any class in progress in the Hall below) in



MAP 3: UPPER LEVEL



order to see the Library for themselves. If they somehow manage to search the library, here is a selection of books that they might find:

Dark Dreams and Forbidden Pastimes, by Mordecai Thandos: This book, although somewhat perverse, has little to do with anything truly evil, being mainly a volume of erotic verse in which a number of historical figures are lampooned.

De Vermis Giganticus, by Sard Smethelm: A purportedly first-hand account of the great World Serpent that some claim encircles the world.

Daemonic Names and Correspondences, by Treaster: Written under an obvious pseudonym, this book claims to reveal the true names of a number of lesser and mid-range Daemons, as well as the Use-names of many others, including a few of the Greater variety. It also contains a number of

deliberate mistakes, in the form of practical jokes designed to trip up anyone not conversant with the theory and able to spot the errors – such as apprentices.

Physical Death and its Implications: Anonymously penned, supposedly dictated from beyond the grave by a sorceress to her apprentice, this book deals with the survival of the spirit and the realms it may encounter. Anyone reading this gains D3 Insanity Points.

Pox Vobiscum: Claiming to have been written by a High Priest of Nurgle, this is a declaration of a thousand-year campaign to overwhelm the world and destroy it in an orgy of disease and corruption. There is a good chance that this may in fact have been written by a Witch Hunter for propaganda purposes. Again D3 Insanity Points are the reward for reading this all the way through.

The Hand of Glory and Its Properties: An anonymous treatise on necromancy and the undead. Anyone reading this all the way through can make an **Int** test – success entitles them to spend 100 experience points and gain *Identify Undead* skill.

Untitled, by Nemo of Nuln: A brilliant alchemical researcher, Nemo never completed this work, which was to have been a definitive treatment on the subject. Regrettably, his most famous experiment resulted in him turning himself to gold before he could do more than outline his book, which was compiled from his notes by his son.

Ground Level: The Kitchens (area 6)

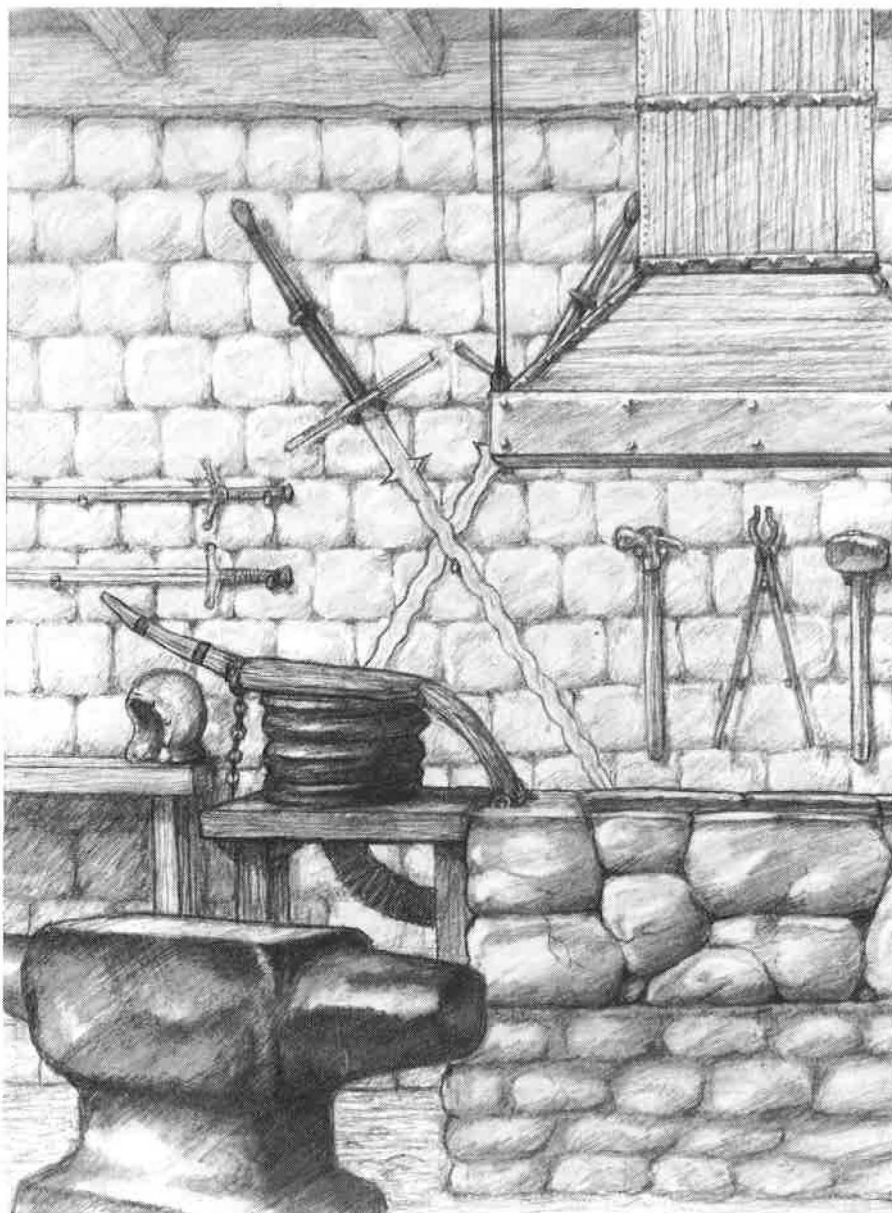
This 15ft high room is actually two separate rooms linked by an open arch. The standards of cleanliness leave a lot to be desired, and kitchen implements and scraps of food are scattered on, around and under all available surfaces, in various stages of decay. Earthenware plates and dishes (mostly unwashed) are piled up under the work surface and wooden sink to the east. Metal cooking pots

are piled onto the range in the north part of the room. The work surface to the west has such a bewildering variety of burns, stains and cuts in its surface that its original colour has long gone.

The kitchen is the domain of Gunther the cook and his three assistants, and the other occupants of Eyrle know better than to enter this festering den. The sink discharges directly over the rock face to the east. However, as water for the sink must be carried from the workshops, it is not used as frequently as it ought to be!

The meals prepared in here are seldom appetising, but Gunther always manages, despite everything, to ensure that they are not really dangerous!

Area 6b is the larder. Some sides of beef and pork hang from huge hooks in the ceiling, and there are sacks of flour and barrels of salt fish and dried fruit on the floor. There is also a set of shelves with a large number of tiny earthenware pots containing herbs and spices. The door in the west end of the larder was knocked through about 20 years ago to make it easier to carry in supplies from the pulley system in the workshops via the Square of Joy.



Ground Level: The Workshops (area 7)

The workshops are all grouped in one building – they are arranged on three levels, although the bottom floor is now used purely for storage. They are locked at night, but Klaus has his own key and often works late. A large windmill on the roof of the workshops provides the power for several devices within.

7a. Smithy

The first time the adventurers come here, give the players *Handout 7*, the view of the workshop. It is important that they have a chance to study this picture; later on they should be able to remember that the fancy swords hanging at the back of the

smithy look identical to those on *Handout 6*, the *Two of Swords*, which is where they will find *Handout 8*, the *Knave of Coins*.

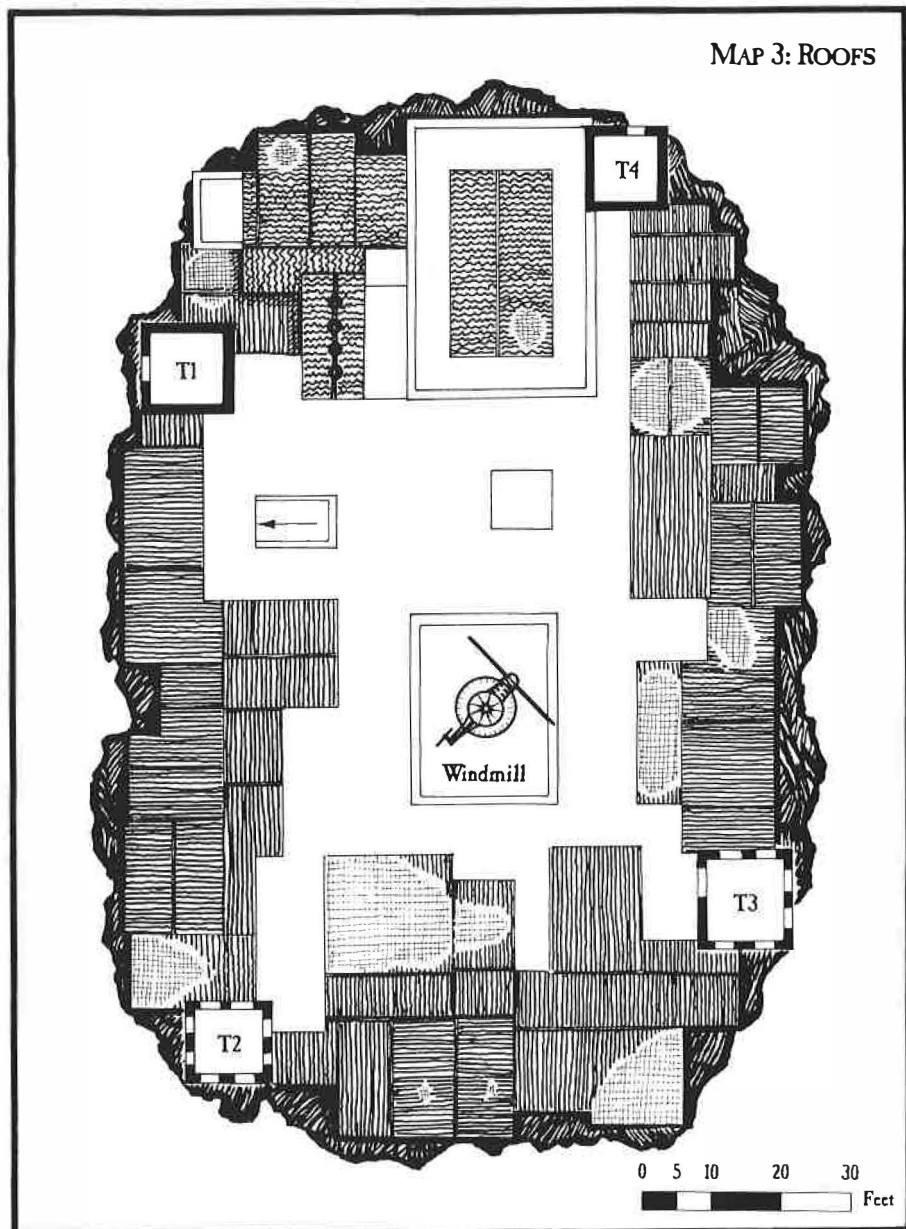
This is where Klaus the armourer works. Scar has decided to start training the guards in the use of polearms, and Klaus has made about half a dozen so far. The trough is filled with water, for quenching hot iron after it has been worked.

The two swords on the wall date from the early years of the Border Princes, and are a matched pair of two-handed duelling-swords. Hidden in the hilt of one (the end of the hilt can easily be pried off) is *Handout 8* – you might like to roll this up to simulate the condition it is in when found.

7b. Milling Room

This room is dominated by a huge piece of machinery that connects a rotating shaft passing from floor to ceiling to a pair of millstones via a set

MAP 3: ROOFS

**7c. Storeroom/Brewery**

This room contains several piles of firewood and some large sacks of flour. There is a water trough and some buckets in the south-east corner and what appears to be a large cupboard in the middle of the west wall. In the north-east corner a ladder leads down to 7f and up to a trapdoor in the ceiling. Dahlbert the Brewer can often be found here, checking the progress of his latest batch of beer – this usually involves some careful and judicious tastings of the brew! The buckets can be sealed with lids for fermentation.

The 'cupboard' has no floor – it houses a special hoist made of immensely long loop of rope that descends to the bottom of the well 600ft below. This rope makes several loops around a drum (which can be powered from the windmill shaft) at the top of the 'cupboard' and has metal loops spliced in at 50ft intervals. Supplies can be hooked onto these eyes and carried upwards or downwards as needed (always providing that there is someone ready to unhook them at their destination!). The water trough is replenished by sending buckets down the well.

of wooden gears. Roughly in the centre of the room is an open trapdoor, and there is a square hole in the ceiling above – a pair of ropes pass between the trapdoor and the hole above. There are some sacks stacked against the east wall of the room and a wooden workbench with a hammer and some metal links stands against the north wall. In the north-east corner a ladder descends through a hole to 7f below, and also passes through a ceiling trapdoor to 7c above.

This is the room in which Willi the miller produces the flour for the kitchens. Most of the sacks contain grain transported by hoist from the entrance level, but a few contain flour and are waiting to be hoisted up to the storeroom above.

The workbench belongs to Klaus – as Willi does not need all the space in this room Klaus often comes in to keep him company, hammering links together into chain mail to pass the time.

7d. Woodshop

There is a workbench with a large wooden vice against the west wall. shelves of tools against the north wall and planks of wood stacked against the south wall. Most of the room is dominated by a huge mechanical contraption driven by a leather belt which runs from a rotating shaft.

This is the room in which Conrad the carpenter works. The mechanical device is a lathe, big enough to turn out 4ft lengths of flagpoles which are socketed together. Stored under the workbench are the parts required to convert the lathe into a powered sawbench capable of producing 8ft planks.

7e. Pottery

Against the south wall of this room are a workbench with a variety of strangely shaped tools, and a small oven. Against the west wall is a shelf displaying a number of curiously misformed earthen-

ware pots. Against the north wall is a barrel, a pair of sacks and what a potter's wheel driven from a rotating shaft.

Even if the characters are unfamiliar with the items to be found in a potter's workshop, the shelf of curing pots (awaiting firing in the kiln) should enable them to guess the function of his room. The sacks contain fairly dry clay, while the barrel contains clay already mixed to a working consistency with water from the trough in room 7c. Nicholas the potter usually works here in the afternoon period.

7f. Storeroom (Yazeran's Workshop)

This was originally Yazeran's own workshop, but is now used only to store logs and old furniture for use as firewood.

At the south end of the room is a small furnace with an old metal water tank above. A pair of ropes – part of the hoist system – run between a square hole in the floor and a similar hole in the roof and a wooden ladder ascends to a trapdoor in the roof in the north-east corner.

Among the broken furniture is a 3ft long wooden shaft with a large pommel at one end. This was the topmost section of the old flagpole – if the party ask Norbert what happened to the old pole when it was replaced he will tell them it is here.

If the pommel is prised off the top of the pole, it will be found to be hollow. Inside is the Crystal of Air (*Handout 9*).

7g. Organ Cellar

This 15ft high room is half-filled with metal tubes and piping. There is also what seems to be a desk covered with small black and white levers and a wooden stool on a raised podium. A character with *Musicianship* skill may make an *Int* test to recognise the structure as a very complex musical instrument. In fact, it is a steam-powered organ, built by Yazeran for his own amusement. It will not play unless the furnace in 7f is lit and the water in the tank has time to heat – about half an hour or so.

A secret passage leads west to Yazeran's tomb in the bottom of the chapel. The door is opened by pushing a loose stone in the wall (one of Yazeran's favourite mechanisms).

The Windmill

Atop the building which houses the workshops is the source of power for the mill, lathe, and bellows in the workshops. This windmill is of Dwarven design, as any character with *Carpentry*, *Smithing* or *Engineering* skills will recognise on a successful *Int* test. It is made of light wood, reinforced at stress points by well-made bronze struts. The whole structure swings to follow the wind, balanced on a clever sealed pivot-point system.

This is a logical place for adventurers to search for the Crystal, but in fact it holds no secrets at all – except perhaps to windmill builders.

Ground Level: Private Quarters (areas 8-25)

The living quarters all follow roughly the same ground plan: a square with an offset rectangle attached, although there is some variation from room to room.

The Basic Room

This is 10ft high, and is furnished with a large desk with two chairs, a pair of bunks with two chests underneath and an open fireplace. The room is lit by means of a pair of windows with stout wooden shutters (**T 2, D 3**). There is also a wooden ladder leading up to a small storage space above. Only variations are covered in the individual room descriptions which follow.

8. Gregor Roostmaster

The Roostmaster's quarters are more luxuriously furnished than the normal monks' accommodation, and have the additional benefits of warmth (rising from the kitchens below) and indoor access to the library.

Gregor uses his room as an office; in addition to his bed it contains a large desk (on which are scattered an assortment of parchments, quills, official seals etc) and a single chair (his visitors are expected to stand). Hanging on the back of the door to the library is a large bunch of bronze keys – the master keys to all the locks in Eyrle.

The attic contains a small chest with his clothes and other personal effects: a broken ivory comb, two jade chessmen worth about 20 GC each and a small book of proverbs. From the balcony which he shares with Norbert it is possible to look over the entire northern side of the monastery; Gregor has installed a large armchair here and now spends hours gazing absent-mindedly at the goings-on in the courtyards.

9. Norbert Flagmaster

Norbert's quarters contain his large bed, a hard wooden chair, a small desk with several ledgers stacked up underneath and three chests. One of the chests contains his clothes, the other two are securely locked (**CR 30**) and contain the finances and treasures of Eyrle – such as they are.

If pressed, Norbert will (very) reluctantly open these chests for the adventurers – but they will have to convince him that this is absolutely vital to their mission. Even then, he will be as graceless as possible. One chest contains 2385 silver shillings, the other contains 6 gems worth 500 GC each, 3 gems worth 750 GC each, a pair of somewhat tasteless silver candelabras worth 150 GC each and a silver statuette of a kneeling knight, about a foot high and worth about 100 GC. The hexagonal wooden base of this statuette can be prised open – it contains *Handout 10* – the Three of Staves.

9a is a narrow room, made more cramped by four stout poles reaching from the floor to the ridge of

THE COUNCIL OF EYRIE

Guard Captain Udo 'Scar' Schwerner addresses a meeting in the Great Hall of Eyrie.

Above him can be seen the balcony of the monastery's famous library, and he is flanked by Flagmaster Norbert – deputising as usual for Roostmaster Gregor – and Mortmore, representing the senior brethren.

Mortmore, ever a stickler for tradition, wears the standard and unadorned monastic habit of coarse wool, which Norbert has made more comfortable by adding a fur cape against the icy mountain winds. In both cases – and somewhat unusually – the mountain sheeps' wool as not been bleached to the traditional white of Verena, but left its mixed greys, browns and blacks. This is more practical in a predominantly working, rather than contemplative, monastery.

Schwerner, as a lay member of the order, is able to wear clothes more befitting a retired mercenary and commander of fighting men. His clothes are conservatively cut and make no allowance for his lost hand. He is, however, almost certainly wearing either leather armour or a mail shirt beneath his clothing. He also carries a sword of cheap Imperial manufacture (its hilt is too plain to be Tilean work) probably from Altdorf or Nuln.

The balcony and its hangings are decorated with symbols of Verena, the monastery's patron deity, and the goddess is shown in her two aspects as the upholder of justice and the patron of learning. The statues – one of the treasures of the monastery – were carved in 2441-2 by the renowned Miraglianese sculptor Angelo Fittorini from pure white onyx donated by the Dwarfs of Karak-Varn to a design left behind by Yazeran. The two statues were carved in Fittorini's studio at Miragliano in several separate pieces, shipped to Eyrie and assembled by the artist himself. He is reported to have found the experience of working at Eyrie quite terrifying, thanks to an attack of rampant vertigo brought on by Eyrie's location. Miraglianese art historians maintain that the trip prevented Fittorini from completing the carvings on the roof of the Ducal Palace, which had to be carved *in situ*. Nobody would have seen the works but, say the historians, that's not the point...

Unusually, the statue on the left holds its sword aloft; most portraits of Verena as a deity of justice have the sword point-down, symbolising the goddess keeping the use of force as a final sanction. Generally, Verena is only a warlike goddess when reason has failed to settle a dispute. The exact significance of the statue's pose has exercised the debating skills of many of the monks.

While Eyrie is a monastery devoted to learning, both aspects of Verena are accorded equal reverence in the decorations of the Great Hall. The

carved balcony-rail of the library bears the sword and scales of justice as well as the owl which is Verena's favoured animal and a scroll which symbolises knowledge. The two pillars rise up to a stone arch (reputedly carved by Yazeran himself) in the shape of a pair of scales, and their upper portions are decorated with stylised stems of Denkraut, a climbing plant of the honeysuckle family whose sap is used by herbalists to bring relief from migraines and sharpen concentration. This plant is traditionally sacred to Verena; according to legend it was a wedding-gift from the earth-goddess Rhya on the occasion of Verena's marriage to Mörr, god of Death.

Directly behind Scar hangs the High Standard of Eyrie. Nearly all monasteries in the Old World – even those of peaceful deities – have their own standard which is used in religious processions and on the occasions when the monastery's inmates are present in a military force. The design of the High Standard is dominated by Verena's Sword of Justice, which is illuminated with the allegorical light of Truth by two Suns of Wisdom and surrounded by symbols of learning. Richly worked in gold and silver thread on crimson velvet, the High Standard was created at Eyrie's mother-house in Nuln some eighty years ago after the Conclave of Nuln in 2432. This conference was a turning-point in Eyrie's history, for it was here that Yazeran's immense feat of construction was recognised and Eyrie's status as a monastery was officially confirmed by the cult of Verena.

The other hangings are donations from wealthy lay brethren and grateful patrons of Eyrie's library. That at the top left was donated by the University of Nuln – with which Eyrie has special links – and is one of a pair, the other hanging in the chapel of Verena attached to the University library. The hanging below it is a gift from the Guild of Lawyers and Advocates in Talabheim; its sword-and-book symbol, as might be expected, lays emphasis on Verena's aspect as patron of justice. This emblem is very similar to one used by the cult of the Law god Solkan, although the latter invariably has the book laying open and the sword thrust down through its pages.

The style of southern Tilea is apparent in the banner to the left of the High Standard; this is one of the newer additions, having been donated to the monastery along with a number of rare Arabian alchemical treatises by Giovanni Badrinatti, ruler of the Border Princedom of Organza Nova. Badrinatti carried the banners of Verena and her daughter Myrmidia throughout a protracted border war with the neighbouring princedom of Rif al-Sakhr, and was able to hoist them from the battlements of the capital after a successful siege.



the peaked roof. A shelf along the south wall has a pair of flag poles (one broken) and some decorative pommels on it. Along the north wall are several rows of pigeon-holes; most contain rolled flags, and one holds a scroll case.

There are small trap-doors above each flagpole so the flags can be raised directly from this room. The scroll contains a list of the flags and their meanings. If the adventurers bother checking most combinations concern weather conditions or warn of rock slides, bandits, and other hazards.

Hidden under two white flags that are used to signify a death in the community (most of the monks consider this flag very unlucky and will not touch it) are a set of leather saddlebags containing the 843 GC that Norbert has managed to embezzle from the monastery's accounts.

10. Gunther the Cook

Gunther flatly refuses to share a room. His three assistants sleep on the middle floor of Tower 1, agreeing that even the smell from below is preferable to the alternative. The bed in this room is large enough to accommodate two normal-sized people quite easily, and the entire room is littered with debris of all descriptions.

11. Mortmore, Paulus and Gerhardt

These three have shared accommodation for many years. They are the best of friends but rarely speak to the other monks. Their quarters are organized along precise and long-established territorial boundaries.

12. Siggi the Tailor and Nicholas the Potter

Siggi works from here, and there are bolts of cloth piled around the walls, and stacks of boxes containing needles, thread and *Handout 11* – one half of the Two of Cups. Siggi will deny possessing this, because according to the original instructions left by Yazeran each card should have remains in the same trade within the monastery – so Klaus and Siggi technically violated their instructions by taking half each. However, Siggi might be pressed into handing his half of the card over, provided he can be convinced that he won't get into trouble over it – and in any case, the players can solve the puzzle without it.

13. Klaus the Armourer and Scratch the Dog

Klaus is likely to figure prominently in the adventure, and the adventurers will probably meet him quite early on. He has half of one of the cards left by Yazeran (*Handout 12* – half of the Two of Cups), hidden under the clothes in his chest. If the party attempt to climb the ladder up to the attic they will have to negotiate a variety of tripwires and will find that the ladder rungs have been smeared with Yak-Yak guano and lard – Klaus' neighbours, Reiner, Siegfried and Johann, are responsible for this practical joke, but will be elaborately innocent if questioned.

14. Reiner, Siegfried, and Johann

This room has three beds, but is otherwise unremarkable.

15. Scar the Guard Captain

Scar's quarters are extremely neat and orderly, and seem almost uninhabited – they are totally devoid of any personal touches. Otherwise, this area is unremarkable.

16. Guardroom/Murder Room

This room appears empty, apart from several short bows and quivers of arrows stacked in one corner and a ladder leading to a trapdoor in the ceiling. The western end of the room has arrow slits cut into the wall and holes in the floor.

This room overhangs the rock face, and is directly above the bridge that enters Eyrie below. The room is almost never used – except by Scar, for training – but is one of the main entrance defences in the event of an attack. The bows are in a poor state of repair; each has a cumulative 10% chance of breaking for each arrow fired. A character firing a breaking bow must make a successful *Rtsk* test to avoid accidental damage.

17. Albrecht, Chedwic and Karl

This room has three beds, but is otherwise unremarkable.

18. Karolus, Yorgi, and Bruno

These three often indulge in after-hours drinking; a small barrel of ale, purchased on the shy from Dahlbert, is concealed beneath Yorgi's bed.

19. Surgery

This room has the appearance of a torture chamber, and the junior monks have given it the informal name of 'the Dungeon'. There is a single wooden bench in here (with shackles attached) and a bewildering variety of knives, pliers, tweezers, saws and other unpleasant implements are piled all over a table. Resting in the unlit fireplace are various tongs and irons. Under the table is an open box containing a large number of earthenware pots – these are full of herbs, some medicinal, some used in cooking.

The monks tend to avoid this room if at all possible, as the part-time doctor/dentist/surgeon/barber is none other than Gunther the Cook. He approaches this task with the same subtlety that marks his cuisine – no-one has actually died, but his work inspires fear and loathing. Certainly, the comfort of the patient is a minor concern to him.

20. Willi the Miller, Conrad the Carpenter, Bernard and Stefan

This crowded room is the quarters for an extremely lively quartet and complaints about the noise from here are all too frequent. Against all regulations, Bernard and Stefan keep a pair of wooden practice sword (count as clubs) under their bunks.

21. Bruno the Elder, Dahlbert the Brewer, Dieter and Patch

The strange mixture of personalities in this overcrowded room leads to frequent arguments, and it is not at all unusual for anyone passing by to hear angry words through the door. Dahlbert keeps *Handout 13* – the Seven of Coins – in his chest.

22. Comfortable Guestroom

This is the more luxurious of the guestrooms, boasting rugs on the floor, drapes over the windows as well as the shutters, water delivered daily by one of the junior monks, and similar minor (but important) luxuries.

This is where the first four adventurers will be housed during their stay at Eyrle – or at any rate, the four who make the best impression on Norbert. If no-one makes a good impression, he may decide to charge the adventurers rent, but he will quickly back down if he is challenged, since he fears that the adventurers are nothing to do with Yazeran's prophecy, but actually auditors from the the cult of Verena sent to uncover his embezzling.

23. Wine Store

The square room between the two guestrooms is not accessible from either, it is a wine store and is entered from a secret door opposite that in the Hall. Like the other secret doors Yazeran built in Eyrle, this one is opened by pushing a loose stone to one side – marks on this stone give the adventurers a +10 bonus to search attempts to find this door. There is nothing here except about a dozen barrels of wine.

24. Guestroom

This is where extra adventurers be accommodated, if there are more than four. It is pretty much identical to a two-berth monk's room, but extra bunks will be moved in if necessary.

Ground Level: The Shrine (area 25)

This room has been dedicated as a small shrine to Verena for use by individual monks; communal rituals are conducted in the Hall. However, as it is usually so noisy due to the proximity of the guards' quarters (areas 14-15) most of the monks worship privately in their own quarters. There are small niches in the walls in which offerings may be left, but all are empty apart from an occasional candle stub or burnt-out stick of incense. There is also a plain wooden altar at the west end.

A careful search of the floor will reveal the outline of a concealed trapdoor; this is a single large closely-fitting stone slab carved to look like the rest of the flooring. Crowbars or some similar equipment will be needed to lift it – a total of **S** 8 applied to makeshift levers will raise the slab. Up to 2 characters can try together. The monks will not be at all happy about adventurers desecrating their shrine in this way.

25a. Yazeran's Tomb

The trapdoor leads to Yazeran's old chamber – he was sealed in after his death, and the location has now been forgotten by all except the oldest monks. This square room appears to be empty apart from a simple stone sarcophagus with a stone statue of a hawk on a pedestal at its head, and a chest against the wall.

As a Dwarf, Yazeran felt uncomfortable in the exposed location of Eyrle. When he rebuilt Eyrle, he included this small chamber totally surrounded by rock, with a secret passage leading to his workshop. When he died, the monks emptied the room and sealed the trapdoor which led to the shrine (which, at the time, was a guardroom). They never found the secret passage.

The stonemason carved the hawk statue for Yazeran, in imitation of one said still to be in the Hall of Kings at Kadar-Gravning. Yazeran then enchanted it over a period of years, so that it would guard his tomb. Interfering with either the sacrophagus or the chest will cause the statue to animate with an ear-splitting screech. The hawk will fly from its perch to attack the defilers.

The stone hawk has the same profile as a raven. It can detect invisible and magically concealed creatures, and its attacks count as magical (ie it can hit ethereal and other creatures which are immune to non-magical weapons). The hawk itself is immune to non-magical weapons, and is a small, very agile target – giving attackers a **WS** penalty of -10.

The hawk will always attack the face of a target, so do not roll for hit location. The only items of armour that protect against its attacks are shields and full-face helms – an open helmet gives no protection! Its attacks can be dodged and parried as normal. All critical hits are to the head, and critical hit results of 13+ should be treated as results of 9.

If the adventurers defeat the hawk, they will find that the chest (unlocked and not trapped) contains the remains of Yazeran's wealth: 7368 GC, a ruby pendant worth 2000 GC, 4 emeralds worth 400 GC each and 30 jade chessmen worth about 5 GC for each pawn and 20 GC for the others. The two missing pieces are in Gregor's room (area 8) – the complete set will be worth about 750 GC).

A total **S** of 10+ is required to lift the lid of the sarcophagus – up to four characters may join in the effort. Opening the tomb reveals only the desiccated body of the Dwarf, wrapped in a simple white shroud. Interfering with the body may result in Yazeran's ghost returning to give the disrespectful adventurers a piece of his mind!





THE ATTACK

Even as the adventurers are turning Eyrie upside-down following Yazeran's trail of clues and looking for the Crystal of Air, the Bloodaxe Alliance warband under Radzog's command is getting closer to the monastery. In this chapter, the Goblinoids attack, putting the adventurers under increasing pressure to find the Crystal and save the monastery.

WHO GOES THERE?

According to Yazeran's prophecy, the adventurers have arrived at Eyrie *'at a time of great need'*, when *'the oldest of foes shall approach through the peaks'*. So far, though, there has been no hint of any danger, and no sign of what it might be.

Enterprising characters might try divination or some other means to find out what the approaching danger is. How you handle this is up to you, according to the method used, the timing, and the degree of success in the divination attempt. And, of course, the amount of information you want to give away.

Yazeran's mention of *'the oldest of foes'* might be interpreted as meaning Orcs from the Bloodaxe Alliance, since those are the ancient enemy that forced him to flee to Eyrie in the first place. On the other hand, the players might conclude that Chaos is involved, as it is the age-old enemy of the world. Or something else entirely. Let the players make what they will out of the prophecy.

Use of *Divining* skill may do little more than hint that danger is approaching through the mountains. On the other hand, if the test is passed by a large margin and you want to give the players more information, it might hint at Goblinoids, large numbers, a direction and an estimated time of arrival.

Praying for guidance in the shrine may or may not produce results. Use the normal procedure for praying in a shrine. Take the adventurers' behaviour in the monastery into account, modifying the roll by up to +/-50 to reflect their current standing with Verena.

A successful plea for information might result in anything from a brief glint of green through a window to a full-blown vision which allows a character to estimate the warband's size and position. If the adventurers leave it late to pray for information on the approaching danger (see *Timing the Attack* below) you might even have their prayers result in the first sighting of the approaching Orcs of Radzog's horde!

TIMING THE ATTACK

This chapter of the adventure can be broken down into three distinct phases. The first phase is the *approach* – the Goblinoids are sighted, and there is a little time to prepare before they reach the monastery. The second phase is the *arrival* – Radzog and his forces are camped outside, preparing to attack, and there is an opportunity to parley and build last-minute defences. The third phase is the *attack* itself.

Timing is crucial if you are to maintain pressure on the adventurers. If the players know that they are racing against the clock, the search for the Crystal becomes more urgent and exciting; if not, it can easily slow down to a crawl.

The *approach* phase should begin once the adventurers have found two or three of Yazeran's clues – they still have some way to go, but it looks like they just might solve the puzzle and find the Crystal in time to fight the Orcs off.

The *arrival* phase should begin when the adventurers still have one or two clues to find, and continues until they solve the puzzle. This phase could take minutes or it could take hours, depending on how quickly the players solve the puzzle; if necessary, you can pad it out with extended (indeed, just *some*) negotiations between the monks and the Goblinoids, and by internal dissention within the monastery itself. Not everyone will be certain that putting up a defence is really necessary. Some ideas are given in the relevant section.

The *attack* phase begins as soon as the adventurers have solved the puzzle. Thus, they will be hunting for the Crystal through the early stages of the attack, and the outcome of the battle will depend on how long they take over finding it.

ROOFTOP FIGHTING

One feature of the attack will almost certainly be a lot of movement and fighting on rooftops. This is nowhere near as easy as film makers would have you believe, especially when one side of the roof slopes down to a thousand-foot drop over the side of the pinnacle.

The rooftop plan in *Map 3* should enable you to keep track of who is where on the rooftops. If you

want to play rooftop fighting out with miniatures on the tabletop, you can easily re-draw the plan to a suitable scale – 1 yard = 1 cm or 2 yards = 1 inch are both acceptable.

Movement

Movement on the roofs of Eyrie is restricted to *cautious* rate. Any character attempting to move at *standard* rate must make an **I** test every round (*Acrobatics* +10) to keep his footing. If any character attempts to run across the rooftops, the test is made at a -20 penalty.

Weak Areas

You will see from *Map 3* that some of the rooftops are weak; this is not obvious when walking on them unless a character spends a round before each move testing the roof and makes a successful **Int** test (*Carpentry* +10, *Engineering* +10). Weak areas can bear no more than 300 encumbrance points before collapsing, dumping the unfortunate character into the attic below for a fall of D3 yards.

Leaping

It is quite possible to leap from roof to roof in some places. Use the normal procedure, but have the leaping character make an **I** test to keep his feet during the run-up, and another to keep his feet on landing.

Combat

Combat on the treacherous footing of the tiled roofs is a particularly dangerous affair. Each round, both combatants must make a successful **I** test (*Acrobatics* +10) in order to avoid falling. The test must be repeated each time a character takes a hit (wounding or otherwise), with a -10 penalty for each point by which the *Strength* of the hit exceeds the character's own *Strength*. For example, a **S** 3 character taking a **S** 4 hit makes the test at -10.

In addition to the problems of keeping one's feet, the treacherous footing makes it difficult to fight effectively, so all combatants on the rooftops suffer a -10 **WS** penalty. **BS** is not affected unless a character is throwing or firing on the move – a character who stays still for the whole of the round incurs no **BS** penalty.

Falling

A character who fails an **I** test on the rooftops will lose his footing and fall. *Map 3* shows you the pitch of all the roofs – obviously, a character will always fall towards the edge of the roof. A character who is standing on a ridge can fall either way – in this case an **I** test (*Acrobatics* +10) is permitted to control the direction of the fall.

Losing your footing on the rooftops will cause no damage in itself. The danger lies in falling off the

edge of a roof. A fallen character is permitted an **I** test at +10 (*Acrobatics* +10) in order to stop rolling and sliding before he reaches the edge of the roof. Failure by 10 points or less leaves the character clinging to the edge by his fingertips. He may then try to climb back up (counting as *prone* until he has done so), or drop to the ground – a controlled descent which counts as a *jump* rather than a fall. Of course, in the case of roof edges which overlook the edge of the rock, this may be cold comfort.

A fallen character who has managed not to go over the edge may attempt to regain his feet on the next round – until then, he counts as *prone*.

Wet Roofs

It is probable that various elemental magics will be used during the course of the attack, and it is quite possible that some or all roof areas will become wet. This makes the footing even more treacherous, and imposes an additional -10 penalty to all **I** tests made on the wet rooftops.

Fate Points

As you will have gathered, fighting on the rooftops is going to be very dangerous indeed, and this part of the adventure could see quite a few Fate Points expended. Simply telling a player '*Okay, your character didn't fall after all*' isn't really colourful and dramatic enough, so here are a few things to keep in mind:

The Prophecy: As we've already seen, the adventurers' arrival and the Orc attack were foretold long ago by Yazeran. This gives you licence to engineer some unspeakable strokes of luck, and players might come to believe that the power of the prophecy is protecting them until they can fulfil their appointed task of saving the monastery. The monks will certainly interpret events this way, nodding significantly at each other at each outrageous turn of events.

Yazeran's Ghost: A likely candidate for last-minute warnings, pointing out escape routes, and so on. If a Dwarf is about to be killed, he might appear suddenly, fighting shoulder-to-shoulder with the Dwarf, only vanishing when the Greenskins realise that Yazeran isn't doing any damage. He might even perform a mid-air shoulder-charge on a character who is going for the Long Drop, delivering a distinctly solid blow which knocks the character onto a nearby ledge.

Remember that Yazeran has a strong sense of humour – as demonstrated by his occasional appearances in Albrecht's classes – so don't be afraid to do things with a smile. But be careful not to have Yazeran doing all the work – even the ghost of a powerful dwarven mage can't be everywhere at once.

The Birds: The Yak-yak birds are very excited by the attack, and are wheeling around in a huge

cloud calling gleefully to each other, swooping down for fresh carrion, and so on. When a helpless character is about to be killed, a bird or two might blunder into his opponent's face, knocking the bad guy over and possibly causing an automatic **S** 1 face hit – maybe even taking an eye out. A character who is falling down the mountain might be swooped on by several birds, and his fall deflected by just enough to land him on a ledge; or one of the baited hooks which the monks dangle on ropes to snare the birds might catch a character instead. Using the birds in this fashion is a thoroughly outrageous plot device, so only use it in a real emergency.

THE APPROACH PHASE

The appearance of the Orcs is intended to place some time pressure on the players. Make them feel that the adventurers have got to find the Crystal of Air quickly, in order to fulfil the prophecy and save Eyrie.

This phase of the adventure begins once the adventurers have started to follow Yazeran's trail of cards. As they are working out where the third or fourth card is hidden, there is a shout from the guards on duty in Tower 4. Scar hurries over to the tower, with a cluster of curious monks in his wake.

The approaching Orcs have been sighted, coming around the foot of a mountain not far away to the east. Scar estimates that they will be at the foot of Eyrie Rock in less than two hours, and doubles the guard in Tower 4 so that messages can be brought to him quickly in the event of any change.

When the Orcs are first sighted, no details can be made out. *Characters with Excellent Vision* skill or a telescope or some similar device may attempt an **I** (Evaluate +10) to estimate the Orcs' numbers – at least two or three hundred. After an hour or so, it is possible to make out the sign of a bloody axe on some of the larger banners – an **Int** test (*History* +10, *Heraldry* +10) reveals that this is the sign of the Bloodaxe Alliance.

The Guards

During the approach phase, Scar will be running back and forth between the towers, the workshop complex and the guards' quarters almost continually. This is the first time the monastery has ever been threatened, and although he has kept the defences up to scratch and kept the guards on their toes, he never really expected that they'd be needed.

Even now, Scar and the guards aren't really worried. Scar is treating the Orcs as the opportunity for a snap drill, and is striding around the court-

yards shouting a great deal. He'll run through the drill, shout a lot, and demonstrate that His Boys Are Ready For Anything. Then they can all go for a mug of ale.

The Monks

The monks exhibit no more than idle curiosity. Everybody knows that Eyrie is impregnable – Yazeran built it that way. And they've got Scar and the guards, plus the adventurers and the prophecy, so why worry? Life goes on at its normal, stately pace, interrupted only by the occasional complaint to Scar about the noise. It's very difficult to teach a class with guards running about and shouting at each other, after all...

The Adventurers

When first sighted, the Orcs are too far away for any missile fire or other direct action. You should use the manifest complacency of those around them to encourage the adventurers to get on with their search for the Crystal of Air – if they offer their assistance to Scar, he will politely refuse:

"Thanks, but it's not necessary. This is a good excuse for a snap drill, and it reassures the civilians. I think that even the Greentles will realise that they can't take Eyrie, and go on their way. When they're out of the area we'll send a warning through the pass – that's quite a big force, and they'll probably want to send troops after it. I tell you what, come and volunteer when they're coming over the walls, all right?"

Laughing at his own joke, Scar then goes about his business.

THE ARRIVAL PHASE

This is when the time pressure begins to pile up on the adventurers. By now, they should have all eight cards, and be struggling to solve the puzzle and discover the Crystal's location.

The Orcs have stopped at the foot of Eyrie rock, and are setting up a makeshift camp. It seems quite evident, even to military neophytes, that they are going to attack the monastery.

Throughout this phase, things get steadily worse. At the beginning, the monks are still serenely complacent about the monastery's safety, but as Radzog demonstrates more and more of his power, their attitude changes. By the time the attack comes, the monks of Eyrie are almost reduced to a state of despair.

The length of this phase is variable, depending on how long the adventurers take to solve Yazeran's puzzle. Here is a series of events which can be used to fill this time – when the adventurers solve the puzzle correctly, proceed with the attack.



RADZOG'S COURT

Radzog, the warrior-priest chief of the Bloodaxe Alliance, receives news from a scout.

Radzog shows little of the magnificent decoration affected by many Orc warchiefs – his mutated form and various shamanic accoutrements are sufficient to set him apart and mark him out as the leader. At his shoulder stands one of his Black Orc bodyguard, and behind the throne crouches a Goblin slave. The Black Orc's equipment shows the blend of mountain Orc and Steppe Hobgoblin styles which is common throughout the Bloodaxe Alliance, although the spiked chin-plate is a personal touch and the helmet spike seems to have been made from an ox-tongue partizan of Dwarven manufacture – almost certainly a war-trophy. A stylised skull – by far the most popular and widespread of Orc motifs – appears on his knee-guard and again on his collar. The slave is chained to the throne by a nose-ring, and just visible on his scalp is a tattooed owner's mark – in Radzog's case, this would be an eagle's head.

The style of Radzog's throne is borrowed from the eastern tribes of the Hobgoblin Hegemony, being made from captured weapons and the skulls of defeated enemies – in this case three Dwarven and three Human skulls. The central pole of the throne is a common place to display especially important trophies, and the skulls hung there probably belonged to leaders or wizards personally slain by Radzog. The curved horns motif so common among Steppe-dwellers of all races appears again here. Along the front of the throne platform are hung the shields of various major contingents of Radzog's force – like the banners, they all feature the crossed-axes motif of the Bloodaxe Alliance in various forms. That at the far right end is overlaid with the horned, fanged and arrow-tongued skull which is a popular motif among Wyvern riders.

The scout's dress shows a number of barbaric touches, and like many of his kind he is probably a half-tamed Savage Orc. The catskin over his shoulder marks him out as a Bossboy or unit chief – the scouts of the Bloodaxe Alliance operated in patrols of half a dozen or so, generally all drawn from the same Orc clan. The skin is worn whole, with the head intact, in contrast to the short cloaks of catskin worn by the Wyvern riders. The nose-chain is another Savage Orc motif, and the head-spike has been adapted from a Dolgan or Hobgoblin lance, complete with dyed horsehair plume. Note also the small curved horns just below the plume.

Standing behind the scout is an infantry Bossboy, whose horned and plumed helmet and fur cape mark him out as having served among the north-western Hobgoblin clans. His body armour, by contrast, owes more to the styles of The Empire and Tilea, and was probably obtained in the infamous Pirate City of Soqotra. The standard directly

behind him features another variation on the Bloodaxe symbol, including an echo of the horns on his helmet; the Human skeleton lashed to the standard-pole – complete with sword – was almost certainly an enemy of some renown, possibly a general from one of the Border Princedoms. On at least one occasion, Radzog has been reputed to cast spells on such trophies for night attacks, to make them glow in the dark and present a more terrifying appearance.

The two figures in the foreground are typical troopers – one Orc from the northwestern mountains near the Kislevite border with the characteristic mail throat-guard, and an example of the Steppe Goblin infantry with a typical fur-trimmed spiked helmet and a short-handled halberd which seems to owe something to the styles of Araby. Judging by the quality of his equipment and the fact that he stands in Radzog's court apparently on a par with the Orc leaders around him, this individual is probably a Top-Bossboy, and may be the overall commander of Radzog's Goblin infantry. During the assault on Eyrie, this post was held by Rotgob Gutsticker.



Personal Standard of Radzog, Leader of the Bloodaxe Alliance

The Birds

From the start of this phase, the Yak-Yak birds start behaving strangely. Radzog has a Chaos-granted power to control birds, and he will use them to spy out the land while planning his attack. He can see through the eyes of one bird at a time, but he cannot hear what they hear or use detection spells through their eyes. His detection spells are sufficiently precise to determine that there is at least one Crystal at Eyrie, but he can tell nothing beyond that.

If people appear to be searching for something Radzog will assume that it must be a Crystal, and will keep them under special observation. The adventurers may find that a bird is following them for no apparent reason. If Radzog sees a Crystal of Power, he will make a special note of the wielder, and they will be singled out for special attention during the assault.

As well as using one bird as a spy, Radzog can control up to four others and cause them to perform simple actions – for example, to peck at the eyes of opponents. He cannot do this while fighting, casting spells or performing any other action, and he can only control the birds within his own line of sight.

Secret Weapons

The Orcs have various pack animals with them – wolves, mules, and even a few camels – and as soon as they arrive at the foot of Eyrie Rock they begin to unpack large timbers and other pieces of equipment. As those in the monastery watch, large and powerful-looking catapults begin to take shape at the foot of the rock.

Scar and the monastery guards all express doubts about their ability to fire on a high enough trajectory to hit the monastery, but it does seem clear that the Orcs mean business. Scar checks the defences personally, looking for weak points, checking on the location and condition of all available weapons, and mentally organising the defence of Eyrie. While he shows no signs of panic, he is noticeably more tense than usual – moving at about twice his normal speed, speaking a little too loudly, and so on.

The Emergency Meeting

The monks realise that an attack is probable. Gregor calls an emergency meeting in the Main Hall, and all the monks go there immediately. The adventurers are invited to attend as well, but only out of politeness. No-one will listen to anything they say. The meeting will resolve less as follows:

- 1 **The reading of minutes from last emergency meeting is waived:** There is some discussion about this before it is put to the vote. Mortmore and a small faction of the older monks maintain that all the formalities

must be observed or the monastery will begin a slide into anarchy, but are defeated.

- 2 **Classes are suspended until further notice:** Again, there is a discussion about this point, with some monks arguing that all hands must be ready to help in Eyrie's defence and others claiming that, since Eyrie is Impregnable and Yazeran's prophecy places its defence in the hands of the adventurers, the monks' duty is clearly to go on as usual. Chedwic and Albrecht start shouting at each other (and everybody else) and almost come to blows over the reliability or otherwise of Yazeran's prophecy and his foresight in preparing for this event.
- 3 **A committee is appointed to assess the available supplies:** This resolution is passed quickly – since Eyrie is clearly Impregnable, a direct assault by the Orcs must fail, therefore they will almost certainly settle in for a siege. The need for the Supplies Committee is powerfully presented by Bernard and Stefan – in agreement with each other for the first time anyone can remember. Appointed to the committee are Norbert (chairman), Gunther, Dahlbert and Willi.
- 4 **A committee is appointed to consult the library on all matters relating to siege warfare:** Another readily-conceded point, since it is not too far away from everyday activities and the work might be used in a future course. Bernard and Stefan share command, with two junior monks on each 'team'.
- 5 **A committee is appointed to list all skills possessed by any of the monks which might be useful in the present situation:** The committee comprises Norbert, because he knows just about everyone in the monastery reasonably well, and Scar (elected in his absence) as military advisor.
- 6 **Peace terms are drafted:** So that no avenue may be left unexplored, Gregor is appointed to draft a document for the Orcs, and a volunteer is sought to take it to them. Yorgl volunteers immediately. Gregor begins dictating: *'We, the monks of Eyrie monastery – should that be pious monks? We ought to take the higher moral ground, you know – We, the pious monks of Eyrie monastery...'*

The Parley

After an hour or so, the message to the Orcs is finally drafted, written up in fair hand, and ready to be delivered. Some of the older monks are still grumbling about the precipitate nature of this action – in their day, it would have taken weeks to draw up such a document. Yorgl, who volunteered to carry the message, is lowered down the rock from Tower 4 in a basket, with the message in one hand and a white flag of truce in the other.

By the time the basket reaches the foot of Eyrie Rock, a small crowd of curious Goblinoids has gathered. Half-a-dozen Black Orcs lumber up to the monk as the basket touches ground. He bows to them civilly and hands the scroll to the nearest, who eats it.

For a few moments, events on the ground are obscured by the heaving crowd of Goblinoids that presses forward towards Yorgl. Screams drift up to the top of the crag. Goblins crowd into the basket, and start shinning up the rope. The crowd thins out, revealing a large bloodstain on the ground – all that remains of Yorgl.

The parley has clearly failed, and the monks who lowered Yorgl to the ground are now obliged to let the rope go, since Goblins are swarming up it in large numbers.

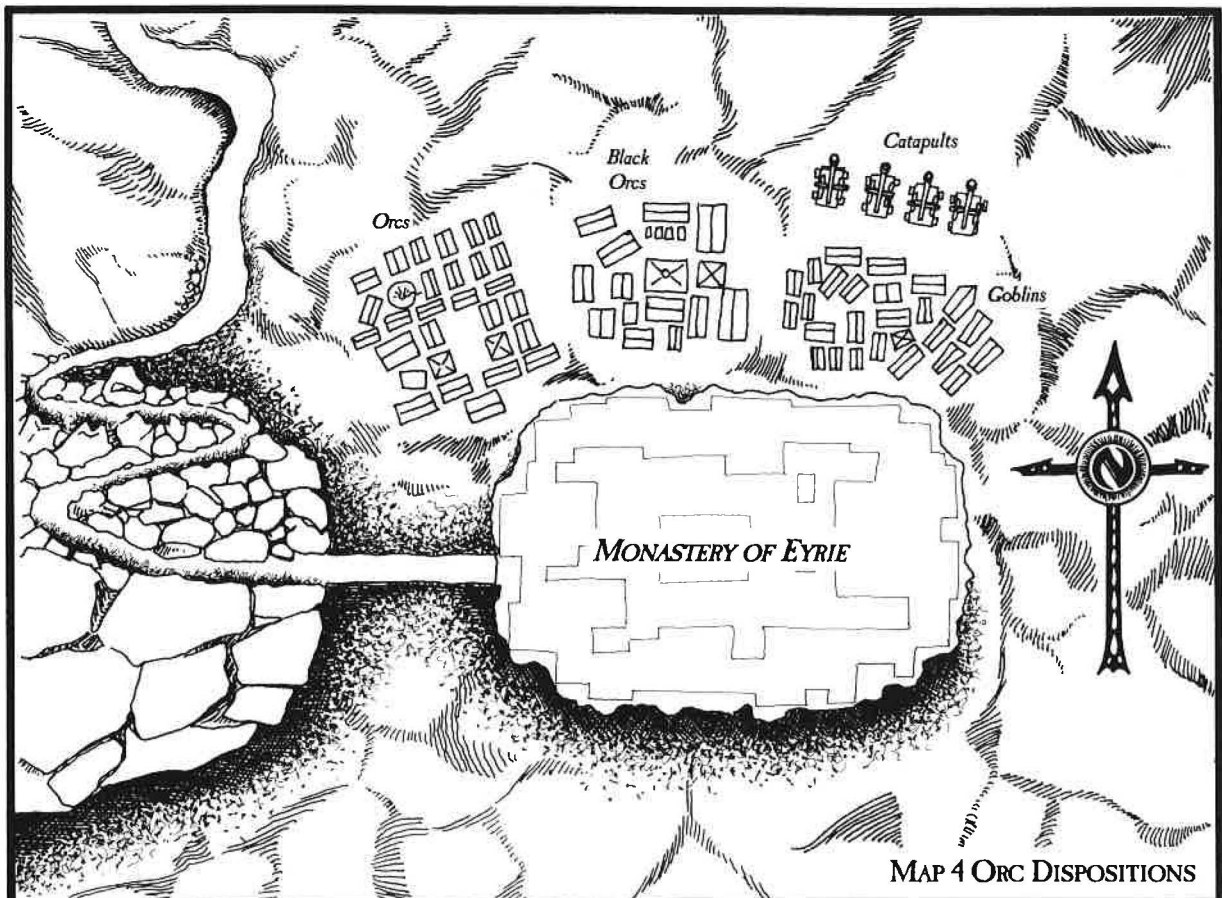
A little while later – perhaps a couple of major events later – a great deal of activity is noticed around one of the completed war machines. It is tilted, turned, lifted – and the arm snaps up, firing a missile on a high trajectory into the monastery. It is not important where it lands. You decide where would be most dramatic and interesting, according to what is going on at the time.

The missile turns out to be a Snotling, wrapped in many layers of animal skin and coarse cloth. Remarkably, it survives the journey thanks to the padding, but it is still stunned and severely injured. Radzog has given it a message in Old

Worlde, which it has learned by heart: '*G'iz-the-Crystul-or-yer-all-gunna-die.*' It will gasp this message out to the first Human that goes near it, and repeat it endlessly until gagged or otherwise silenced. It will also try to bite the fingers of whoever releases it from its cloth padding. The Snotling does not understand Old Worlde, and does not know the meaning of the message it is delivering; it's just parroting the words. It just knows that refusing to carry out this errand would have been infinitely more painful than a flight as a catapult missile.

This message should cause some little concern in the monastery. At last, the monks know why the Orcs are attacking. However, they know nothing about any crystal – the secret died with Yazeran. Gregor might remember something about a crystal from his initial interview with the adventurers, but he's just as likely to have forgotten it and in any case he can't remember *why* he remembers something about a crystal.

Monks who have seen one or more Crystals of Power in the hands of the adventurers will conclude that these are what the Orcs are after, and may begin to speculate about alternative interpretations of Yazeran's prophecy ('*Rescuers, they are called. Perhaps they are rescuing us from this life of toil?*'). They may even conclude that the adventurers brought the danger down on Eyrie themselves, rather than coming to save the monks from it. Norbert suggests, '*Maybe if we give them the Crystal they'll go away.*'



MAP 4 ORC DISPOSITIONS

The adventurers would probably rather be slaughtered – and all the monks along with them – rather than give up one of their magical toys. However, it would work perfectly. Radzog would depart, and soon after, rumours would begin spreading of some terrible atrocities perpetrated by Orcs with a magical item of great elemental power...

Counterfire

The players might suggest trying to disrupt the Orc camp by dropping rocks on it, or employing other missile weapons. As Scar will quickly point out, this is not as easy as it seems.

Firstly, there is no readily available supply of rocks, unless a large workforce is sent into the entrance level to start mining them out of the cavern walls. Secondly, there is nowhere convenient to drop them. Most of the perimeter of Eyrie consists of vertical walls, small windows and overhanging roofs. The towers are a possibility, but have only a limited field of fire. The Orcs just have to move out of the way, and they're safe.

It is possible to attack the Orc camp with magic missile type spells, such as *Fire Ball* and *Lightning Bolt* – and if the adventurers already have one or more Crystals of Power, they might well be tempted to use them against the Orcs before the attack begins. This will certainly kill a few Goblinoids, but it will make Radzog – who so far has been very careful to remain unseen – even more determined to take the monastery and get hold of the Crystals.

Heroic Raid

Another course of action that might occur to the adventurers is to mount a sneak raid on the Orc camp, causing as much damage and disruption as they can and then retreating back to the monastery. Magical flight or some other means of retreating would be a distinct advantage here, as the Goblinoids will gather very quickly to the site of any disturbance. And there are a lot of them. However, if the adventurers take the trouble to spy out the Orc camp first, they should be able to place their attack where it will do the most damage – knocking out the war machines, for instance, or taking out a large number of the Black Orc elite troops. If they are really smart – and really lucky – they might even be able to assassinate Radzog.

Map 4 gives a rough layout of the Orc camp. Since a raid is only one of the options open to the adventurers – and they should really be concentrating on finding the Crystal of Air – you'll have to improvise if the players decide on this course. In particular, do everything you can to make sure they don't assassinate Radzog. Give him a couple of Fate Points, and assume that he's got *Magic Alarm* spells set up in a solid ring around his tent. After all, in a society where assassination is the main means of promotion, a paranoid leader is a long-lasting leader.

If the adventurers succeed in assassinating Radzog and there's nothing you can do about it, then you'll just have to give in with as good a grace as you can muster and proceed to the section headed *Radzog's Death*. But only allow them this victory if they've been fiendishly clever, very hard-working and brilliantly co-ordinated. Radzog is a major villain, and should not be removed easily.

Last-Minute Defence Work

Now that an attack seems inevitable, Scar will be running from place to place, shouting even more loudly at everyone within earshot and doing everything he can to strengthen the defences. In fact, this isn't a great deal.

Scar and Gunther will rig up a facility for boiling oil in the murder room (area 16), and the broken furniture in Yazeran's workshop (area 7f) will be brought out into the tomb levels to be made into improvised barricades in case the Orcs storm the doors and take the entrance level.

If the adventurers are having real trouble locating the Crystal of Air and you think they need a hand, you could have a couple of monks bring out the old flagpole and add it to the barricades right under their noses.

Now that things are looking serious, Scar will be willing to entertain any suggestions and offers of help that the adventurers may make with regard to strengthening the defences. In particular, Eyrie is short of useful magic in this situation.

An Unwelcome Visitor

If this phase of the adventure is stretching out uncomfortably long, then you might like to have Radzog do a little scouting of the monastery himself, under cover of a *Become Ethereal* spell. If the adventurers spot his dim outline wandering through the monastery and follow it, Radzog might lead them straight to the hiding-place of the Crystal of Air. The adventurers (or some monks, if the adventurers aren't around) might disturb him as he gets close to the crystal, forcing him to flee ethereally. '*He seemed very interested in the top of this old flagpole for some reason...*' one of the monks might say. If the players can't take a hint like that, they really don't deserve to find the stone. You can also present the adventurers with the spectacle of Yazeran's ghost slugging it out hand-to-hand with the ethereal Radzog, as the Orc tries to flee back to his camp – after all, two ethereal creatures can affect each other as if they were both fully material.

Apart from its own narrative and dramatic value, this event will also drop an important hint to the adventurers – since Radzog has access to the spell *Become Ethereal*, he must be an Elementalist of at least 3rd level. If the players don't work it out for themselves, give spellcasters an **Int** test to pick up on this piece of information.

Softening Up

Once Radzog has done all the scouting he wants, and has decided on a plan of attack, he will employ various devices to keep the defenders of Eyrie busy while the final preparations are made. This is similar in principle to the artillery bombardment before the infantry charge; he will use spells like *Assault of Stones*, *Dust Storm*, *Foul Air*, *Summon Swarm* and – if you have **The Restless Dead** – *Foetid Cloud*. These spells are cast one after the other, to cause mounting confusion and despair within the monastery before the attack proper begins.

If the adventurers can't come up with some means of negating this magical bombardment, then the monks' morale will suffer, putting them at a greater disadvantage against the attack.

THE ATTACK PHASE

This phase begins when the adventurers have solved Yazeran's puzzle, but before they actually find the Crystal. So, for instance, they may be scrambling about on the roof trying to examine the tallest flagpole just when the Orc airborne forces come swooping in. Once the Orc attack starts, the adventurers have to stay alive, find the Crystal of Air, and use it and their other resources to save the day.

Radzog has taken the time to scout Eyrie, through the eyes of controlled Yak-Yak birds and maybe ethereally in person. Even the most gung-ho and murderous Black Orc would be forced to admit that the monastery is not easy to take, especially by the kind of all-out frontal assault that Orcs tend to prefer. As a result, Radzog has carefully thought about his strategy and tactics, and formulated a detailed plan of attack, which makes the best use of his resources and reduces the disadvantages to a minimum.

The attack comes in four waves. Each wave is aimed against a different part of the monastery, and they follow on from each other rapidly. Radzog's plan is to get Eyrie's defenders running this way and that, and have his forces establish a number of bridgeheads to make the most of his force's numerical strength.

The Front Door

The bridge and entrance level are the most heavily-defended parts of the monastery, and the hardest area in which to gain a foothold. Radzog knows this. He also knows that 'Humies' invariably underestimate Orcs, especially where their natural cunning is concerned. They will expect his main attack to be made against the entrance. So, by making his first attack there, he hopes to draw defenders down into the entrance and tomb levels, weakening the ground-level defences in preparation for his main attacks.

The first indication that something is going on will be when two Wyvern riders fly slowly along the length of the bridge. They are under orders to stay out of any fight – with promises of painful punishments if they disobey – so they will dive away and jink if they come under missile fire. Otherwise, the Wyvern riders will pull up and begin circling Eyrie, swooping down over the bridge at times. These two are Radzog's scouts, but at this time he is deliberately using them to draw attention to the forthcoming attack on the bridge.

Orcs begin to drift up to the far end of the stone bridge. Scar will recommend knocking the bridge down, but he will encounter some resistance from the older monks, who see this as an act of sacrilege. Yazeran built the bridge, and he built Eyrie to be impregnable, so the bridge is clearly meant to stay. And in fact, the narrowness of the entrance tunnel means that a fairly small defending force could hold a larger attacking force there for some time, while fire, hot oil and arrows from the murder room above thinned them out.

Radzog casts a *Mystic Mist* on the murder room, from behind cover on the far side of the bridge. Anyone watching must make a successful I test even to see him doing it. He's not going to get shot at if he can help it. Once the *Mystic Mist* has taken care of a certain amount of defensive fire, Radzog will advance across the bridge behind a solid screen of Black Orc bodyguards.

If the bridge has been destroyed, Radzog will create a *Magic Bridge* instead. When he gets within 24 yards of the entrance (about one-third of the way across the bridge) he casts *Wall Shaker*. Areas T2, 16 and 17 are completely levelled – anyone in these areas takes D6+3 automatic *Wounds* modified as normal by *Toughness* and head/body armour. In addition, the entrance portcullis is knocked down. Screaming and shouting obscenities, Orc troops begin pouring across the bridge, while Radzog makes his way back to the other side, always taking care to stay behind the cover provided by his bodyguard.

Defenders in the entrance level can probably hold the entrance passage at the Eyrie end of the bridge (area 1) for some time. The Orcs can only come up the passage two abreast, and after the first three or four have been killed in the passageway their bodies will begin to impede the others, making it impossible to charge into combat and imposing a **WS** penalty of -10.

If the Orcs manage to force their way into area 2, however, this attack becomes much more dangerous – they can mass here and try to fight their way up through the tombs, and they can also start sending Goblins up the pulley system into the workshops (area 7), forcing the defenders to spread their resources even more thinly.

In none of the adventurers are involved in the defence of this area, Scar will be here with Reiner, Siegfried and Johann. In each round of fighting, D3-1 Orcs will die; Scar has a 5% chance per



round of being killed, and the others have a 10% chance per round of being killed. After 30 Orcs have been killed in the entrance passage, it is choked with their bodies and the attackers flounder, somewhat demoralized by the unexpected resistance. The Orcs head back across the bridge, unsure of what to do next.

Up and Over

This wave of the attack takes place D4+2 turns after the first wave. The catapults are brought to bear on T1 and on the balcony shared by Gregor and Norbert (areas 8 and 9). There are four catapults in all, two aimed at each target.

However, instead of rocks, each has been loaded with a dozen or so grapnels. The idea is to get a lot of ropes attached to the cliff edge very quickly, and send Goblins shinning up all of them; with luck, some might make it to the top and protect the surviving ropes from being cut, establishing a second bridgehead.

Each catapult has a 65% chance of getting 2D6 grapnels attached to its target area. Anyone standing on the middle or top levels of T1 or on the balcony connecting areas 8-9 must make an I test as the grapnels come flying up. Failure indicates that one has struck the unfortunate character, causing one S 3 hit.

Once the ropes are attached, Goblins will begin climbing them straight away. It's a long, hard climb from the foot of Eyrie Rock, and it will be 20 rounds before the first Goblins reach the top. The first few feet of rope behind each grapnel has been wrapped in wire, giving the rope T 4 and D 6 before it can be cut through; one character can attack one rope per round, although the rope counts as a *static* target (hit automatically, double normal damage). Alternatively, a character with a crowbar or other suitable level can try to pry the grapnels off the wall – again, one attempt may be made per character per round, and a successful S test is necessary to dislodge a grapnel.

Getting rid of all the grapnels sounds like an easy task for a couple of defenders, but the third wave of the attack follows on very quickly after the second, and they are likely to have more on their minds than dislodging Goblins. If none of the player characters are involved in the defence of T1 and the balcony, assume that D3-1 ropes remain intact in each location, allowing one Goblin per round each into the monastery.

Airlift

Back at the bottom of the rock, Radzog casts *Summon Elemental Horde*, calling up a bunch of Air Elementals to airlift troops into the monastery. The spell will summon D3+1 size 10 Elementals; according to the number summoned, the following forces can be ferried into Eyrie every alternate round:

Elementals	Troops
2	2 Black Orcs
3	4 Black Orcs
4	5 Black Orcs

The Elementals use their *Wind Blast* ability to pin down defenders trying to reach the landing site, which is the roof of the workshop block (area 7).

The two Wyvern riders will not carry anyone in the airlift; instead, they will fly 'top cover' and swoop down on any group of a dozen or more defenders, making no more than one passing attack before climbing away again. They will repeat this attack as necessary.

Death from Below

While the airlift is keeping the defenders busy, Radzog plays his last card. He summons an Earth Elemental and has it create a passage up through Eyrie Rock to the monastery. The passage takes 4 full turns (24 rounds) to create, and comes out in the upper tombs level – precisely where is up to you. His remaining Orc, Goblin and Snotling troops pour through the passage and up the steps to the courtyard, hopefully overwhelming anyone there and trapping any defenders still left in the tombs or the entrance level in a pincer movement.

The passage is 4 Orcs wide, and is the main attack in Radzog's plan – the other three waves were simply diversions, although he will be quick enough to take advantage of them if they look like succeeding. He reasons that between the four waves of the attack, he should be able to get enough Boyz into the monastery to swamp the defenders and find the Crystal.

Staging the Battle

So far, we've covered what will happen if the adventurers don't intervene in the battle. If they do nothing, the monastery will inevitably fall – Scar and his few guards can't hold the entrance indefinitely, and once Orcs start pouring into the tombs behind them, they are doomed. Some of the monks may try to defend themselves, but most will simply scuttle from cover to cover, eventually to be cut down. Eyrie will be destroyed, and if the adventurers have not already fled with the Crystal of Air, it will fall into Radzog's clutches.

If this part of the adventure has been timed right, the adventurers should get hold of the Crystal of Air during the early part of the attack. They might even be able to use it against the Orc hordes – although it does take a little while to master a Crystal of Power. More likely, they will use the resources they already have in defence of the monastery, and content themselves with keeping the Crystal of Air out of Radzog's hands.

The Crystals of Power

The Crystal of Fire can be used as a general artillery piece, raining flame and misery down on



the Goblinoid encampment at the foot of Eyrie Rock. It might even inflict serious enough losses to break their morale – in which case they will desert into the mountains, leaving no troops to take part in the fourth wave of the attack.

The Crystal of Earth can also be used as artillery, raining rocks on the heads of the attackers, but more importantly it can be used to negate the airlift in the third wave of the attack. Summoning Earth Elementals to meet the incoming Air Elementals would be a very good plan – earth and air are opposite elements, and the Elementals will negate each other on contact, ending the airlift after one trip. One might also be used to collapse the entrance tunnel, blocking the first attack, and to do the same to the fourth-wave tunnel.

If a character can master the Crystal of Air in time to use it during the attack (see the description of the Crystal at the end of the book), then it can take over Radzog's summoned Air Elementals, and turn them against the Goblinoids. If the Crystal's wielder is aware of the construction of the tunnel for the fourth wave of the attack, an Air Elemental can be sent along the tunnel to destroy the Earth Elemental which is digging it.

Weight of Numbers

There are simply too many Goblinoids for the defenders to be able to wipe them all out. Unless

an attack has been completely negated, attackers will keep coming into the monastery. Orc numbers are as follows:

- ☐ Across bridge for first wave: 100 Orcs
- ☐ At foot of rock for second wave: 200 Goblinoids
- ☐ At foot of rock for third wave: 50 Orcs
- ☐ At foot of rock for fourth wave: 200 Orcs

Troops will return to the foot of the rock if their attack is negated, waiting to take part in a later wave. Using some of the more awesome powers of the Crystals they have, the adventurers might be able to cause heavy casualties in a particular area – at the foot of the rock, for example, or across the bridge. And this might affect morale enough to make the Orcs give up.

If the defenders manage to kill more than 20 attackers in one area in a single round, have the Orcs make a **Ld** test – if the test is failed, roll 3D10 to see how many attackers run away in that round. If the defenders can get a good tide of desertion working against Radzog, they might be able to save the monastery before too much damage is done.

The Death of Radzog

One way or another, the only real way to end the attack is to find Radzog and kill him. However, this isn't as simple as it sounds. For one thing,

Radzog isn't stupid – crazy certainly, but not stupid. Here are a few notes and ideas for handling things when the players realise that taking out the Orc leader would probably be a good idea.

As presented here, Radzog is a fiendishly difficult non-player character to kill off – as properly befits a level 4 spellcaster and a major villain. However, if your players are having a really hard time of it, you might decide to make things a little easier on them – bring him out in the open a little more, make him less cautious about cover and much showier in his spellcasting. This latter option is the best; Radzog has every reason to be proud of his magical skills.

Spot the Wizard

Radzog is taking very great care not to expose himself to defensive fire. He never goes anywhere without a screen of a dozen Black Orc bodyguards around him, and among the constant movement of the Orc and Goblin forces he will be very difficult to spot anyway.

If any character decides to watch out for the Orc leader, let him. Have him make an I test each round (at a basic -20, but with +10 for *Excellent Vision* and +10 for each Soldier, Mercenary or Mercenary Sergeant career completed), provided he does nothing but watch the Orcs. Fighting, walking about, talking to people or any other activity means that the character can't watch for that round. A successful *Initiative* test means that the character has spotted Radzog, and the test must be repeated each round (without the basic -20) to keep him in sight.

Once a character has spotted Radzog, he has two choices. One is direct action, and the other is to act as an artillery spotter for the other defenders of Eyrie. In the latter case, an I test is necessary for each defender who is trying to find Radzog from another character's directions. The Orc camp is big, crowded and a long way down.

Missile Fire

Missile fire cannot be targeted directly against Radzog. He and his twelve bodyguards count as a group, and attacks may only be made against the group as a whole. This means that, while **BS** is doubled for purposes of hitting the group (although an unmodified roll of 00 is always a miss), any successful hits are distributed among the group randomly.

The Personal Touch

Some adventurers – especially those with magical abilities like flight or invisibility – might decide to sneak up on Radzog in the middle of his army and assassinate him at close quarters. You'll have to judge the feasibility of any such plan on its merits, but by all means let a character try if he wants to. Assuming a character can somehow get close enough to Radzog to strike a blow, he will also have to contend with 2D4 Black Orc bodyguards, who will throw themselves on the would-be assassin and rend him limb-from-limb as soon as they become aware of his presence.

The Magic Duel

If the adventurers have access to the additional spells from **The Restless Dead**, they may try a bit of magical sniping to weaken or destroy Radzog's spellcasting powers.

The spells *Mental Duel*, *Steal Magical Power* and *Drain Magic* are particularly useful for this. Other spells might well be turned against Radzog and his bodyguard if they can be spotted and kept in sight – you know what an inventive lot players are.

Without doubt, this is the best way to get Radzog out into the open. He is proud of his magical ability – after all, it's highly unusual for an Orc to climb to the dizzy heights of level 4 spellcaster – and he is prone to become frustrated when magically opposed, particularly if his attack looks like it might be bogging down. Whenever he and/or his Black Orc bodyguard are struck by a spell, make a **C1** test for Radzog – with a -20 penalty if the spell is one which can be targeted against him as an individual. If he fails the test, he starts throwing spells back, with no regard for how visible this makes him.

Got the Zogger!

The death of Radzog is the climactic point of this adventure – the point where the adventurers win the day, and it's all over bar the shouting. The adventurers should have had to work hard for this – players' faces should be lightly sheened with sweat, their voices strained, their knuckles clenched and white – so when he finally keels over, make something of it. Give the players a sense of achievement. They deserve it!

A low-pitched, swelling moan rises, and rolls back and forth through the mountains like thunder. It takes you a moment to realize that the sound is coming from the Goblinoids! A few of them fling themselves off the cliffs, screaming lustily. Others are gnashing their teeth and beating their weapons on their shields and faces.

In time, the rest leave, dispersing in various directions now that they have lost their unifying command. A strange silence settles over Eyrie, broken only by the moans of the wounded. You feel numb. Beside you, one of the monks is weeping. Slowly, the notion seeps into your mind. You have won. The Orcs have left. Eyrie is saved.





BLOODAXE ALLIANCE TROOPS

In the foreground are elite Wyvern riders and senior foot officers. The swashbuckling Wyvern rider captain Yoggum Muggrot, second from left, has just accused Top Bossboy Mijull ('Dead Brave') Negg of cowardice, and Boss Luggub Duvvul is stepping in to prevent a brawl. Muggrot and Negg were renowned for their constant feuding. The Wyvern rider uniform – feathered head-dress, catskin cloak and fur-trimmed boots – is a blend of Steppe cavalry and mountain Orc styles, with a brightly-coloured silk sash and other decorations making Muggrot's appearance particularly splendid. Negg wears a partial armour which owes much to eastern Tilea, and the spiked harness of his lieutenant is reminiscent of the *lorica clavata* worn by some Tilean pit fighters. Duvvul, like many division commanders, wears a blend of the two, combining the Wyvern rider's cloak and head-dress with the light body armour and plain boots.

In the background are various lesser troops. On the left are two Badlands adventurers, probably from Soqotra. The left figure shows unmistakable Human influence in his dress and jewellery, and both carry straight longswords which are of Human manufacture. A number of Soqotran mercenaries joined the Bloodaxe Alliance on their forays into the Border Princes.

The two middle figures are from the clans of the north-western Dark Lands, where interaction between Orcs and Hobgoblins is most frequent. Their helmets are common among Hobgoblins and Dolgan nomads alike, and the addition of a chain-mail throat-guard is an 'Arabian' style that extends across the Steppes and into Kislev. The standing figure's mail coat even shows a possible Elven influence, although it must be said that this style is also known in parts of western Araby.

The figure at the extreme right is a Nutter, a berserker from the northern Savage Orc tribes. These individuals prove their hardiness by undergoing terrible ordeals and agonising rituals supervised by the Hobgoblin shamans of the most extreme warrior lodges. Note the curved horns in the head-dress – a typical steppe motif – the light armour decorated with chains, the nose-chain and the spiked jaw-plug penetrating the lower lip.

Behind are two Wolf Riders of a Steppe clan. The horned, fur-trimmed helmet is typical of the Steppes, as is the curved, broad-ended shortsword carried by the standard-bearer. The horse-skull totem indicates that these riders are from the Nag Rippers, a southern Steppe clan which has feuded for centuries with the Dolgan horse warriors. Presumably part of this clan chose exile with the Bloodaxe Alliance when the Hobgoblin Hegemony began to limit raiding against Human targets. The banner design, not visible in this picture, is a horse's head or skull transfixed by a bloody lance.



CONCLUDING THE ADVENTURE

This adventure has four possible outcomes:

Victory: The adventurers find the Crystal of Air, beat off the Orcs, and save Eyrie.

Retreat: The adventurers find the Crystal of Air, grab it and run, leaving the monastery to its fate.

Defeat: The adventurers decide that the Crystal of Air isn't worth it, run for their lives and leave the Crystal – and the monastery – to the Orcs.

Heroic Failure: The Orcs overrun the monastery. Surviving adventurers and a handful of monks hide out in the tombs, or in some other place where they aren't noticed.

SURVIVORS

If the adventurers are going to stick around in Eyrie after the battle – and especially if they're going to look for tuition – it will be important to know just who has survived and who has not.

Keep track through the battle of any monk who has died within sight of the adventurers. The other monks have a chance of survival which depends on the outcome of the battle:

- ☐ In the case of a *retreat* or *defeat*, the Orcs will take the monastery and slaughter everyone inside.
- ☐ In the case of a *victory* or *heroic defeat*, make a **T** test for each monk, with a -20 modifier in the case of a heroic failure; Scar and the guards suffer an additional -10 modifier, since they will be in the thick of the fighting at all times.

VICTORY

Radzog is dead, and the Bloodaxe Alliance force has fallen apart. The Goblinoids have drifted off into the mountains in small groups. Some of the Orcs will try to make it back to the Dark Lands, while others may haunt the mountains for some time to come, raiding and killing until they are finally hunted down.

The monastery is saved, although it may have sustained some damage and casualties. The adventurers have fulfilled the prophecy, and found the Crystal of Air.

Resting Up

The adventurers are welcome to stay at Eyrie for as long as they like, although they may get roped in to help with repairs. If you don't feel that the adventurers are sufficiently rewarded by a third Crystal of Power and the experience points they will have earned, then you might throw in a few other rewards from the grateful monks. For instance, followers of Verena might be invited to become lay brethren of the monastery, without the normal tithe requirement – which means free accommodation at Eyrie, and unrestricted use of its library, for life. Who knows what they might find there? Some sample volumes were listed in the location description, but there could well be more.

Alternatively (or additionally), the adventurers might be given free training at Eyrie, allowing them to change to any of the careers known by any of the monks (apart from Norbert's career as an embezzler, about which his is naturally rather reticent), or learn any skills that the monks can teach them. Normal time and experience point requirements apply.

The Faithful

But although the adventurers have won, life may not be all a bed of roses. Remember the Orcs who scattered into the mountains? Radzog was their king as well as their chief priest, and was regarded with an awe bordering on religious fervour. It could be that some small bands will hide out in the mountains, and mount repeated suicide attacks on the adventurers in an attempt to avenge their fallen leader.

I Shall Return

If you like, you can even have Radzog appear again, perhaps having used some soul-transfer magic item to take a new body (one of his bodyguards is an obvious donor) and escape in the

confusion. After a few months, Radzog's inner corruption will begin distorting his new body into a recognizable version of his old form. He might set about re-uniting the scattered remnants of his army, with a view to a suitable revenge in due course. Radzog could make a very good arch-enemy if you put some work into developing him, and he could bedevil the adventurers for many years to come...

RETREAT

Radzog is here for the Crystal of Air. Everything else is a bonus – something to keep the Boyz amused. Through his detection spells, he will know if the adventurers flee the monastery with the Crystal, and the whole Orc horde will mobilise in hot pursuit. Radzog will send wolf and Wyvern riders out as scouts, and the main army will follow a day or so behind. Wherever the adventurers go, a large number of Orcs will follow. If they stay anywhere for more than a couple of days, the Orcs will catch up with them. This could be inconvenient, to say the least. Sooner or later, the adventurers are going to have to get rid of Radzog. While he lives, he will follow the Crystal.

By the way, if the adventurers *do* flee and leave Eyrie to its fate, Verena will not be pleased with them at all. The section on *The Wrath of the Gods* in the **WFRP** rulebook should give you some guidelines for this eventuality.

DEFEAT

If the adventurers flee, their troubles might not be over in any case. Whether or not Radzog gets the Crystal of Air, he will want any other Crystals of Power that he has seen the adventurers use, and he will pursue them with his remaining troops until he has all the Crystals or until he is killed. If the adventurers have no Crystals of Power, they will still be hunted down to keep word of the Orc invasion from getting out.

If the adventurers escape and get the cavalry, you can let them come riding in just in the nick of time (as is the way of cavalry), or you they can find nothing but smoking ruins (to encourage them to solve their own problems in future). In the latter case, you might want to have a sole survivor, one monk who follows the adventurers around and gives them a fresh dose of guilt every once in a while. Or it could be the ghost of Yazeran who haunts them – after all, the adventurers will have let him down in a big way.

HEROIC FAILURE

It could be that the Orcs will overrun the monastery despite the adventurers' best efforts. They will slaughter everyone they can find, loot

everything that looks even slightly valuable, break into the wine store, and settle down to have a party. Meanwhile, the surviving adventurers will be holed up somewhere – a collapsed area of the tombs, perhaps, or Yazeran's tomb (in the latter case, he's *bound* to pop up and give them all a stiff talking-to!). The Orcs leave only a token guard at the entrance while they drunkenly celebrate their victory – they have forgotten all about the possibility of survivors.

This gives the adventurers a little time – hopefully enough to bind their wounds, dig in and plan the next move. A series of assassinations – perhaps using some hitherto-undiscovered secret passages that Yazeran's ghost helpfully leads them to – might drive the Orcs away from the monastery. Coupled with imaginative use of magic, this tactic might even convince the Orcs that the monastery was haunted. But the death of Radzog and the recovery of the Crystal of Air will suffice. Then the Orcs will split up and drift away, leaving enough in the monastery to allow a series of raids to get rid of them, and the business of rebuilding can begin. The adventurers will have come out of the situation with honour, if not with glory.

OTHER OUTCOMES

It is not inconceivable that the adventure might end in some other way; the vagaries of roleplaying games are endless, the minds of adventure writers, sadly, limited. In the event of an unusual conclusion to the adventure, you're on your own. Hopefully, the notes in this section might still be of some use – you can mix and match them according to the details of the situation – but if they aren't, we have every confidence in you.

CONTINUING THE ADVENTURE

The *Doomstones Campaign* continues in **Dwarf Wars**, which begins as the adventure in this book comes to an end.



EXPERIENCE POINTS

The experience point awards are broken down by chapter and by section. As always, you should reward good roleplaying and bright ideas – an average character should get about 30 points per chapter (or per gaming session, whichever is more convenient to you), going down to zero for bad or uninspired play and up to 100 for excellent play.

In addition, the experience point awards listed below can be earned by each character who actively contributed to that part of the adventure. Where a range of experience points is given (eg 0-20), you must judge how well the adventurers dealt with that part of the adventure and award points accordingly.

Don't divide awards among the contributing characters – they are for *each* character who took part. Also, don't award experience for encounters or incidents which never took place for any reason.

The Warning

- 0-50 for dealing with the Wolf Riders
- 0-50 for dealing with the Beastmen

- 0-20 for dealing with the giant snake
- 0-20 for dealing with the Marshlight

Eyrie

- 0-50 For dealings with the monks
- 25 For finding each card
- 20-200 For solving the puzzle of the cards
- 0-100 For finding the Crystal of Air

The Attack

- 20-200 For helping defend Eyrie
- 200 For killing Radzog

FATE POINTS

If Radzog is killed and the adventurers find and retain the Crystal of Air, each surviving character gains 1 *Fate Point*. The adventurer who strikes the blow which finally kills Radzog gains an additional *Fate Point*.



PROFILES

All the profiles for NPCs and monsters are in this chapter. These have already been adjusted for relevant skills, such as *Very Strong*. See **WFRP** for further information on skills and spells.

THE WARNING

12 Wolf Riders

M WS BS S T W I A Dex Ld Int Cl WPFel
4 25 25 3 3 7 20 1 18 18 18 18 18

Special Rules: Subject to *antimosity* towards other goblinoids. *Hate* Dwarfs. *Fear* Elves unless odds are 2:1 in Goblins' favour. *Night Vision*, 10 yards.

Equipment: Leather jerkin (0/1 AP, body); shield (1 AP all locations); dagger (I +20, D -2, P -20); sword; 50% chance of spear (I +20 in first round and in subsequent rounds if winning); short bow (R 16/32/150, ES 3, Rld 1).

12 Great Wolves

M WS BS S T W I A Dex Ld Int Cl WPFel
9 41 0 3 3 5 30 1 - 10 14 14 14 -

Special Rules: *Bite* attack, 20% chance of causing infected wounds.

Beastmen

No profiles are given for the Beastmen. If you choose to use this encounter, you should generate some Beastmen using the appropriate section of the **WFRP** rulebook, or create more detailed Beastmen using the rules in **Realm of Chaos**.

The Beastmen should outnumber the adventurers by about half as many individuals.

Giant Snake

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 0 3 3 5 60 1 - 24 6 43 43 -

Special Rules: *venomous bite* attack.

Marshlight

M WS BS S T W I A Dex Ld Int Cl WPFel
4 0 0 0 0 0 0 0 0 0 0 0 0 0

Special Rules: Causes no damage in combat. May be dispelled by a successful hit from a magical weapon. Immune to psychological effects. Characters seeing a Marshlight must make a **WP** test or be mesmerised, following it wherever it leads – in this case, off a sheer precipice. Mesmerised victims who are restrained or struck may make another **WP** test to throw off the mesmerism. The mesmerism automatically ends if the Marshlight goes out of its victim's sight.

THE MONKS OF EYRIE

Personality notes on the more prominent monks will be found in the chapter on Eyrie itself. This section gives you the relevant rules information. There are also brief descriptions of the other monks, which should be sufficient for most purposes. Feel free to change details as you like.

Gregor, Roostmaster of Eyrie

Monk/Scholar, ex-Student, ex-Initiate

Gregor is an eccentric old man with a shock of wispy white hair. He is seldom seen outside his quarters except at meal times.

M WS BS S T W I A Dex Ld Int Cl WPFel
2 18 11 2 2 5 23 1 12 20 60 23 35 46

Skills: Arcane Language – Magick; Astronomy; Cartography; History; Identify Plant; Linguistics; Numismatics; Read/Write; Rune Lore; Scroll Lore; Secret Language – Classical; Speak Additional Language – Khazalid; Theology.

Possessions: very nice but old robes; master keys; *Handouts* 1 and 2.

Special Rules: Gregor's concentration is not what it was: any time he tries to remember a fact or use a skill, make a **WP** test for him. If the test is failed, Gregor's mind goes blank for a minute (6 rounds). The test may be repeated a minute later.

Norbert, Flagmaster of Eyrie

Monk/Scribe, ex-Initiate, ex-Embezzler

Norbert's post makes him second-in-command at Eyrie, and he is effectively in full control. For some time he has been diverting funds from the monastery's accounts into his own pocket, and he is increasingly worried about being found out.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 29 23 3 3 5 31 1 40 39 51 36 40 40

Skills: Arcane Language – Magick; Concealment Urban; Evaluate; Read/Write; Secret Language – Thieves' Tongue, Classical; Scroll Lore; Secret Signs – Thieves'; Silent Move Rural; Silent Move Urban; Super Numerate; Theology.

Possessions: robes; dagger (I +20, D -2, P -20); embezzled funds (see area 9 description).

Dieter

Monk/Initiate

Dieter's parents paid Norbert a large sum of money to take the lad in at Eyrie, partly to get rid of him and partly in the mistaken belief that he would be taught something useful. Dieter will be attached to the adventurers as a 'native guide' – and as a spy for Norbert.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 30 25 3 3 6 34 1 35 25 26 23 31 28

Skills: Luck; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: robes.

Scar (Udo Schwerner). Guard Captain

Monk/Mercenary Captain, ex-Initiate, ex-Mercenary Sergeant, ex-Mercenary

Scar is a retired mercenary. Having no family to return to, he has joined the monastery at Eyrie, and acts as captain of the guard.

So far, it's been an ideal job for the mercenary. The monastery is remote and practically impregnable – and after all, who's ever going to bother attacking the place?

M WS BS S T W I A Dex Ld Int Cl WPFel
4 60 40 5 5 10 53 2 33* 55 38 50 45 40

Skills: Consume Alcohol; Disarm; Dodge Blow; Gamble; Read/Write; Secret Language – Battle Tongue; Scroll Lore; Secret Language – Classical; Specialist Weapon – wooden arm (see below); Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology.

Possessions: sleeved mail coat and helmet (1 AP, all locations); sword; short bow (R 16/32/150, ES 3, Rld 1 – fitted with special brace to be fired with his wooden arm; 17 arrows.

Special Rules: Scar's left arm is wooden; the Dex score on his profile is for his right hand only. He can strike and parry with the wooden arm as if it were a club. Ignore non-critical hits on his left arm (36-55); a critical hit will shatter the wooden arm, but Scar will not be harmed.

Klaus, Armourer

Monk/Artisan, ex-Initiate, ex-Artisan's Apprentice

M WS BS S T W I A Dex Ld Int Cl WPFel
4 53 44 6* 5 8 45 2 50 31 30 23 29 50

Skills: Drive Cart; Metallurgy; Read/Write; Scroll Lore; Secret Language – Classical; Smithing; Theology; Very Strong*.

Possessions: leather apron (0/1 AP, body/legs); tools; *Handout 12*.

Scratch, Klaus' Dog

Scratch is a brown-and-white mongrel, and is never far from Klaus the armourer. Klaus has housetrained him so well that he even uses the tower latrines like everyone else – well, not *quite* like everyone else... Scratch is a good-natured dog, but will fight to defend Klaus if he is attacked.

M WS BS S T W I A Dex Ld Int Cl WPFel
6 33 0 3 3 5 30 1 - 43 14 43 43 -

Junior Monks

Typical Profile

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 20 3 3 6 44 1 30 35 41 27 30 40

Skills: Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: robes.

Heinz, Kitchen Hand age 17, small and wiry, straight black hair, additional skill *Dodge Blow*, well-meaning but clumsy.

Edgar, Kitchen Hand: age 20, slightly flabby, curly brown hair, *Cook skill*, self-important.

Bengt, Kitchen Hand: age 19, tall and skinny, lank light brown hair, blank expression, absent-minded.

Middle-rank Monks

Typical Profile

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 20 3 3 6 44 1 30 35 52 37 40 40

Skills: Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: robes.

Siggi the Tailor: age 38, short, thick curly black hair, additional skill *Tailor*, friendly, chatty, brother of Klaus the Armourer, has *Handout 11*.

Nicholas the Potter: age 32, short, thick curly black hair, often mistakenly taken for Siggi's

brother, additional skills *Art*, *Chemistry*, enthusiastic but ham-fisted.

Willi the Miller: age 32, fat, red-faced, dark hair and eyes, friendly with other craftsmen.

Conrad the Carpenter: age 23, slight build, sandy hair, *Carpentry* skill, always talking.

Bernard: age 25, heavy build, two fingers missing from left hand (-10 **Dex** with that hand only), additional skills *Very Strong*, *History*, brother of Stefan, always arguing with him, co-presents the Military History classes.

Stefan: age 28, heavy build, chunk missing from right ear, additional skills *Strike Mighty Blow*, *History*, *Arcane Language - Magick*, *Linguistics*, brother of Bernard, always arguing with him, co-presents Military History classes, presents Languages classes.

Albrecht: age 39, slim and dark, *History* skill, quiet and thoughtful, presents course on Yazeran.

Chedwic: age 37, solid build, red hair, strong Albion accent, additional skills *Arcane Language - Magick*, *History*, incisively intelligent, presents course on Theology and Mysticism.

Karl: age 52, short, grey hair, sallow complexion, additional skills *Art*, *Law* (ex-forged), quiet, devout, perfectionist, presents Illumination/Calligraphy and Law classes.

Dahlbert the Brewer: age 43, plump, red-faced, greying hair, additional skill *Brewing*, cheerful, presents Brewing classes, has *Handout 13*.

Gunther the Cook: age 43, fat, malodorous, unhygienic, *Very Resilient*, overbearing, unfriendly.

Senior Monks

Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	33	20	3	3	7	50	1	40	35	65	27	40 55

Skills: Arcane Language - Magick; Read/Write; Scroll Lore; Secret Language - Classical; Theology.

Possessions: robes.

Mortmore: age 56, skinny, toothless, grey hair, Bretonnian accent, additional skills *Identify Magical Artefact*, *Rune Lore*, theoretical, academic, presents Magical Theory and Practice course.

Bruno the Elder: age 62, stout, bald, additional skills *Herb Lore*, *Identify Plant*, dry, monotonous, presents Taxonomy of Plants and Fungi course.

Patch: age 54, grey hair, left arm withered from childhood disease (**Dex** -10), patch over left eye (pecked out while collecting eggs), additional skill *Metallurgy*, collects rocks, real name is Bruno, and he answers to this as well as Patch, which may cause some confusion.





Paulus: age 49, ascetic, thinning grey hair, sunken brown eyes, quiet, contemplative.

Gerhardt: age 53, strong build, white hair, morose and taciturn.

Guards

Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	53	43	4	4	9	45	2	40	31	30	33	20 44

Skills: Disarm; Dodge Blow; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: sleeved mail coat, shield and helmet (2 AP, all locations); sword; crossbow (R 32/64/300, ES 4, Rld 2); 10 bolts.

Reiner: age 18, pale, frail-looking, stutters, nervous (Cl -10).

Siegfried: age 19, tall, well-built, dark, given to practical jokes.

Johann: age 16, strong (S +1), dark eyes and hair, cheerful.

Karolus and Yorgi: age 36, identical twins, light brown hair, green eyes, strong sense of humour, play on confusion between them: 'I never said that, it must have been my brother.'

Bruno: age 45, stout, balding, fond of jokes and stories.

Yazeran's Ghost

Yazeran is more of a plot device than an NPC, and can be used to drop hints, save situations and so forth. Suggestions are given in the adventure text. Death has not dulled Yazeran's hatred of the Orcs, nor his fears about the Crystal of Air, and such things may well bring him forth to take action – or at least to give the adventurers some encouragement if they appear to be slacking.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	25	0	0	3	17	30	1	-	18	65	54	47 18

Special Rules: note the slightly higher psychological characteristics, which reflect the fact that the ghost retains a large proportion of Yazeran's original personality. Subject to *instability* outside the monastery. Cause *fear* in living creatures at will. Creatures touched must make a **Ld** test at -10 or flee. May become visible or invisible at will. May pass through walls and solid objects. Immune to non-magical weapons. *Strength* 3 in hand-to-hand combat with other ethereal creatures.

THE BLOODAXE ALLIANCE

For the purposes of this adventure, the Goblinoids of the Bloodaxe Alliance are not subject to animosity amongst themselves, owing to Radzog's strong leadership. He's managed to keep a sizeable army intact all the way from the Dark Lands, after all. However, if the adventurers clearly can't stand up to the kind of mayhem this force is capable of dishing out, then you might like to reinstate the animosity rules, just to give them a chance.

Radzog, level 4 Orc Elementalist

Radzog is one of the most powerful spellcasters the Bloodaxe Alliance has ever known. A successor to the warrior-priests of the old days, he was a supporter of Torgoch in the original invasion of Yetzin. He is now well over a century old, his life unnaturally prolonged by powerful magic.

Much of Radzog's power comes from the Chaos Power Tzeentch, and he is not unchanged by it. As well as the ability to control birds mentioned in the adventure text, he has the Chaos attributes *Beaked* (bite attack, A +1) and *Feathered Hide* – his profile takes account of this. Radzog also has staring lidless eyes – said to resemble those of a hawk – and a shrill voice, which often gives away to cackles of hysterical laughter.

Radzog is completely obsessed by the Crystal of Air, and will go to any lengths to obtain it – and

any other Crystals of Power he becomes aware of. He is obsessive and unhinged but not stupid. He is a clever tactician and a strong commander. His ability and his mutations have made him feared by his followers, who look on him as almost divine.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 43 35 4 5 1160 1 59 59 48 59 59 18

Skills: Arcane Language – Magick; Astronomy; Cast Spells – see below; Daemon Lore; Dowsing; Identify Magical Artefact; Identify Undead; Herb Lore; Magical Awareness; Magical Sense; Meditation; Metallurgy; Rune Lore; Scroll Lore; Street Fighting; Strike Mighty Blow.

Spells: 64 Magic Points

Petty *Magic Alarm, Magic Flame, Marsh Lights, Reinforce Door, Sounds, Zone of Silence.*

Battle 1 *Cure Light Injury, Detect Magic, Fire Ball, Flight, Hammerhand, Wind Blast.*

Battle 2 *Cause Panic, Lightning Bolt, Mystic Mist, Raze, Smash.*

Battle 3 *Arrow Invulnerability, Cause Fear, Cause Instability, Magic Bridge.*

Battle 4 *Blast, Cure Severe Wound, Foetid Cloud, Stand Still.*

Elemental 1 *Assault of Stones, Blinding Flash, Cloud of Smoke, Walk on Water, Zone of Hiding.*

Elemental 2 *Cause Fire, Cause Rain, Move Object, Resist Fire, Wither Vegetation.*

Elemental 3 *Banish Elemental, Become Ethereal, Dust Storm, Foul Air.*

Elemental 4 *Summon Elemental, Summon Elemental Horde, Summon Swarm, Wall Shaker.*

Possessions: sword (Bane Weapon vs. Dwarfs); Wand of Jet; Ring of Fire Balls – 4 magic points; 4 Energy Jewels – 4, 4, 7 and 9 magic points; Amulet of Coal.

Black Orcs

Radzog uses Black Orcs as shock troops, and has a twelve-strong bodyguard of these creatures.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 25 4 4 7 30 1 18 29 18 29 29 14

Skills: Dodge Blow; Street Fighting; Strike Mighty Blow; Strike to Injure.

Possessions: sleeved mail coat, helmet and shield (2 AP, all locations), sword or axe, dagger (I +20, D -2, P -20).

Two Wyvern Riders

M WS BS S T W I A Dex Ld Int Cl WPFel
4 53 55 4 5 1040 2 39 39 28 39 39 18

Skills: Dodge Blow; Street Fighting; Strike Mighty Blow.

Possessions: breastplate, sleeved mail coat and colf, helmet and shield (3 AP body/head, 2 AP elsewhere); spear (I +10/+20, to hit +10 or R 4/8/25) and axe, dagger (I +20, D -2, P -20).

Two Wyverns

M WS BS S T W I A Dex Ld Int Cl WPFel
4 25 0 5 6 1710 3 - 14 14 14 14 -

Special rules: fly as swoopers; if a Wyvern's rider is killed, it will attack the nearest creature – even another Wyvern!

Orc Warriors

These are the rank-and-file of Radzog's army.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 25 3 4 7 20 1 29 29 18 29 29 18

Skills: Dodge Blow; Street Fighting.

Possessions: sleeveless mail shirt, helmet and shield (2 AP body/head, 1 AP elsewhere); sword or axe, dagger (I +20, D -2, P -20).

Goblins

Low-grade, dispensible troops, used for dirty jobs and those where their small size is a definite advantage.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 25 25 3 3 7 20 1 18 18 18 18 18 18

Skills: Dodge Blow.

Possessions: leather jerkin (0/1 AP, body); sword or axe.

Snotlings

Menial servants, emergency food supply, improvised punchbags – if you're a Goblinoid, it's a very bad idea to be small and weak.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 17 17 1 1 3 30 1 14 14 14 14 14 14

Skills: Dodge Blow; Flee!

Possessions: rags; dagger (I +20, D -2, P -20).

ELEMENTALS

Elementals of several kinds will probably feature in the Death Rock. Before running this part of the adventure, we strongly suggest that you reread the sections in the **WFRP** rulebook on Elementals (in the *Bestiary* section) and their summoning (in the *Magic* section).

THE CRYSTAL OF AIR

The Crystal of Air is one of a set of four crystals of immense power. Although each Crystal is a mighty artefact in itself, they become even more powerful when used in combination. At the end of this section are some notes on combining the Crystal of Air with the Crystals of Fire and Earth. The adventurers should already have these artefacts if they have successfully completed the two previous **Doomstones** adventures.

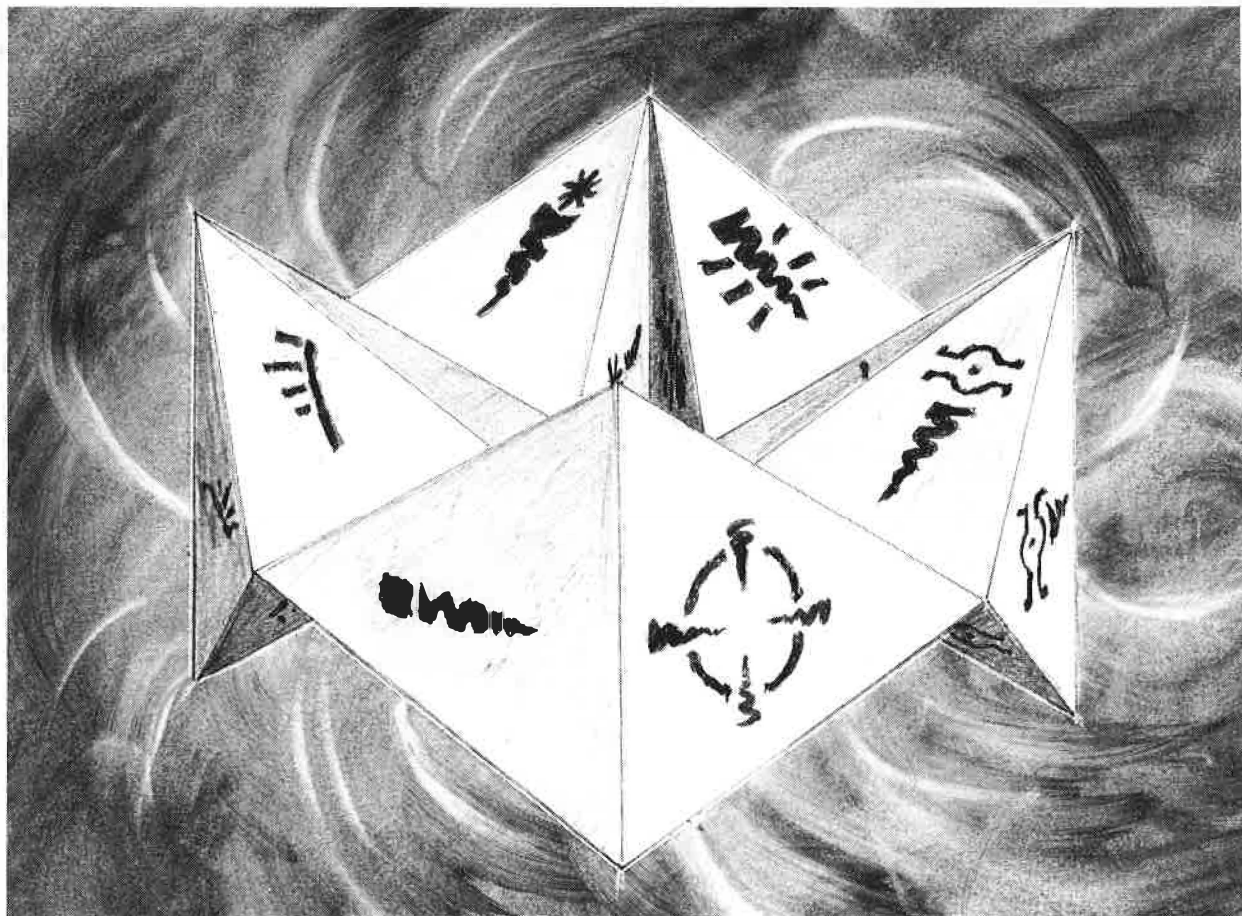
USING THE CRYSTAL

Like all the Crystals of Power, a character must become properly attuned to the Crystal of Air

before he can use it to its full extent. This can be achieved by *Meditating* while holding the Crystal. No Magic Points are regained while doing this, but an **Int** test may be attempted once per hour (*Identify Magical Artefact* +10, *Elementalist* +10) at the cost of 1 Magic Point. When the test succeeds, the character is attuned to the Crystal.

Each power of the Crystal, starting with the first and moving down the list, will be discovered after an hour of uninterrupted study and a successful **Int** test (*Identify Magical Artefact* +10).

Once attuned, the user merely holds the Crystal and concentrates on the effect required (successful **WP** test required, no modifiers) to bring it into being. After a Lesser Power has been used, the Crystal becomes dormant for a full turn, and no further Lesser Powers may be used in that time.



After a Greater Power has been used, the crystal becomes dormant for D6 hours, and only its automatic powers will function in this time. In the case of the *Defensive Rings*, this time is measured from the moment the Ring is dispelled.

THE CRYSTAL'S POWERS

The powers of the Crystal of Air fall into three categories: *automatic*, *lesser* and *greater*.

Automatic Powers

The Crystal of Air creates the following effects automatically, regardless of whether its wielder is attuned to it.

Air Protection

The wielder is completely immune to any ill-effects from normal and magical Air. This includes Elementals, *Wind Blast* spells, high winds and so on. You may want to keep this a secret from your players, and stage things so that they are never know the truth.

Elemental Protection

An Earth Elemental cannot come within 20 yards of the Crystal under any circumstances.

Detect Other Crystal of Power

Whenever the Crystal of Air is within a mile of one or more other Crystals of Power, it will begin to glow with a red inner light. This light will become stronger as the Crystal gets closer to its brethren.

Lesser Powers

Breathe Underwater

The Crystal can cast this spell once per hour. Note that it renders the subject immune to all forms of foul air and poison gas, and able to breathe normally even in a complete vacuum.

Flight

The Crystal can cast this spell once per hour, sustaining the flight for as long as the wielder wishes. The spell ends when the Crystal's wielder comes into contact with earth or stone of any kind.

Move Object

The Crystal can cast this spell at will, any number of times per day. However, the wielder must make a successful **WP** test whenever this power is used. Failure indicates that the Crystal's power is not sufficiently controlled, and a *Wind Blast* spell is generated instead, aimed in a random direction from the Crystal's wielder.

Wind Blast

The Crystal can cast this spell once per hour. However, the wielder must make a successful **WP**

test whenever this power is used. Failure indicates that the Crystal's power is not sufficiently controlled, and a *Blast* spell is generated instead, centred on the Crystal's wielder.

Zone of Silence

The Crystal can cast this spell at will, any number of times per day. The air within the Zone's area of effect becomes completely unable to conduct sound. Those within the *Zone of Silence* cannot hear or be heard.

Lesser Summoning

Once per day and once per night, the Crystal can summon a single Air Elemental of *size* 5.

Lesser Defensive Ring

The Lesser Defensive Ring can be set up once per day, and lasts for up to an hour. It consists of a ring of fast-moving air, up to 20ft in diameter and shaped as the Crystal's wielder desires.

The ring has the effect of a *Zone of Sanctuary* spell, and non-magical missiles bounce harmlessly off it. Magical missiles are subject to a -20 **BS** modifier. Living creatures trying to force their way through the barrier must make a successful **S** test – if the test is successful they make it through, if not they are thrown back D4 yards. In either case, they take an automatic **S** 4 hit.

Greater Powers

Wall Shaker

Air is in opposition to Earth, and yet all non-magical rock has some small amount of air in it. This power causes that air to expand explosively, with the same effect as the level 4 Elemental spell. Note that it only affects rock of non-magical origin (rock created by spells or Elementals is pure Earth, with no air spaces).

Greater Defensive Ring

In appearance, this is identical to the Lesser Defensive Ring described above. It combines the effects of the Lesser Defensive Ring with two new powers. Firstly, spells of any kind and level cannot go into or out of the ring. Secondly, creatures trying to cross the ring suffer damage as before, but are automatically repelled. This power may be used once per week only.

Greater Summoning

Once per week, the Crystal can summon a single Air Elemental of *size* 10, or D3+1 Air Elementals of *size* 5, as the wielder desires.

SIDE-EFFECTS

The user's eyes become completely white for 2-5 hours after any power is used. If another power is used before this time elapses, the times are added. The effects will become permanent whenever you think the character has been abusing the Crystal's power.

ROLE PLAYING THE CRYSTAL OF AIR

Like its three brethren, the Crystal of Air is a very special magical artefact. On no account should you allow player characters to use it unthinkingly in the way they use most other magical items. Hence, this set of notes, to help you as GM role-play the Crystal whenever it is used.

As you will have noticed in the description of the Crystal's powers, there are no provisions made for controlling or banishing summoned Elementals. This is intentional – on the part of Tzeentch, that is. He built into the Crystal certain weaknesses and changes that would most likely engender Chaos; this is one of them, and another is the weakness in fine control that can lead to unexpected *Wind Blasts*.

The Crystal of Air is chock full of elemental power, and sometimes – if the Crystal is not handled properly – this power boils off in the wrong direction as that power gets the better of the Crystal's control mechanisms. Use this tendency to instil a little fear in the adventurers – this is a mighty artefact, after all, and it should *never* be taken for granted by its current 'owner'.

As you describe the effects of the Crystal, keep in mind its essentially Chaotic nature. Every time, there will be some very minor twisting of the desired effects; most of these will be harmless, and if you can't think of a nice variation, assume it was something unnoticeable.

This is not to say the Crystal won't perform as advertised, simply that you may use colourful descriptions to betray hints of its origin. Again, the players (and their characters) should feel a tinge of unease about being so close to so much power.

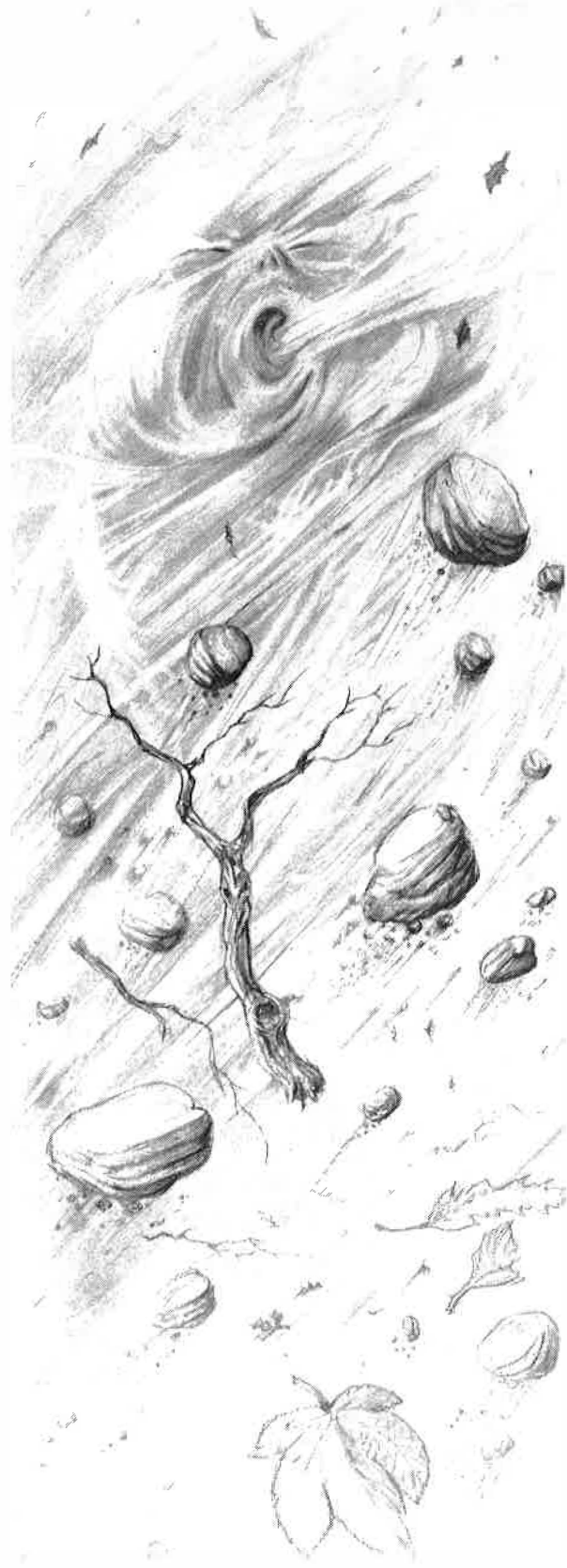
Remember, too, the **WP** test that is necessary to use a power successfully. This gives you scope to let the Crystal misbehave occasionally.

Suppose, for instance, that a player wishes to use the Crystal of Air to fly his character to a trapdoor on the rooftop. Depending on the results of the **WP** roll, something like the following may occur:

Fail by 30 or more: Nothing happens; at your option, a whopping (99-00) failure may even do something awful – pin the character down with a *Wind Blast*, or hurl him several hundred feet into the air.

Fail by 10-29: The character rises to the level of the roof, but is unable to stop and flies in a random direction for another d6 rounds.

Fail by 0-9: The character rises nearly to the level of the roof, and then drops. He may make a grab for it, or descend too rapidly and take some minor damage.



Success by 0-29: The character is carried up as desired, but a bit faster or slower than intended, or accompanied by strange sound effects.

Success by 30 or more: The character and any others within 2 yards are wafted to the rooftops, their hair, clothes, and personal effects thoroughly blow (vacuum)-dusted in the process. Perhaps everyone else within 100 yards is pinned down by a *Wind Blast* while this is happening.

COMBINING THE CRYSTALS OF AIR AND FIRE

Note that, since Air and Earth are opposed Elements, the Crystal of Air may not be combined with that of Earth. If the two are brought into physical contact there is a bright flash - everyone within 5 yards of the Crystals takes an automatic **S 4** hit, and the Crystals themselves fly apart violently, landing D6 yards apart.

Combining the Crystals of Air and Fire allows the effects of the Defensive Rings to be combined, and also grants the following additional powers:

Automatic Powers

Power Sharing

By combining the Crystals, the individual powers of each Crystal can be used more often. For example a power that can be used once per week will be usable twice per week with a pair of Crystals.

Extended Protection

When two Crystals are used together, all automatic protections are extended to cover anyone touching or being touched by the Crystals' wielder. This

extended protection happens automatically, whether the Crystals' wielder wants it to or not.

Lesser Powers

Zone of Warmth

This spell may be cast at will, but if a **WP** test is failed there is a power-spill. Roll 1D6: on a roll of 1-2 a *Fire Ball* is generated from the Crystal of Fire, and on a roll of 3-4 a *Wind Blast* is generated from the Crystal of Air, and on a roll of 5-6 a *Lightning Bolt* strikes both stones.

Lightning Bolt

The Crystal casts this spell at level 4; it can do this once per day. If the **WP** test is failed, however, the Crystal's power runs out of control and a *Blast* spell is generated instead.

Greater Powers

Firestorm

This power affects all air and fire in an area 10ft in diameter, which may be up to 48 yards from the Crystal and must be within the wielder's line of sight. Air becomes fire and fire becomes air; then the transformation is reversed, and reversed again, and again... The result is an inferno which fills the designated area for a full round. Everyone in the area of effect is pinned down helplessly, and takes an automatic **S 8** hit; *flammable* objects are ignited, and suffer fire damage as normal.

Side-Effects

Whenever a lesser power of the combined Crystals is used, there is a 5% chance that a small flare of combined air and fire will boil up in the wielder's face, dispersing immediately. The wielder takes an automatic **S 4** hit, modified by *Toughness* but not by armour. Whenever the greater power is used, the chance is 20%.



GUARDIAN SPIRITS

Guardian Spirits are a rare kind of ethereal undead creature. They are compelled to protect the area to which they are bound – necromantic magic can force this duty upon them, or they can be bound by an obsession which they held in life. Thus, for example, a dead miser may become a Guardian Spirit dedicated to keeping living things away from his hoarded wealth. The Guardian Spirits at Eyrie are dead monks, dedicated to protecting their beloved library from outsiders.

Physique: Guardian Spirits are naturally invisible. Creatures which can see invisible objects will be able to discern them as a faint, smoky-grey humanoid outline.

Psychological Traits: Guardian Spirits are not subject to *instability* while inside their bounded area, and they cannot generally be forced to leave it. They have a +20 bonus to **WP** tests against necromantic control spells – their obsession is strong. They are immune to all psychological tests and cannot be forced to leave combat. They cause *fear* in living creatures whom they attack but fail to possess.

Special Rules: Guardian Spirits attack by *spirit combat*, which is explained below. They have no physical presence, and cannot affect any material object. They may pass through solid objects like walls with no penalty, and are immune to non-magical weapons.

Guardian Spirit Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	0	0	0	3	17	40	*	0	40	18	18	48 0

SPIRIT COMBAT

Spirit combat is a limited form of possession, by which a non-material creature like a guardian spirit may attack a living creature. Some Daemons are also known to use this attack form.

Spirit combat may only be attempted against a living creature with **Int** 6 or more. It has no effect on creatures which are immune to *psychological* effects.

When a creature attacks in spirit combat, its victim must make a **WP** test. Magical protections have no effect on this test, *unless* they are specific enchantments against mind-influencing magic or psychological effects. Two creatures which are engaged in spirit combat may perform no other actions in that round, and count as *static* targets.

If the **WP** test is successful, the spirit attack has failed. If it succeeds, the victim loses D10 **WP** points. A character who is reduced to zero **WP** falls under the control of the Spirit which last attacked him. The Spirit may use the body as if its own. Lost **WP** is recovered at the rate of 10 points per turn, and once per turn the possessed character may attempt a further **WP** test to throw off the possessing Spirit.

When Guardian Spirits possess living creatures, they normally do no more than compel them to leave the Spirit's bounded area. A possessed body retains all of its skills which are tested on **S**, **T**, **I** and **Dex**, but (temporarily) has no others.

NEW MAGIC

Necromantic Magic, level 3: Summon Guardian Spirit

Spell Level: 3

Magic Points: 12

Range: not applicable

Duration: until dispelled or destroyed

Ingredients: grave or skull of a humanoid

This spell summons the spirit of the dead humanoid creature to whom the grave or skull once belonged. Therefore, each set of ingredients is only good for one spell.

The Spirit is summoned before the necromancer, already bound for the purposes of the spell. The caster specifies the area (no more than 10ft radius per level of caster) or object to be protected, and the Guardian Spirit is brought into being.

Since this spell compels the Guardian Spirit to a period of service which is potentially unlimited, the Spirit is allowed a **WP** test to resist the initial summoning and binding. If the summoned Spirit is that of a known individual (eg a dead player character) use the individual's **WP** score, otherwise, use the standard **WP** score for the race, taken from the basic profile. If the **WP** test is successful, the Spirit resists the binding and departs immediately. It may not be summoned again by the same necromancer until he has advanced one level or more.





WARHAMMER FANTASY BATTLE

The assault on the monastery of Eyrie could make an interesting and enjoyable tabletop action, especially if you have the **Warhammer Siege** rules. Using buildings from **Warhammer Townscape** and/or **The Mighty Fortress** castle (if you have one), you should be able to create a reasonable impression of the monastery buildings. Don't worry about absolute precision – there is no need to reconstruct Eyrie painstakingly on the tabletop – unless you really want to, of course! The main interest in this particular scenario is the fact that the monastery is possessed of formidable natural defences: being at the top of a natural rock pinnacle and thus much higher than any attacking force, plus the limited access of the single bridge.

Similarly, don't worry about reproducing the exactly equivalent forces from this **WFRP** adventure in **Warhammer Fantasy Battle** terms. The requirements of roleplaying games and tabletop wargames are very different, and you and your opponent will probably have a more enjoyable battle by designing your own forces to some mutually agreed value. And in addition, if you design your own forces you can be sure of having the right miniatures to represent them!

THE MONASTERY

The monastery is a selection of buildings surrounded by a wall, set on a pinnacle of rock which it occupies totally. It even overhangs the rock in places! The sides of the pinnacle are sheer cliff faces, and the only way in is across a stone bridge from an adjoining cliff.

The bridge can be destroyed if the defenders wish – it has **T 10, D 20** per section and the destruction of one section will render the bridge useless.

THE DEFENDERS

As described in the text, the monks of Eyrie are rather scholarly and fairly useless in a fight. While this makes the roleplaying adventure interesting (because the adventurers should be thinking of the monks' safety as well as their own), they aren't very interesting in a **WFB** battle. We suggest that the monks should be represented as levies, as

described in the third edition **WFB** rulebook. They are not professional soldiers, but will fight to defend their monastery and their lives. There is also a small force of guards, who count as normal warriors. Character models can be anything you like – the head of the monastery might be a Wizard, and you might introduce other character models to represent a group of adventurers who happen to be in the monastery at the time of the attack. The defenders may set up anywhere inside the monastery walls, since their elevated position has enabled them to see the attackers coming. In exchange for this defensive advantage, though, the attackers move first.

THE ATTACKERS

The attackers might be a force of Orcs, or they might be anything else you like, according to the miniatures you want to use. Any evil or chaotic force might try to sack a monastery, or if you want to use neutral or good aligned creatures, then the monastery might be the home of an evil cult – or it might be a strategic position in a border conflict.

The attacking force may set up within 12 inches of any table edge, at the foot of the pinnacle. The attackers move first. The cliff sides of the pinnacle are, of course, impassable, but there is a steep, narrow track running up to the bridge. This counts as *very difficult ground*.

Because of the monastery's strong natural position, the attacking force may be stronger than that normally permitted by the **Warhammer Siege** rules. Instead of being twice the points value of the defending force, it may be up to *four times* the defenders' points value. In the interests of preserving balance, however, you may want to limit the availability of flying creatures to the attackers – say to no more than one-tenth of the force's total points cost.

The full range of siege equipment may be used – however, no ladder or siege tower will be tall enough to reach the monastery walls, and it is not possible to undermine them. Siege machines firing from the foot of the pinnacle hit only on a roll of 6, owing to the very high trajectory they must use. Those firing from across the bridge suffer no penalty.

CAILLISSON SILVEREYE, ASSASSIN

ex-Bodyguard, ex-Bounty Hunter, ex-Targeteer



"I'm just wandering right now, seeing what comes up. I'd been thinking of signing on with one of the Human princelings south of here as an archer captain, but there's no hurry. I don't suppose they'll stop making war on each other for a while yet. So, if anything interesting comes up, I'll stop and have a look."

Caillission is of medium height and build for an Elf; the striking combination of his white hair, silver eyes and extremely pale skin makes him almost seem to be carved out of pale stone.

Caillission used to be a member of the *Fir Rannascath*, a group of Elven warrior-scouts who protected travellers in his native Loren Forest. He was left for dead when a caravan was attacked by Human outlaws, and spent nearly a year hunting them down. Having completed his vengeance, he was at a loose end – too much had changed within him to be able to return home, but with the hunt ended he had no real directions or aims. He fell in with a group of adventurers among the high passes of the Vaults, and is following wherever fate leads him. He has the vague idea of heading for the Border Princes and perhaps forming a unit of mercenary archers, or hiring himself out as an Assassin. His vengeance fuelled him for so long that now it is complete he is without any purpose in life. He is still haunted by his failure to protect the caravan, and does not speak of his reasons for travelling.

BORGIN FORKBEARD, EXPLORER

ex-Wizard's Apprentice, ex-Student, ex-Scholar



"There are dozens of lost holds in these parts – in the old days there wasn't a peak nor a valley without Dwarfs. Before the greenskins. Now, no-one knows how much was lost, and even the names are forgotten in some cases. I don't expect you people to understand this, but history and tradition are very important to a Dwarf. Just thinking about forgotten names and lost chronicles can drive me crazy. Besides – who's to say what might be lying about, just waiting to be found?"

Borgin is strongly built, with an impressive forked black beard which is generally tucked into his belt. He is mild-mannered, devoted to learning and quick to avoid confrontation, but his travels have taken him to some wild and dangerous places, and he can take care of himself.

Borgin was apprenticed to a Dwarf Wizard in Zhufbar, but took more naturally to history and scholarship. He has travelled throughout the Worlds Edge Mountains, and his dream is to rediscover one of the great lost holds from the Goblin Wars. The Yetzin Valley has held many surprises, and there could well be more – enough to build a reputation, perhaps?

Death Rock

Age: 76

Fate Points: 2

Alignment: Good (neutral tendencies)

Religion: Liadriel (not devout)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	37	33	4*	3	6	63	1	44	46	55	50	48	49

Current Advance Scheme (Assassin)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30 ²	+30 ¹	+1 ¹	+1 ¹	+6 ¹	+30 ²	+3 ²	+30 ³	+20 ¹	+20 ¹	+20 ³	+20 ²	+20 ²	+20 ²

^{1 2 3 4} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	57	73	5*	4	10	83	3	74	56	65	80	68	69

Skills: Concealment Rural; Disarm; Excellent Vision; Follow Trail; Luck; Marksmanship; Musicianship - Lute; Read/Write - Fan-Elthárin and Old Worlder; Scale Sheer Surface; Shadowing; Silent Move Rural; Silent Move Urban; Speak Additional Language - Old Worlder; Specialist Weapon - Lasso, Throwing Knife, Parrying Weapon, Fist Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun; Very Strong*.

Possessions: leather jack, sleeveless mail shirt and helmet (1 AP, body/head, 0/1 AP, arms); elf bow (R 32/64/300, ES 4, Rld 1); quiver of 20 arrows; garrotte; 4 throwing knives (R 4/8/20, ES

C, Rld 1); grappling hook and 25ft rope; riding horse with saddle and harness, saddlebags with one-man tent, bedroll, cooking gear; 4-pint water bottle with shoulder-strap; lute and wooden case; purse with 88 GC, 13/6, and 2 gems (50 GC each).

Magic Items: magical sword (D +3); 6 Arrows of True Flight; Enchanted Rope, 8ft; magical dagger with poisoned attack.

Notes

2 Insanity Points.

Age: 86

Fate Points: 3

Alignment: Neutral (good tendencies)

Religion: Grungni (not devout)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	29	4	5*	8	27	1	21	54	38	54	57	25

Current Advance Scheme (Explorer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+20 ²	+20 ¹	+1 ¹	+1	+6 ¹	3	+1 ¹	+20 ¹	+20	+20 ³	+20 ²	+20 ³	+20 ¹	+20 ¹

^{1 2 3 6} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	63	39	5	7*	14	57	2	31	54	68	74	87	35

Skills: Ambidextrous; Arcane Language - Magick; Astronomy; Cartography; Cast Spells - Petty Magic; Evaluate; Flee!; History; Identify Plant; Linguistics; Magical Sense; Metallurgy; Mining; Numismatics; Orientation; Read/Write - Khazalid, Old Worlder and Orrakh; Rune Lore; Scale Sheer Surface; Scroll Lore; Secret Language - Classical; Speak Additional Language - Old Worlder; Very Resilient*.

Spells: 4 Magic Points

Petty Magic Gift of Tongues, Glowing Light, Magic Flame, Protection from Rain, Sleep, Zone of Silence, Zone of Warmth.

Possessions: leather jack (0/1 AP, body/arms); sword; dagger (I +20, D -2, P -20); crossbow (R 32/64/30, ES 4, Rld 2) and 20 bolts; writing kit; books: Dwarven Epic Poetry of the Heroic Age, A Corpus of Lost Dwarfholds, Vol II: Black Fire Pass and the West; pony with saddle and harness; saddlebags with bedroll, one-man tent and cooking gear; jewelled scroll-case (10 GC); 500 GC gem hidden inside clothing; 97 GC, 14/6.

Magic Items: Jewel of Power (energy) with 10 magic points; Amulet of Adamantite*; Amulet of Coal (3 charges); Boots of Speed; Glass of Scholarship - makes any written language intelligible to the user provided he has Read/Write skill.

Notes

LARS MORTENSEN, FREE LANCE

ex-Mercenary Sergeant, ex-Marine



"Is good life adventuring, yah? Mercenary was good, but adventuring is no captain telling you go here, do this all the time. Much better. And good pay if you live. Maybe one, two years I go back to Norsca with my saga and become Jarl - money, land, warriors, everything. Or maybe I don't get tired of adventuring. When I go home I take much gold, many stories, for sure."

Lars is a huge man, with shaggy, shoulder-length blonde hair and a short, unkempt beard. His ice-blue eyes are generally merry, but he can suddenly become very serious indeed – several people have died because the speed of the change caught them unawares. He is a devout follower of Ulric (or Olric, as he is known in Norsca), and does not like impiety – several people have died because of this, too. He is also intensely superstitious, and is an avid collector of amulets and talismans, both genuine and otherwise.

Lars grew up in western Norsca, and made many voyages – peaceful and otherwise – to the Old World. Like many young Norsemen, curiosity and wanderlust has led him into the mercenary life, and thence to the life of an adventurer. His dream is to amass gold and glory, find a poet to write his saga, and return to Norsca a hero, to settle down with wealth and honour. While brave – insanely so, some Old Worlders would say – he is not reckless; a heroic death is well and good, but no-one makes sagas about a fool. Of course, Lars' idea of folly differs slightly from that of the average Old Worlder.

OLEG KURYITSIN, MERCENARY CAPTAIN

ex-Scout, ex-Hunter, ex-Explorer



"I used to scratch a living taking caravans up and down the trade road and through Winter's Teeth, but not any more. Spend too much time around nervous merchants and you end up afraid of every little shadow. Besides, you never see anything of a country if you stick to the trade road. All you see is the people passing through, and you can see that in a city. You very quickly learn to look after yourself, and that's a saleable skill too. But I'm not going back to nursemaiding just yet."

A native of Kislev, Oleg bears many distinguishing features of the Ungol horse-warriors who swept across the Steppes eight centuries ago. A slim, wiry man of medium height, he has a narrow, hawklike face with high, flat cheekbones and narrow dark brown eyes. His hair and straggling moustache are black. Oleg is a self-sufficient, taciturn character, with little time for conversation and socialising. He is used to fending for himself in the wilds, and spends little time in the company of fellow-Humans.

After five years working as a scout on the Yetzin valley route, Oleg has decided that there must be more to life than nursemaiding merchants along trade roads. So he began to explore the Yetzin valley and the surrounding area, in search of adventure and – hopefully – some of the treasures reputedly left behind by past inhabitants. He found a lot more than he bargained for, and through sheer necessity he wound up with an array of scouting and fighting skills which can make him a comfortable living in any mercenary force should he wish to join one. For now, though, he is content to wander through the Vaults, going wherever his curiosity takes him.

Death Rock

Age: 24
Fate Points: 2
Alignment: Neutral
Religion: Ulric
Insanity Points: 3
Disorders: Frenzy

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	29	5†	4	7	42*	1	31	35	23	25	33	36

Current Advance Scheme (Free Lance)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30†		+3†	+1†		+4†	+20†	+2†		+30†	+10	+30†		+10†

¹²³⁴ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	61	49	8	5	11	62	3	31	45	23	55	4	34

Skills: Consume Alcohol; Disarm; Dodge Blow; Lightning Reflexes*; Ride - Horse; Night Vision; Row; Sailing; Secret Language - Battle Tongue; Speak Additional Language - Old Worlder; Specialist Weapon - Lance, Flail, Two-handed Weapon; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Very Strong†.

Possessions: sleeved mail coat, helmet and shield (2 AP, all locations); sword; lance (I +20, Hit +10, D +2, P -20, see notes in rulebook); dagger (I +20, D -2, Parry -20); crossbow (R 32/64/300, ES 4,

Rld 1 load, 1 fire); 12 bolts; backpack; grappling hook and 30ft rope; fur-trimmed hooded cloak; silver wolf-head pendant (10 GC); rat's skull on leather thong; bronze anchor pendant; iron pendant in the shape of a stone axe; silver pendant in the shape of a stone arrowhead (10 GC); silver arm-ring (2 GC); riding horse with saddle and harness; saddlebags with bedroll, one-man tent and cooking gear; 2 bottles of rough brandy; lantern; 2-pint flask of oil; purse with 231 GC 1/6 and 4 gems (100 GC, 150 GC, 50 GC, 50 GC); gold belt buckle (35 GC).

Magic Items: magical battleaxe WS +10, *Mighty Strike* (one S 10 hit per day); *Amulet of Iron* (+20 to WP tests vs magic); *Amulet of Righteous Silver* (immune to psychological effects caused by undead); magical sword, *banesword* vs Goblins.

Notes

Age: 26
Fate Points: 2
Alignment: Neutral
Religion: Taal

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	26	3	5*	7	31	1	25	33	32	28	38	23

Current Advance Scheme (Mercenary Captain)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30†	+30†	+2†	+2†		+6†	+20†	+2†	+10†	+40†	+10†	+30†	+10†	+20†

¹²³⁶ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	46	4	6	13	51	2	45	53	62	48	58	43

Skills: Acute Hearing; Animal Care; Cartography; Concealment Rural; Follow Trail; Immunity to Poisons; Linguistics; Orientation; Read/Write; Ride - Horse; Secret Language - Ranger; Secret Signs - Woodsman's, Scout; Silent Move Rural; Specialist Weapon - Lance; Trick Riding; Very Resilient*.

Possessions: leather jack and leggings, mail shirt, helmet and shield (2 AP head/body, 1/2 AP elsewhere); sword; spear (I +10/+20, WS +10 - see rulebook); 2 daggers (I +20, D -2, P -20); short bow (R 16/32/150, ES 3, Rld 1); quiver of 30 arrows; riding horse; 30ft rope; riding horse, saddle and harness; saddlebags with bedroll, one-

man tent and cooking gear; 2-pint water canteen; 4 small animal traps; purse with 135 GC, 17/8 and 2 gems (50 GC each).

Magic Items: *Amulet of Thrice-Blessed Copper*; 2 doses *Potion of Healing*; *Ring of Protection* vs Beastmen; 4 *Arrows of True Flight*; magical sword (I +5); 6 *Arrows of Division*†.

† see **The Restless Dead**.

Notes

FIATHIRIEL CLEARWATER, WIZARD

ex-Wizard's Apprentice



"I started out wandering about, seeing what there was to see. I had an idea of going across the Border Princes, possibly ending up in Araby, and stopping when anything took my fancy, but Araby'll keep if something more interesting turns up. As my old master said, if you don't see anything you won't learn anything."

Fiathiriël is short for an Elf, and very slim. His hair is corn-blond – with a slight reddish tinge – and his eyes are blue-green. Red hair is seen as a sign of bad luck or evil among Elves (many Dark Elves are redheads) and Fiathiriël has grown up distrusted by his more superstitious fellows. In reply, he has developed a sense of humour just between black comedy and outright bad taste. He always comes out with a tasteless remark when nobody wants one.

Perhaps it was other people's concern with appearances which led Fiathiriël to specialise in the magic of illusion. It is certainly true that he has a deep contempt for those who form snap judgements, rely on appearances, don't bother to look beneath the surface, and so on. *"All is never what it seems"* is one of his favourite sayings.

Like many things in Fiathiriël's life, his journey began on a whim. He is following the trade-route to the Border Princes and perhaps, if the mood takes him, he will journey on to Araby. For now, though, he is content to travel and observe.

KLAUS TREUER, DRUIDIC PRIEST

ex-Herbalist, ex-Druid



"There's a great deal wrong in this area – those of my faith here were wiped out over a century ago, and things have gone from bad to worse ever since. Something has to be done."

Klaus is a tall, rangy man, soft of speech and movement. His hair is light brown and looks slightly mottled. His eyes are light brown – almost amber – and unwaveringly steady. He has an air of aloofness, and never speaks unnecessarily. He has followed the Old Faith since his birth in the Forest of Shadows, and has been a Druidic Priest for a little over a year.

Klaus sees it as his mission to find out what has happened in the Yetzin valley since the Old Faith was wiped out by the Orcs, and put right what he can.

Never far from his side is Malkin, his spirit familiar – visible to him as the smoky-grey outline of a domestic-size cat. He knows that Malkin's companionship is a sign of his acceptance as a Druidic Priest, and that she must always be treated with the respect due to an equal.

Death Rock

Age: 98
Fate Points: 3
Alignment: Good (neutral tendencies)
Religion: Môrr (as Elven Sarriel, god of dreams)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	30	3	3	6	67	1	44	40	58	49	47	43

Current Advance Scheme (Level 3 Wizard)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10 ¹	+10 ¹	+1 ¹	+1 ¹	+4 ¹	+30 ²			+20 ²	+20 ²	+30 ³	+20 ²	+20 ²	

^{1 2 3 4} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	40	4	4	10	97	1	64	60	88	69	67	43

Skills: Arcane Language – Magick, Arcane Elf; Cast Spells – see below; Cryptography; Evaluate; Excellent Vision; Hypnotise; Identify Plants; Magic Sense; Magical Awareness; Meditation; Rune Lore; Read/Write – Fan-Elthárin, Old Worlder; Scroll Lore; Sing; Speak Additional Language – Old Worlder.

Spells: 43 Magic Points

Petty *Gift of Tongues, Magic Alarm, Magic Lock, Marsh Lights, Open, Protection from Rain, Reinforce Door, Sleep, Sounds, Zone of Silence, Zone of Warmth.*

Battle 1 *Aura of Resistance, Cause Animosity, Cure Light Injury, Fire Ball, Steal Mind.*
 Battle 2 *Aura of Protection, Cause Panic, Lightning Bolt.*
 Illusion 1 *Assume Illusory Appearance, Bewilder Foe, Camouflage Illusion, Cloak Activity, Clone Image.*
 Illusion 2 *Confound Foe, Ghostly Appearance, Hallucinate, Illusory Woods.*
 Illusion 3 *Illusory Enemy, Universal Confusion, Vanish.*

Possessions: leather armour (0/1 AP, all locations) under robes; sword; dagger (I +20, D -2, Parry -20); riding horse; saddlebags containing spell book, bedroll, one-man tent, cooking gear and 174 GCs, 13/6; 2 gems (50 GC each) concealed in clothing.

Magical Items: Scroll with *Zone of Steadfastness* spell; *Enchanted Rope*, 10ft; *Jewel of Power*, contains 9 Magic Points; *Ring of Protection* vs Battle Magic Spells; *Wand of Jet*; *Potion of Flight*, 3 doses.

Notes

Age: 23
Fate Points: 2
Alignment: Neutral
Religion: Old Faith (cat familiar)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	32	3	3	6	30	1	29	33	37	34	36	29

Current Advance Scheme (Level 3 Druid)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10 ¹	+10 ¹	+1 ¹	+1 ¹	+4 ¹	+20 ²			+20 ²	+20 ²	+30 ³	+20 ²	+20 ²	+20 ²

^{1 2 3 4} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	42	4	4	9	60	1	39	43	47	44	56	29

Skills: Ambidextrous; Animal Care; Arcane Language – Druidic; Astronomy; Cast Spells – see below; Charm Animal; Cure Disease; Divination; Dowsing; Follow Trail; Game Hunting; Heal Wounds; Herb Lore; Identify Plant; Lightning Reflexes*; Magical Awareness; Magical Sense; Meditation; Read/Write; Ride – Horse; Secret Language – Classical, Guilder; Secret Signs – Druid; Silent Move Rural; Sixth Sense; Street Fighter.

Spells: 21 Magic Points

Petty *Gift of Tongues, Glowing Light, Protection from Rain, Sleep.*

Battle 1 *Cure Light Injury, Steal Mind, Wind Blast.*
 Battle 2 *Aura of Protection, Cause Panic.*
 Battle 3 *Cause Fear.*
 Elemental 1 *Assault of Stones, Cloud of Smoke, Zone of Hiding.*
 Elemental 2 *Cause Fire, Cause Rain.*
 Elemental 3 *Banish Elemental, Create Quicksand.*
 Druidic 1 *Animal Mastery, Cure Poison, Heal Animal.*
 Druidic 2 *Giant Animal Mastery, Hail Storm, Tanglethorn.*
 Druidic 3 *Decompose, Zone of Purity.*

Possessions: sword; 2 daggers (I +20, D -2, P -20); riding horse; 1-man tent and bedroll; saddlebags containing cooking gear and 172 GCs, 13/4.

Magical Items: magical sword, WS +10, D +2; *Dawnstone* dagger; *Boots of Leaping*; *Robe of Toughness* +3. This final item is taken from **The Restless Dead**. If you do not have access to this book, you may wish to replace it with something else.

Notes

GIUSEPPI TOLLUCCI, OUTLAW CHIEF

ex-Thief, ex-Burglar, ex-Racketeer



"A lotta people, they stay home all their lives. They never see anything past the end of the street where they live. That's okay for a lotta people, but it's not okay for Giuseppe. Trouble is, you take one step outa line, everybody wanna nail you to a wall. Alla the princes and merchants and the rest, you don't wanna have them run your life, they crush you like a bug. But not Giuseppe. They gonna hafta work hard to get this bambino."

Giuseppe is of medium height, wiry, and always talking. Originally from the Tilean city of Miragliano, his quick and inventive nature led him into crime – the only outlet open to those of his low social class. Despite a natural aversion to violence, he rose swiftly through the ranks of the Miraglianese underworld, until a recent indiscretion with the daughter of a prominent underworld figure made it necessary for him to seek out opportunities elsewhere. Fast.

Crossing the Vaults, Giuseppe found that his moves had been anticipated. Finally, he decided to head for the Border Princes – hopefully out of the aggrieved father's reach. But months on the run have changed the happy-go-lucky Tilean. He has come to see his own situation as symbolic of the repression of individuals everywhere by the rich and powerful. For the first time in his life, Giuseppe has a cause other than Giuseppe. With a few good men, he reckons, he can start giving back some of the grief he has suffered. Some day, he'll be able to do that – but until then, why worry? Eat, drink and be merry – and try not to die tomorrow.

ANDERS GRUBER, CHARLATAN

**ex-Smuggler, ex-Tomb Robber, ex-Tunnel
Fighter, ex-Fence**



"Well, I suppose it's an ill wind that blows no good. My business in Helmgart had to cease trading unexpectedly, but it's given me the chance to travel, meet new people, see new places, and so on. Trade through the mountains certainly needs easing – there are a lot of opportunities for a far-sighted entrepreneur in these parts."

Anders is a bulky man of medium height, with lank, straw-coloured hair and pale blue eyes. He sees himself as an enterprising trader rather than a criminal, refusing to let bureaucrats strangle the flow of trade with their taxes and regulations. He could never settle down and become a conventional merchant, since he lacks several of the more important aptitudes – like reading and writing – and he would find life on the right side of the law too easy, and far too boring.

Anders spent his early career in what he would call the antiques business, looting tombs and other potential treasure sites. The dangers of this kind of life led him to move into distribution, until a misunderstanding with the Imperial Excise at Helmgart sent him on an extended business trip southwards. Finding little to sell in this remote area, Anders was forced to improvise, and has made the happy discovery that you don't actually need valuable goods in order to make a living selling them.

Death Rock

Age: 20
Fate Points: 2
Alignment: Neutral
Religion: Ranaid

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	26	37	3	3	5	36	1	35	27	29	33	31	29

Current Advance Scheme (Outlaw Chief)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20 ²	+30 ²	+1 ¹	+3 ²	+5 ⁴	+20 ²	+2 ²	+10	+30 ²	+10 ¹	+10 ¹		+10

^{1 2 4} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	4	657	4	5	9	56	3	45	47	39	43	31	39

Skills: Concealment Urban; Dodge Blow; Evaluate; Flee!; Follow Trail; Gamble; Pick Lock; Pick Pocket; Ride - Horse; Scale Sheer Surface; Secret Language - Thieves' Tongue, Battle Tongue; Secret Signs - Thieves' Signs; Silent Move Urban; Specialist Weapon - Fist Weapons; Spot Trap; Street Fighter; Strike Mighty Blow.

Possessions: sleeveless mail shirt, helmet, leather jack and leggings (1 AP, body/head, 0/1 AP elsewhere); sword; 2 daggers (I +20, D -2, Parry -20); crossbow (R 32/64/300, ES 4, Rld 2); quiver with 20 bolts; knuckledusters; lock picks; riding horse; one-man tent and bedroll; saddlebags containing

cooking gear and 235 GCs, 17/4; gold ring (5 GC); gold & garnet ear-ring (3 GC).

Magical Items: magical sword WS +20; magical dagger, WS +10, parries incoming hand-to-hand blows to give the equivalent of +3 AP on each body location; *Ring of Protection* vs spells, +10 to all WP tests against spells; *Boots of Speed*.

Notes

Age: 20
Fate Points: 2
Alignment: Neutral
Religion: Ranaid

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	32	3	3	6	32	1	29	31	37	35	32	35

Current Advance Scheme (Charlatan)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10 ²	+10 ²	1	+1	+4 ⁴	+20 ²	1	+20 ¹	+20 ¹	+20	+20 ¹	+20 ¹	+20 ¹

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	52	4	4	10	52	2	39	41	37	45	42	55

Skills: Blather; Bribery; Charm; Concealment Rural; Concealment Urban; Dodge Blow; Drive Cart; Evaluate; Luck; Orientation (underground only); Palm Object; Row; Scale Sheer Surface; Secret Language - Thieves' Tongue; Secret Signs - Thieves'; Silent Move Rural; Silent Move Urban; Spot Trap; Street Fighting; Strike Mighty Blow; Strike to Stun.

Possessions: crowbar; sword; 2 daggers (I +20, D -2, P -20); knuckledusters; shield, leather jack, leather leggings and metal helmet (2 AP head, 1/2 AP elsewhere); sleeved mail coat (1 AP body/arms/legs if worn); lantern; 30ft rope; 30ft rope

plus grappling hook; crossbow (R 32/64/30, ES 4, Rld 1 load, 1 fire); quiver with 32 bolts; lock picks; 4 forged testimonials to the virtues of 'Professor Gruber's Universal Elixir'; 6 bottles of coloured water; riding horse; one-man tent and bedroll; saddlebags containing cooking gear and 327 GCs, 11/4.

Magical Items: *Boots of Silence*†; *Ring of Protection* vs traps (+10 to all relevant tests, half damage); *Potion of Healing*, 2 doses.

† This magical item is taken from **The Restless Dead**. If you do not have access to this book, you may wish to replace it with something else.

Notes

ROGNI GRIMSSON, GIANT SLAYER

ex-Soldier, ex-Tunnel Fighter, ex-Troll Slayer

"I'm told there are greenskins and worse things in these parts. Why else would I be here? I suppose it would do no harm to travel with you if you wish my protection. What will you give for it?"



Rogni is of medium height for a Dwarf, and his heavily-corded muscles stand out noticeably – there is very little fat on his body. His eyes are grey, and his hair is dyed orange and stiffened into the traditional Troll Slayer's crest. Every visible part of his body is covered in tatoos, and a heavy gold chain runs from his nose to his left ear. Rogni speaks little, and is proud and quick to anger. He will not speak of his disgrace to anyone.

Rogni's early career, spent among the warriors of Caraz-a-Carak, was distinguished; he rose quickly through the ranks, and was recruited into an elite tunnel fighting force dedicated to re-opening the Worlds Edge tunnels and clearing lost Dwarfholds of occupying Goblinoids. It was on one such expedition that he encountered an ethereal undead creature, and his courage failed him. To make his disgrace worse, he was in command at the time. He had no option but to become a Troll Slayer. Now he wanders the mountains, seeking danger wherever it may be found – only a heroic death against impossible odds can wipe out his shame. He will not allow himself to be called a Giant Slayer, since he has not yet slain a Giant – ah, if only he could find one...



Death Rock

Age: 47
Fate Points: 2
Alignment: Neutral
Religion: Grungni

Notes

Hates Goblinoids. 4 Insanity Points. Heroic Idiotcy disorder.

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	27	3	4	7	25	1	23	55	32	51	55	23

Current Advance Scheme (Giant Slayer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40 ²	¹	+3 ²	+3	+8 ⁵	+20 ²	+2 ¹	+10 ¹	¹			+30 ³		

^{1 2 3 5} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	65	37	5	7*	12	45	2	33	65	32	81	55	23

Skills: Disarm; Dodge Blow; Mining; Orientation (underground only); Secret Language – Battle Tongue; Scale Sheer Surface; Specialist Weapon – Two-handed Weapon; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeveless mail shirt (1 AP, body); two-handed axe (I -10, D +2); dagger (I +10, D -2, P -20); belt pouch with 2 days' iron rations; gold nose-chain (10 GC); gold arm-ring (15 GC).

Magical Items: Amulet of Adamantine*.

Death
Rock
Handout 3

Greetings, honoured Roostmaster
– whoever and whenever you may be.

I am old and weak, and I sense that this is my final illness. Soon the Mason will come to seal me in my tomb, back in the Element from which I sprang. I have given him my seven silver coins in advance, as is his due.

If you are reading this, then my vision was true. The time of Eyrie's greatest peril is upon you. It is the time of my prophecy. Those whom I have foreseen shall arrive at Eyrie shortly. You will recognise them from my verses. Heed them and help them, but do no wrong and suffer no wrongdoings from them – I have foreseen that the love of Eyrie is not the greatest of their motives.

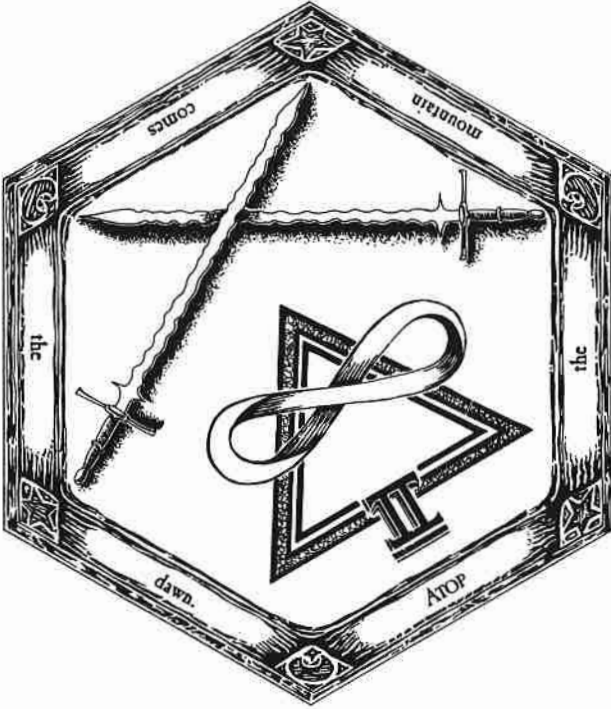
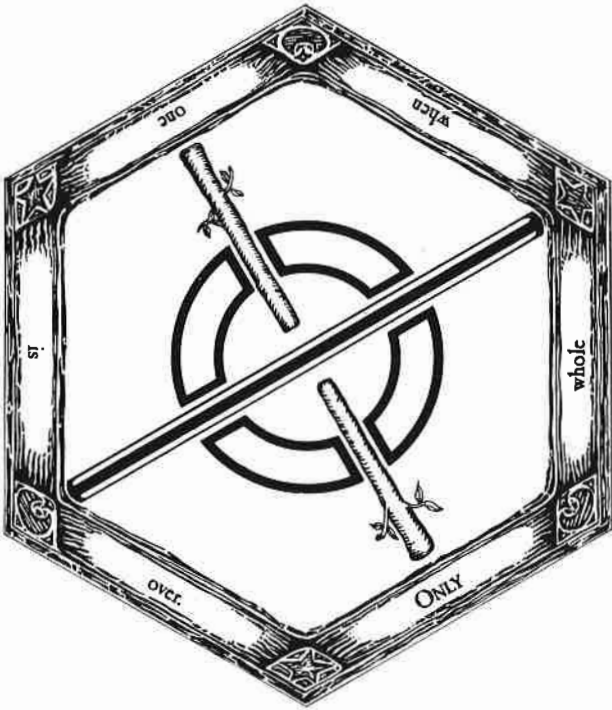
Before you is the first of my clues, to be given to the Foreseen along with these words. To find the second clue, wait until the dinner hour and seek where my line runs true. Each clue will lead to the next, and all lie within the walls of Eyrie. When they have all eight – or was it seven, my memory is not what it once was – they will be able to use them together to find that which they seek. Ask not what it is – they know, and I know, and you shall know if need be. Its fate and theirs are entwined with that of Eyrie, although this may not always be clear to you.

Hurry, for now the time has come for deeds, not words. Those who come will know of what I write.

Y

Yazeran, his Mark

**Death
Rock
Handout 1**

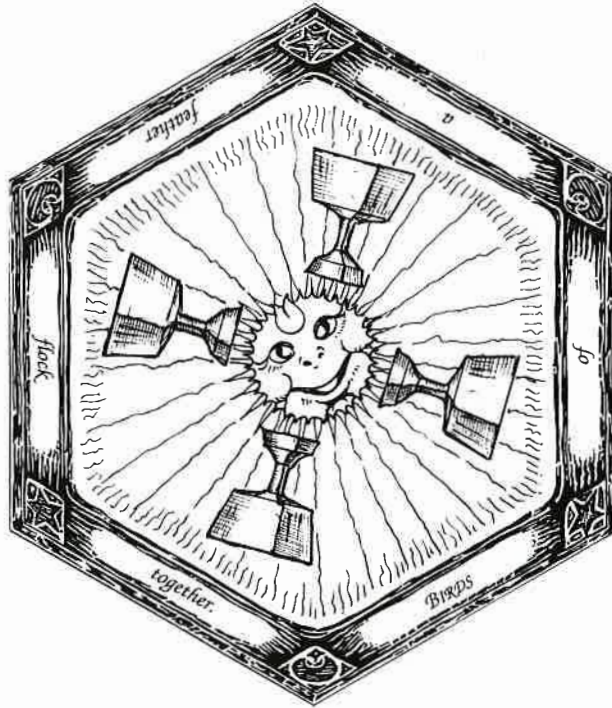
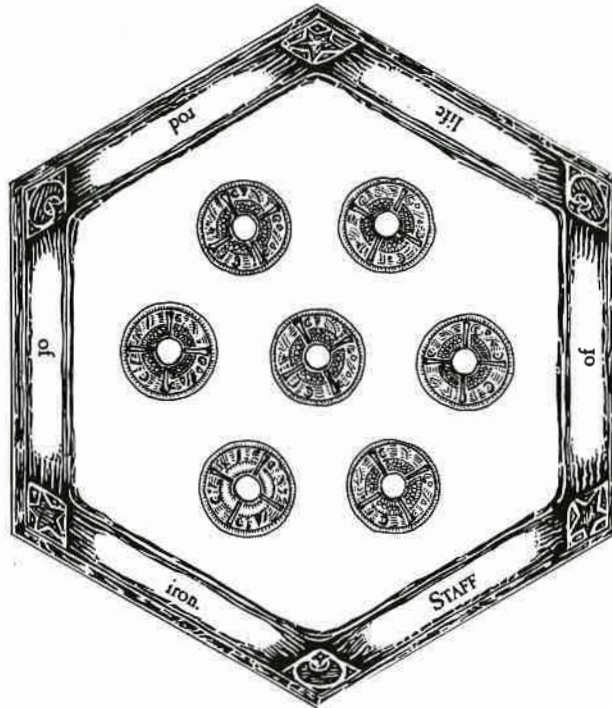
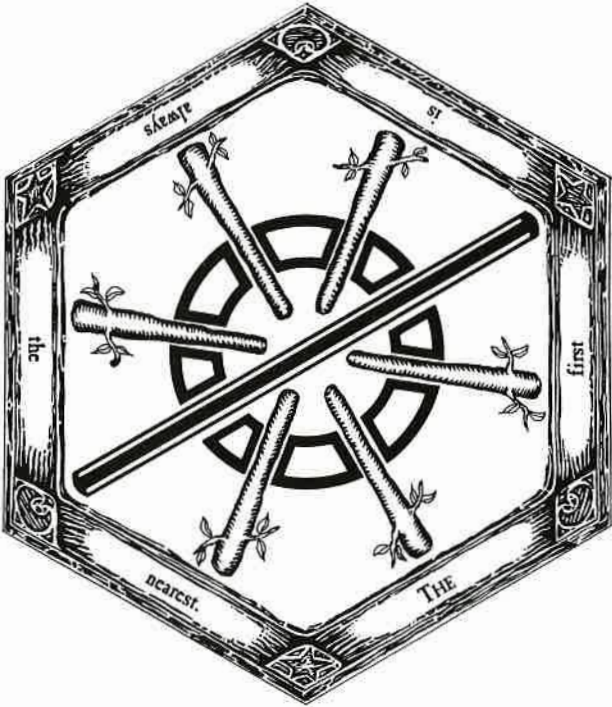
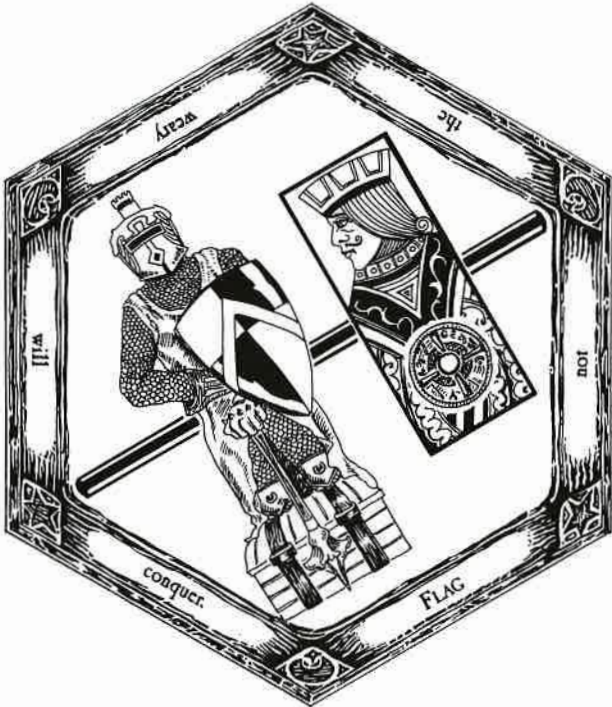


**Death
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Handout 4**

**Death
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Handout 2**

**Death
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Handout 6**

**Death
Rock
Handout 5**

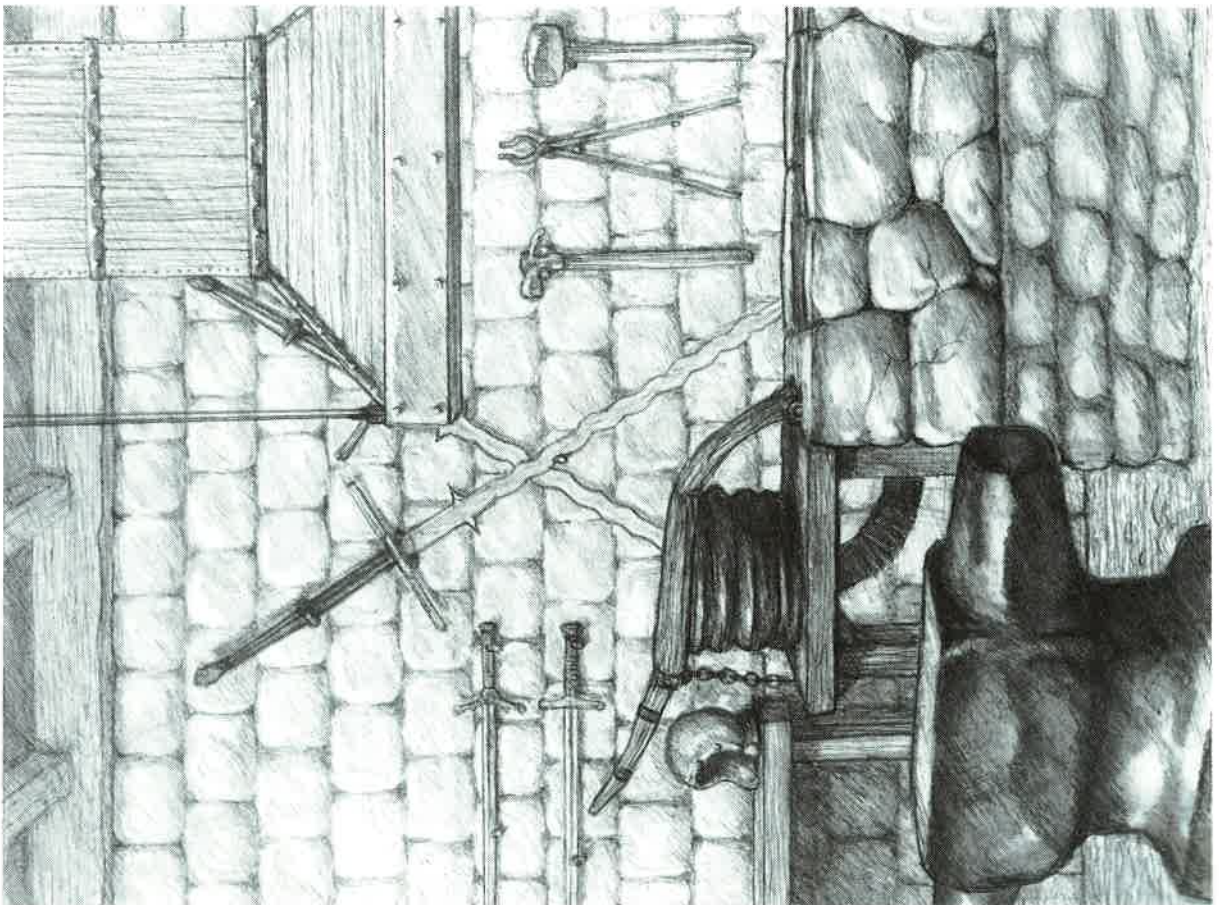
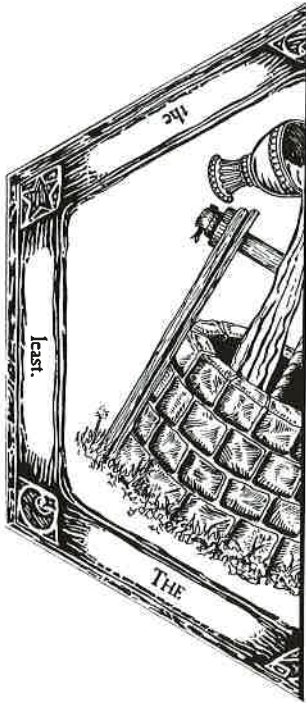


**Death
Rock
Handout 10**

**Death
Rock
Handout 8**

**Death
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Handout 14**

**Death
Rock
Handout 13**



**Death
Rock
Handout 12**

**Death
Rock
Handout 11**

**Death
Rock
Handout 7**

THE DOOMSTONES CAMPAIGN
3
Death
Rock

DOOMSTONES

WARHAMMER FANTASY ROLE PLAY

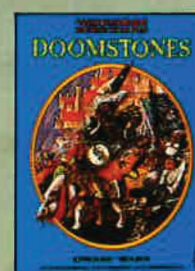
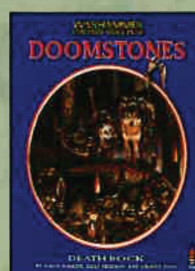
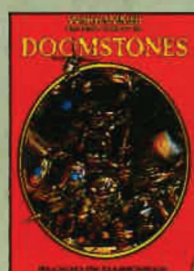
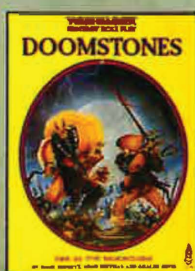


“They’re coming back! You must get to Eyrie, stop them getting the Crystal! To Eyrie...”

A hundred years on, the Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter’s Teeth Pass. And, a century ago, it was to Eyrie that the Dwarf-mage Yazeran fled with the fabled Crystal of Air when the Orcs first invaded the valley.

Now, the adventurers must reach the monastery and find the Crystal before the new Orc army, driven on by its sorcerous master, attacks Eyrie. The only problem for the adventurers is solving a little puzzle that Yazeran left behind...

Death Rock is the third part of the *Doomstones Campaign* for **Warhammer Fantasy Roleplay**, continuing the adventure begun in **Fire in the Mountains** and **Blood in Darkness**. The campaign continues in **Dwarf Wars**.



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