

**WARHAMMER™
FANTASY ROLE PLAY**

DOOMSTONES



FIRE IN THE MOUNTAINS

BY BASIL BARRETT, BRAD FREEMAN AND GRAEME DAVIS



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FIRE IN THE MOUNTAINS

Welcome to **Fire in the Mountains**, the first part of the **Doomstones Campaign**. In this **WFRP** adventure, a chance discovery puts the adventurers on the trail of a fabled magical artefact in the wild, lawless lands of the Border Princes.

The trail leads through ancient caverns, across monster-infested wastes and over sites of ancient power, following the course of a long-past Orc invasion. Finding the object of their quest is one thing – but will the adventurers be able to take it?

Designed for adventurers in their second or third careers, this adventure opens up a challenging new area of the *Warhammer* world, where only the strong and the cunning survive for long.

WHAT THIS BOOK CONTAINS

Fire in the Mountains 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, with links to **Blood in Darkness**, the next part of the *Doomstones Campaign*.
- ❑ a selection of pregenerated player characters, with complete backgrounds.
- ❑ an appendix giving full details of the Crystal of Fire, the powerful magical artefact which forms the basis of this adventure.

The Five Chapters

Fire in the Mountains breaks down into five distinct phases, or chapters:

Help Never Came

High in the mountains, the adventurers find the body of a Dwarven messenger. A hundred years ago he set out from a nearby stronghold carrying the news of an Orc attack and an appeal for help.

Abbreviations

A	Number of attacks (melee)
AP	Armour Points
BS	Ballistic Skill
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
GC	Gold Crown
GM	Gamesmaster
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>
RoiL	<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

HOW TO USE THIS BOOK



He never got through, but his message points to a landmark nearby, and hints at a magical artefact of great power. The stronghold, although derelict, is not uninhabited, and further clues set the adventurers on the trail of the raiders.

The Reavers' Trail

The course of the ancient raid leads the adventurers across the wild highlands of the Vaults. They must brave monsters and hostile terrain, but may gain help from unlikely sources.

The Lone Tower

In the ruined stronghold of a long-dead robber baron, the adventurers come across further evidence of the Orc raiders. They also make other, less welcome discoveries.

The Twisted Lands

The trail leads through an area which has been heavily influenced by Chaos in the recent past. Naturally dangerous country becomes downright lethal, and the adventurers must fight for their very lives. Their hope and consolation rests in the knowledge that their quarry came this way and apparently survived.

The Watchers on the Hill

The trail ends at an ancient Druidical site, a place of power long since bent to the service of evil. The adventurers must face terrifying guardians, deadly magical traps and the trapped shade of a long-dead Orc war chief to win through to their goal.

In order to use **Fire in the Mountains**, 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.

Fire in the Mountains is for characters in their second or third careers. Players can generate characters of their own using the **WFRP** rulebook, or they can use any or all of the pregenerated adventurers 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!

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 adventurers to fit them into place in the country around the Yetzin Valley, where the action begins.

Fire in the Mountains was designed for player characters with some adventuring experience. However, it can be used with beginning characters – or with more experienced characters, provided that you bear the following points in mind:

The kind of opposition which this adventure presents will be too much for beginning characters. Be guided by the strength of your party, but as a rule of thumb, halve the numbers of monsters in most encounters, and replace some monsters with less powerful alternatives. Be careful with traps, too – don't let any trap cause more damage than half the **W** score of the weakest character.

If you are using characters with four or more careers in this adventure, you should scale up the strength of the opposition accordingly, or keep the size of the party low. If the party has completed more than 16 careers between them, then it's a good idea to beef up the monsters.

Beginning the Adventure

The pregenerated adventurers provided with this adventure have backgrounds which account for their being together in the area of the Vaults when the adventure starts. You can have them meet up on the road as they head for the pass at Winter's Teeth, or in an inn at the mouth of the pass. You can use similar backgrounds for newly-generated characters, or work out something suitable in consultation with the players.

The Enemy Within Campaign

If you want to use **Fire in the Mountains** in conjunction with the *Enemy Within* campaign, you should play **Fire in the Mountains** first – or at any rate, 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 may also be nobles and have even worse problems to worry about!

A good point to use **Fire in the Mountains** 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. It's then that they stumble across the body of the long-dead Dwarven messenger.

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 body 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 **Fire in the Mountains**, provided that they are reasonably well-advanced in their second 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 toughen the characters up a little as they go.

Return of the Lichemaster

Fire in the Mountains can be used after **Return of the Lichemaster**, provided you are prepared to toughen up the party or downgrade the monsters. You could even use the major NPCs from **Return of the Lichemaster** as adventurers in this adventure. You might allow the adventurers to spend a few weeks in the Frugelhorn valley, taking advantage of the training opportunities offered by the monks and the other major NPCs; ideally, each character should be able to make a career change and get partway through the new skills and advances.

Then, Jean-Louis Dintrans might receive a message (divine or otherwise) about an area of wild country in the south of the Vaults which has fallen under the influence of Chaos. The adventurers are elected to go and investigate (if they are hesitant, Jean-Louis will quite cheerfully exert moral pressure on followers of Taal), and head up the river



Fire in the Mountains

wise as you wish; if you are using the pregenerated adventurers from **Return of the Lichemaster**, then Fiarel and Sikariel will be able to smooth over any problems the adventurers might encounter when passing through the Elf-lands of the Loren Forest.

A Note on Language

Some of the key handouts in this adventure are written in Orrakh, the language of the Orcs. Before the adventure starts, you should make sure that the adventurers include at least one character who is able to read this language. One of the pre-generated player characters has a magical item which allows him to do this, and if you are not using the pregenerated characters you might like to arrange for the adventurers to obtain a similar item at some time. Alternatively, one or more adventurers might have *Speak Additional Language* – Orrakh coupled with *Read/Write* skill, or a character with *Linguistics* and *Read/Write* skills will be able to understand the written language on a successful **Int** test (with a +20 modifier for *Linguistics* skill).

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; 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 depends the existence of matter and physical law as mortals know it.

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 balance 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.

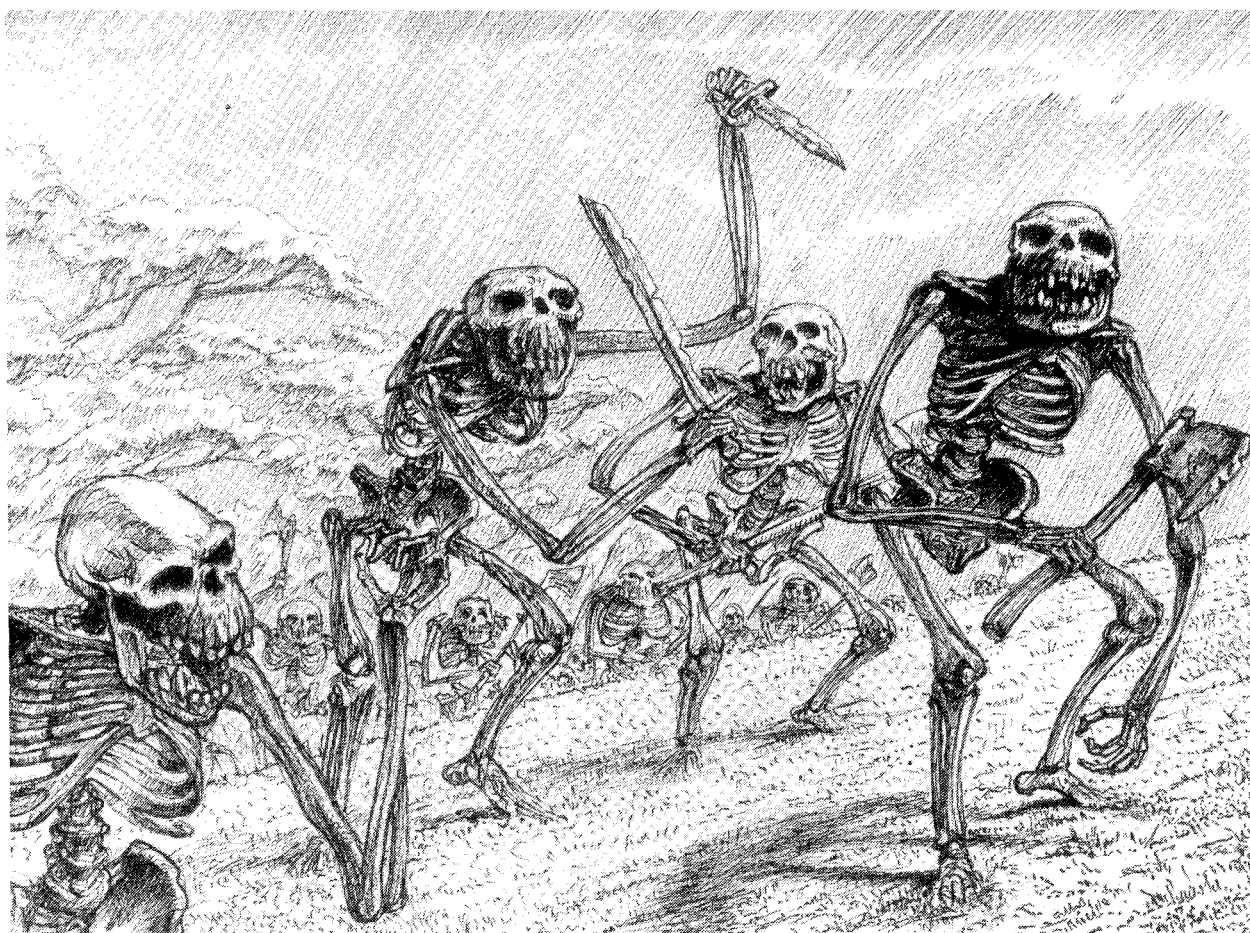
It was not long before the Dwarfs realised the destructive potential of their creations, and it was decided to widely separate them to prevent any one person gaining too much power. The Crystal of Fire was sent northward into the Worlds Edge Mountains. The Crystal of Earth was hidden in a Dwarven shrine 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. The Hegemony, however, came to value profits from trade more highly than the spoils of war, and the Bloodaxe Alliance became surplus to requirements. Like many unwanted armies, they turned to raiding and banditry, and ultimately they were ejected 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.

These warbands were formed by a ritual gathering of the clans and were led by mighty warrior-shamans. Their normal route took them along the northern bank of the Blood River to the shores of the Black Gulf, and then swung north into the



Black Mountains to raid border settlements before looping back east to the Dark Lands.

Just over a century ago (when once again the leading priests assembled to read the omens in the offal of ritually sacrificed enemies), it was decided to make a marked deviation from the normal raiding route. The whole strength of the Bloodaxe Alliance marched almost directly west, fighting their way 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. 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 Goblinoids established a permanent base in the Vaults, from which raiding and scouting parties were constantly despatched.

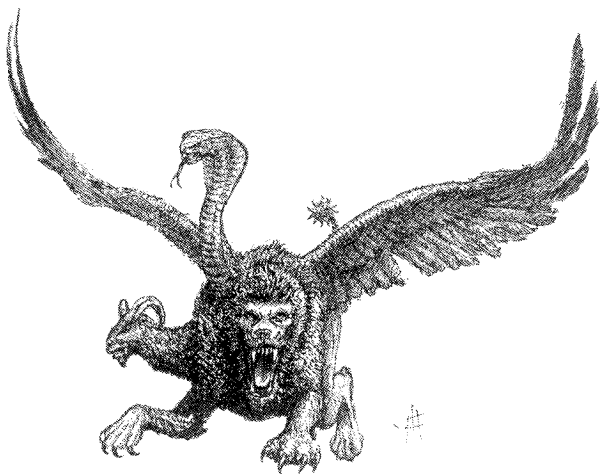
Among the warrior-priests of the Bloodaxe Alliance was a young Orc named Torgoch. Torgoch was skilled in the use of battle magic, and – for an Orc – he had an unusually subtle grasp of tactics. He was a successful leader, and very popular with his troops; so, although he always appeared loyal to his superiors, they came to regard him as a threat. He was given increasingly dangerous and difficult missions, but far from getting conveniently killed, he always returned, covered with fresh glories. The followers of other chiefs began to speak admiringly of him – some even deserted to

join him. It was clear that something would have to be done.

Fearing that Torgoch would eventually eclipse them and seize their power, the head priests finally came up with a scheme to get him out of the way once and for all. While he was away on yet another impossible mission, they stage-managed an oracle from their dark gods, instructing the Bloodaxe Alliance to return to the Dark Lands and gather fresh strength. When the time was right, they would be given a sign which would lead them to Black Fire Pass, and then neither Dwarf, Elf or Human would be able to resist their holy war. In the meantime, the greatest of their warriors – Torgoch, as everyone agreed – must be left behind to hold the base in the Yetzin Valley.

When Torgoch returned, he was presented with this *fait accompli*. He realised that the oracle was false, but could not refuse it for fear of losing the loyalty of his troops – and the Orcish penalties for heresy are not gentle. Torgoch sat and brooded in the Yetzin Valley as the Bloodaxe Alliance abandoned him and set off eastward. About a month later, they were completely annihilated at the Battle of Edsel Ford as they crossed the Black River. Perhaps it was a punishment for the scheming priests who had used their deities' names in vain.

Left alone with his supporters, Torgoch set about turning the Yetzin Valley into the core of a kingdom. He swept through the last surviving Dwarf



outposts in and around the valley. Within a month, nothing walked in the Yetzin Valley that was not green.

It was during the sack of a small dwarven complex at the northern end of the valley that vast changes were set in motion. Torgoch carried with him an oddly-shaped red gem which he had looted earlier in his career. Having captured certain documents from a fleeing Dwarf loremaster, Torgoch discovered that this stone was nothing less than the Crystal of Fire, and artefact with magical powers beyond his wildest dreams. He studied both gem and documents feverishly, hatching plans of a triumphant return to the Dark Lands and the humbling of the priests who had abandoned him here. Weeks and months passed as he sat closeted with his treasure, and ignored the welfare of his troops – the worst mistake a military leader can ever make.

Little by little, his forces melted away as disaffected followers deserted and tried to make their way back to the Dark Lands. None survived, but Torgoch's forces were so weakened that the trek back of the Dark Lands became impossible. Effectively trapped in his main base, Torgoch brooded and fretted and dreamed of revenge. His obsession with the magical gem had crossed the line into madness, and his last, lunatic attempt to use the artefact against his enemies ended in a disaster of immense proportions.

The last of the Bloodaxe Alliance died that day, and the Crystal of Fire has lain with Torgoch's body for over a century.

GM'S PLOT SUMMARY

The plot of this adventure concerns the adventurers' quest for the Crystal of Fire. They must retrace Torgoch's last journey with the remnants

of his warband, picking up hints and clues in a variety of locations and overcoming many obstacles before they will set eyes on the fabled gem. And finding the gem is not the same as gaining possession of it, for its last owner has by no means relinquished his grasp on this prize!

The events in this adventure are as follows:

While travelling in the upper reaches of the Yetzin Valley, the adventurers stumble across the long-dead body of a Dwarfven messenger. The message that he was carrying, however, has survived and it mentions a magical artefact of great power, and points to a nearby waterfall and an ancient tunnel-complex behind it. The adventurers explore this complex.

Although it was abandoned by the Dwarfs over a century ago and most of it lies in ruins, it is not uninhabited. A group of Beastmen has taken up residence in part of the complex, and the adventurers also face traps and other hazards as they explore. They do not find the fabled artefact in the complex, but uncover evidence of the fall of the complex and the story of Torgoch, as well as partial information about the Crystals of Power. Various clues set them on Torgoch's trail.

Following the river Yetzin southward in Torgoch's footsteps, the adventurers will pass through wild country, where they can encounter a group of Gypsies, a travelling trader, a hermit, a band of Elves, and various monsters and other hazards. Some encounters – if properly handled – will help them in their quest, while others are a simple fight for survival.

At last, the adventurers pass a lone tower, and will be prompted to investigate it. It is currently inhabited by a pair of bears – who have cubs and are very wary of intruders. The upper part of the tower has been taken over by a group of rooks, which will noisily oppose any intrusion into their realm. The adventurers must retrieve a gem-encrusted scroll-case containing an important clue from among the rooks' collection of shiny 'treasures'.

As they press on southwards towards the Orcs' main base, the adventurers encounter an area which has come under the influence of Chaos – a side-effect of the violent collapse of Torgoch's plans for power. In a small cavern complex which is now home to a pair of Minotaurs, traces of Orc occupation include further clues, allowing the adventurers to locate the derelict Druid temple which the Orcs turned into a stronghold. The stronghold is the adventurers' final destination in this adventure.

The adventurers should have assembled enough clues to enable them to gain entrance to the complex, and they must then fight their way through undead guardians and other perils to Torgoch's throne-room. There they will find the Crystal of Fire, and the stage is set for the climactic battle as Torgoch – now a kind of Liche – defends his prized possession.

HELP NEVER CAME

In this chapter, the adventurers stumble upon a century-old body while travelling through the treacherous high passes on the southern side of the Vaults. Finding an undelivered message on the body, they recognise local landmarks and discover a ruined – but not untenanted – Dwarven complex, destroyed by the Orcs a hundred years ago.

THE FLIGHT OF HADRIN

Before starting this phase of the adventure, it is necessary to sketch in some further details about the recent history of the Yetzin valley: in particular, the stories of the Crystals of Air and Fire, and the flight of the Loremaster Hadrin from the advancing Orcs.

The Crystals Come to Yetzin

During his campaign of conquest in the Yetzin valley, Torgoch discovered and hastily ransacked a Dwarven shrine, 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 became. Torgoch could not discover the meaning of this phenomenon – puzzled, he left to continue his campaign of terror.

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 shrine beneath the mountains. More will be told of this in **Blood in Darkness**, the second part of the *Doomstones Campaign*.

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 then 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.

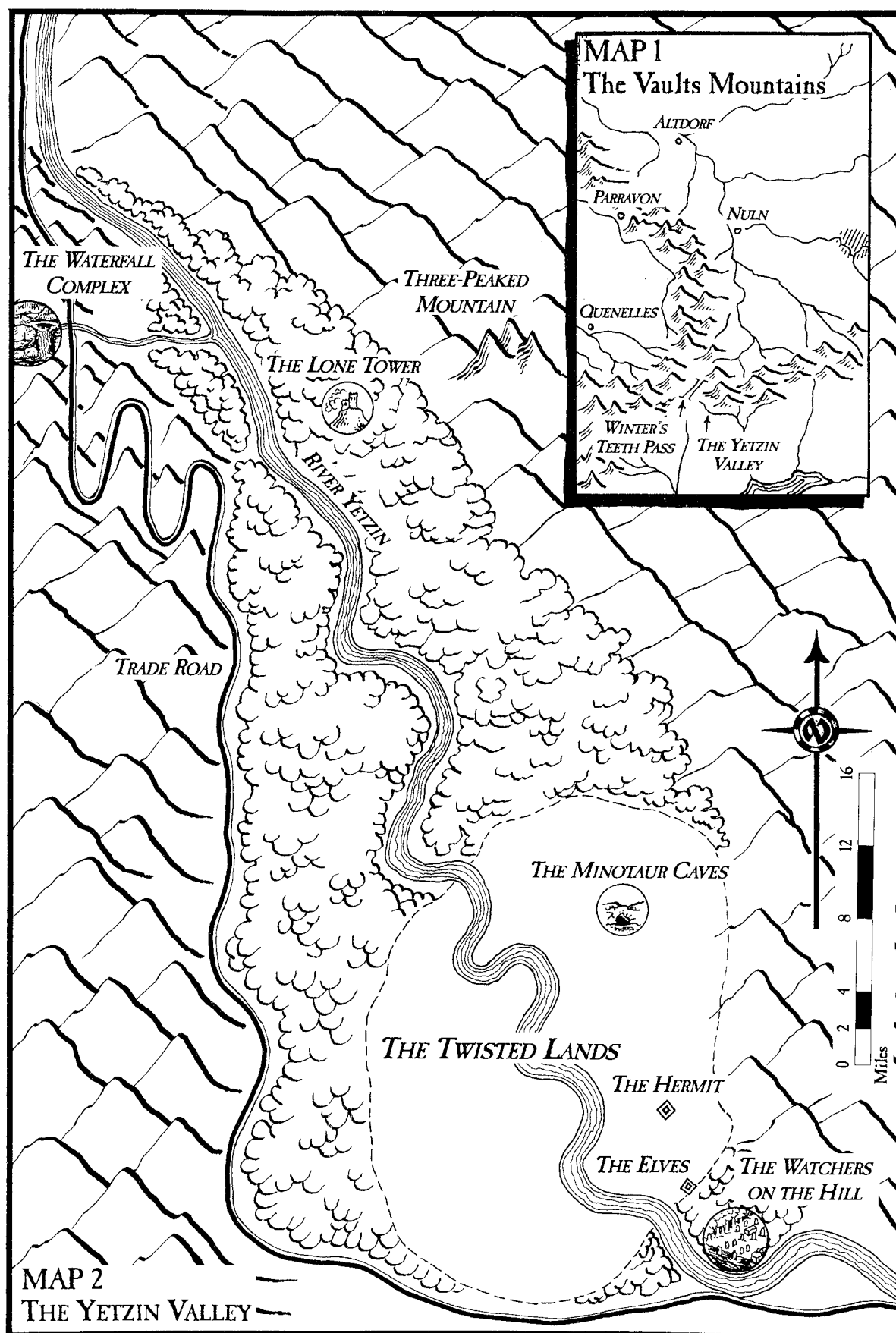
The bandit chief was no wizard, and did not see the true nature of the oddly-shaped blue stone which he took from an Elven body. He kept it as a curiosity for a few years, and in that time – a century or so before the coming of Torgoch – he carved himself a domain in the Yetzin valley, and prospered for a while. In the end, 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. 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, nor that he had not learned to use the stone. And 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 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. More will be seen of Yazeran's travels in **Death Rock**, the third part of the *Doomstones Campaign*.

The Fall of Yetzin

Soon afterward, despairing of the foolhardy courage of the dwarven leaders, Hadrin left Yetzin with a small group of followers. Mere hours after his departure, the Orcs breached one of the entrances to the Halls of the Kings. The dwarven leaders were thrown into panic. Without Hadrin's wisdom, they had only the poorly-understood power of one Crystal with which to defend themselves. For the first time they began to realise the wisdom of Hadrin's warnings.



Realising that all was lost, they ordered that the Crystal of Earth should be destroyed to keep it out of Orcish hands. But *could* it be destroyed? And if so, how? Time was running short, and the priests at the shrine of Kadal-Helgad used the Crystal to summon a very powerful elemental. They hoped that this entity could both protect the Crystal's resting-place, and destroy or remove it if the shrine fell. There it remains to this day, although Torgoch came close to finding it.

The Death of Hadrin

Fleeing from Yetzin, Hadrin's band ran into a strong Orc scouting party. They took refuge in a small tunnel-complex behind a waterfall and Hadrin was gravely wounded. The Loremaster believed that the Orcs had captured the Crystal of Earth, and were hunting him down in search of the Crystal of Air. No-one but he and Yazeran knew it had been sent away earlier.

Hadrin ordered his followers to hold out as long as they could. He sent his son Gnarok out by a hidden exit, to find the Yazeran and the Human allies he was said to have gained. Then, Hadrin had himself carried to a secret workshop deep in the complex.

As the Orcs were storming the complex, Hadrin expended the last of his fading powers to construct the Great Ward, sealing the workshop with a barrier of magical force. This was a blind. He hoped that the Orcs would find the magical barrier, and believe that the Crystal lay behind it. As they wasted time trying to break through, Gnarok might raise the alarm and help might be sent to Yetzin.

The complex fell, and the Dwarfs were wiped out. Torgoch duly encountered the Great Ward. Despite Hadrin's fears, he knew nothing of the Crystals of Power; he reasoned, however, that such a magical barrier must guard something precious. He hurled himself against it, and was hurled back. Again and again he tried, but each time the force which repelled him became stronger.

Frustrated, Torgoch turned his attention to some of Hadrin's books that had been found among the bodies. Perhaps here he might find some means to break the barrier. He found nothing about the Great Ward, but read with mounting amazement about four Crystals of Power. The description of the Crystal of Fire fitted exactly the strange red gem he had carried for several years, and – ironically – it was through Hadrin's books that the Orc chief learned to use his Crystal.

With his new-found power, Torgoch began to think of revenge. He could return to the Dark Lands, challenge the priests who had abandoned him, and seize their power. With the Crystal of Fire, he could establish an empire to rival the Hobgoblin Hegemony itself. He set out immediately, leaving a small force to hold the waterfall complex until his return. Without their commander, though, they

soon abandoned the place, fearing that the Dwarfs might come back in force. But the alarm had never been raised. Gnarok had been killed – not by Orcs, but by the treacherous footing along the high passes.

Since then, the complex has lain in ruins, until it was rediscovered by a group of Beastmen, who have made their lair in the more accessible parts of it.

THE LOST MESSENGER

The adventure starts with the adventurers picking their way across the Winter's Teeth pass. They all have their own reasons for heading south to the Border Princes; these have been provided in the background notes on the pregenerated characters supplied with this adventure. If you are using other characters, the notes on *Starting the Adventure* in the introductory section should be helpful.

Winter's Teeth is one of the highest passes across the Vaults, and also one of the most treacherous. The road – little more than a pitted and crumbling track – winds along the flank of a mountain, with almost constant rockfalls on one side and a five-hundred foot drop on the other. And to make matters worse, a strong wind has picked up.

Yazeran:

*We are four-and-twenty brave warriors
entrapped in the caves of the waterfall.*

*The Orc hordes surround us. Their number is
many. We sense the presence of a mighty
Artefact, perhaps the one I told you of.*

*If you have reached safety with your own
charge, and made allies among the Humans as
we have heard, please send us aid. The thing
they have must not remain with them, nor
must our own secrets fall into their foul
hands.*

Ketiger

for Hadrin



Finding the Body

This is where the adventurers find the body of Gnarok the Dwarven messenger, which still lies where he fell, amid jagged rocks some fifty feet below the road. You can handle this in one of two ways, depending on how cruel you're feeling.

If the players have been expressing an active interest in their characters' surroundings, then you might give each of them an **I** test in order to spot the body from the road.

If you feel like opening with a little more drama, then have the edge of the road crumble away under the last horse. Make an **I** test for the horse (30 under most circumstances), adding +10 if the rider has *Ride Horse* skill – success indicates that the horse has managed to make it to better footing, as a large chunk of the road falls down the cliff to the valley floor below. If the horse fails its **I** test, then its rider has an **I** test (*Acrobatics* skill +10, *Ride Horse* skill +10) to throw himself off to safety.

While this should give the players a good, healthy scare, it shouldn't do too much actual damage. There will be time enough for that later. The worst that should happen to horse and/or rider is that they end up wrapped round the trunk of a tree which grows out of the mountainside about forty feet below the road, shaken but not seriously hurt. Of course, getting back to the road may require a little ingenuity...

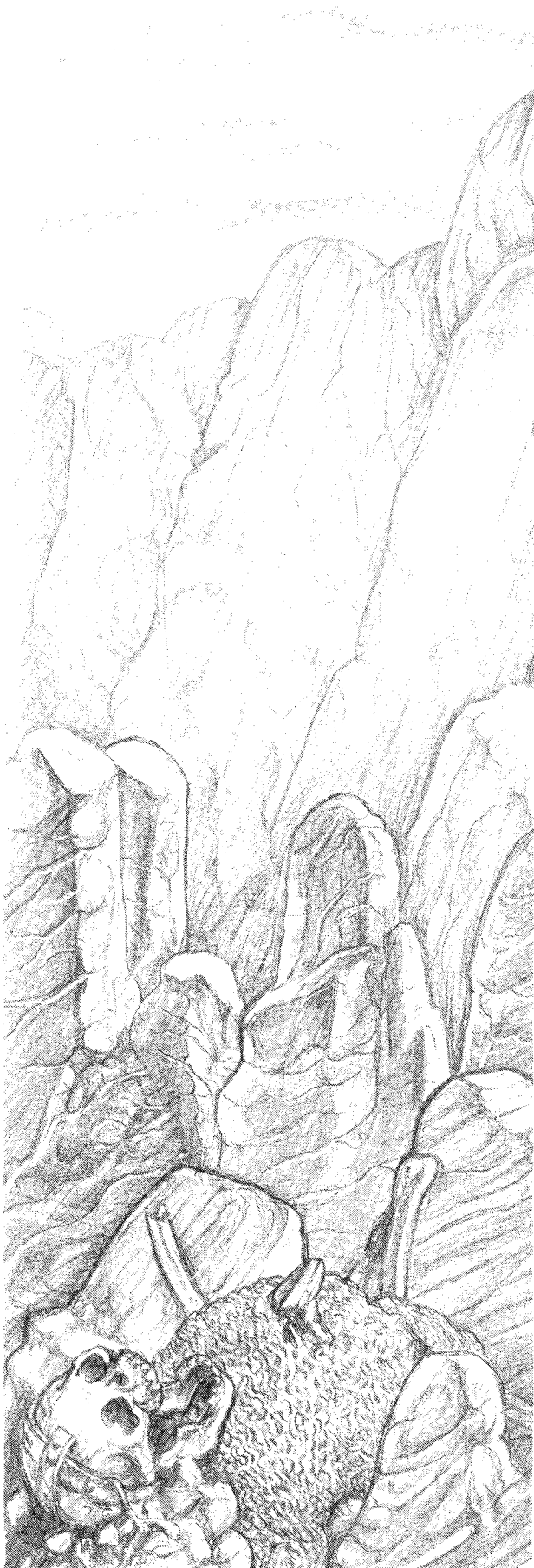
Whatever the result of this little incident, one or more of the adventurers should spot the body, jammed in some jagged rocks fifty feet or so below the road. Curiosity should prompt them to investigate without any further encouragement, but if curiosity fails, have them spot a gleam among the rocks near the body. An appeal to adventurers' greed seldom goes unanswered.

Investigating the Body

The adventurers should have no trouble reaching it if they use ropes and are reasonably careful.

If anyone attempts to climb down without ropes and fails their roll, they will slide D6 yards onto the rocks; treat this as a normal fall, as the sharp rocks will counteract any reduction in damage that occurs due to the fact that they are sliding rather than falling.

The body appears to be that of a Dwarf dressed in chainmail. It is obviously very old – the chainmail is badly corroded and all leather parts have rotted completely away. All that is left of the actual body is an extremely battered skeleton. A large splinter of rock protrudes right through the ribcage. Wedged in a rocky cleft about a foot below the figure is a cracked ivory scroll case, set with small semi-precious stones. If sold, it might fetch 10 GCs. There is nothing of interest or value on the body itself.



The scroll case contains *Handout 1*. It is old and damp, and in very poor condition, but still readable.

Finding the Waterfall

The adventurers should have little trouble following the map to the waterfall. The road marked is the one they are on, and below them they can see the fork of the river, with the three-peaked mountain across the valley. By continuing along the road, they should come to a point where they can trace the tributary stream to its source.

About three miles south of where the adventurers found the body, the road crosses an almost-vertical mountain stream over a rickety wooden bridge. A hundred feet or so up the mountainside, the adventurers can see a waterfall, and below them the stream rushes down to the valley, joining the river Yetzin on the valley floor. The players should realise that this is the waterfall mentioned in *Handout 1* – if not, a few **Int** tests might be in order.

Reaching the waterfall may look difficult from the road, but the mountainside is dotted with trees at this point, and is fairly easily climbed. Horses can make the climb if the rider dismounts and leads the horse by the reins. If anyone insists on riding his horse up the steep surface, have him make a *Risk* test (at -10 unless the character has *Ride Horse* skill) or be thrown for a 2-yard fall.

After a climb of about sixty feet, the adventurers reach a ledge some twenty feet wide, where the waterfall pours into a small basin with grassy banks on either side. The waterfall is fed by an underground stream, and pours from an opening in the rock about forty feet above the level of the ledge.

THE WATERFALL COMPLEX

Map 3 shows the layout of the tunnel complex behind the waterfall. Note that some areas are under water.

The basis of the complex is a set of tunnels carved out of the rock by the subterranean river which feeds the waterfall. The river has changes course over thousands of years, and some of the tunnels and caves are now completely dry. This natural cavern complex was extended by the Dwarfs, who used it as an outpost overlooking this part of the Yetzin Valley.

The Beastmen

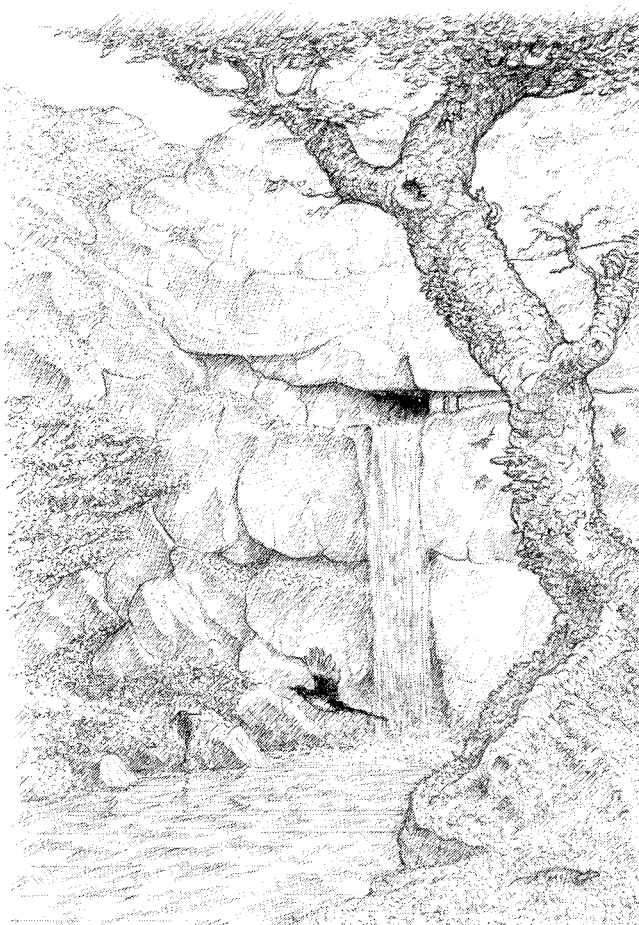
Most of the complex is exactly as the Orcs left it a hundred years ago, except for areas 12-16, which

have been taken over by a group of Beastmen. Because the area occupied by the Beastmen is relatively isolated, you might decide to go easy on a weak party by making the Beastmen retiring and defensive: the Beastmen will not leave their own territory, even to pursue the adventurers, and will fight only in its defence.

Conversely, if you have a particularly tough party of adventurers, then you might make the Beastmen more aggressive and enterprising; the layout of the complex is well suited to ambushes and pincer movements.

If, for example, the Beastmen have a lookout at the arrow-slit in area 4 and move quickly to defend the entrance, the adventurers could have a very hard fight even to get into the complex. Unless the adventurers are overwhelmingly superior, you should let them get at least to area 3 before the Beastmen react.

The Beastmen found the empty complex about 12 years ago and have set up a permanent camp here. They very rarely wander beyond areas 12-16, except for occasional foraging trips to the wooded mountain slopes. They have explored the western guardrooms (4-7) and the upper caves (17-22) but found little here to interest them. They do not know of the secret door from 7 to 14, and could not penetrate the warding spell protecting area 22. They lost interest in exploring the eastern guardrooms (8-11) after a couple of their number were killed.



MAP KEY

1. Entrance

The adventurers have to make a forty-foot climb from the broad ledge below the waterfall to the entrance of the tunnel complex. Beside the waterfall is a narrower ledge, just wide enough to stand on. There was originally a rope ladder hanging from here the ground below. This was removed by the Orcs when they left, but the two spikes to which it was secured are still in place.

The rock face below the ledge is rough, and has reasonable hand and footholds, but owing to the spray from the waterfall the rock is very slippery. Characters attempting to climb to the ledge without the benefit of ropes, grapples or *Scale Sheer Surface* skill must make two **I** tests – the results are as follows:

Test Results	Effect
Both tests successful	reach ledge safely
First test failed	fall D6 yards
Second test failed	fall D6+3 yards

A falling character has a 50% chance (*Acrobatics* +10, *Luck* +10) of falling into the pool at the base of the waterfall rather than onto the hard, unforgiving ground. A character who falls into the water suffers no damage from the fall; the water is 5 feet deep in most places, and shallows sharply toward

the bank.

Once one character has reached the ledge, he may secure a rope to the spikes for the others to follow. The spikes are still strong, and characters climbing with the aid of a rope run no risk of falling.

Once on the ledge, characters are permitted an **I** test (*Spot Trap* +10) to notice the concealed arrow-slit in area 4.

From the ledge it is possible to jump into the water and wade through area 2.

2. Flooded Passageway

This passage is largely natural, worn by the subterranean river which feeds the waterfall, but on a successful **I** test (*Dwarf* +10, *Mining* +10, *Engineer* +10, cumulative) it will be noticed that the passage has been widened and the roof raised in places.

Near the entrance, the bottom foot or so of a raised portcullis protrudes from the roof. It is firmly rusted in place, and cannot be shifted. Any attempt to force it down will require a **S** test – on a successful test the character has broken off a small piece of the grating, D6+6 inches long.

The water is about 4ft deep in the passage, with 4ft of air space above water level. A successful **S** test is required to negotiate the strong current. On





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a failed test, the character is swept off his feet, and unless he is caught by his comrades (each character within reach is allowed an **I** test) he will be swept over the waterfall into the pool below, losing 1 **W** point unless a successful **I** test is made to grab the portcullis. As with the climb to the ledge, if one character goes ahead and rigs up a rope, the others may get through without risk.

3. Winch Room

This area has obviously been carved out from a natural cave behind the waterfall. The current is still swift, but is not as strong as in area 2, and the adventurers can keep their footing without difficulty.

The roof is about 10ft above water level, and a charred wooden bridge runs along the west wall just above the water. There is an archway at each end of the bridge, and on the bridge are a pair of winches. A chain runs up to a hole in the roof from the winch at the north end of the bridge; from the other winch, a chain runs over the bridge and into the water. Under the bridge, if anyone looks, is the entrance to area 12. This can only be found by searching under the bridge or by bringing the bridge down.

If four or more characters stand on the weakened bridge at the same time the central 5ft section collapses, throwing anyone on this section into the water (anyone anywhere else on the bridge must make an **I** test to avoid the same fate). This will also reveal the end of the passage to area 12.

The north winch originally raised and lowered the portcullis in area 2. It is now firmly stuck. If a total *Strength* of more than 10 is applied to the winch it will begin to grind round, accompanied by the groaning of tortured metal. The chain will become taut, and finally snap. The portcullis will stay in position.

The chain from the south winch may be pulled up from the water without difficulty. There is about 20ft of chain, with nothing on the end. It was once attached to a raft, which was used as a means of entering the complex. Visitors were identified through the arrow-slit in area 4, and the raft was winched out as far as the ledge by the waterfall. The passenger boarded, and it was winched back in to the bridge. When the Orcs attacked the complex the Dwarfs destroyed the rope ladder and the raft, dropped the portcullis and set fire to the bridge. However, the damp timbers did not burn well and the fire went out. The Orcs were able to wade through area 2, raise the portcullis by hand and storm the area, winching it up fully when the bridge was taken.

4. Passageway

The arrow-slit at the northern end of this passage overlooks the waterfall area, giving a good view of the ledge and everyone on it. Daylight filters



through from the arrow-slit, lighting the passage dimly. There is nothing of interest or value here.

5. Guardroom

There is a lot of smashed, rotten wooden furniture scattered around the room – including the remains of the door. Sooty deposits decorate the ceiling above rough metal brackets in the centre of each wall. The brackets on the south and west walls are twisted into grotesque shapes. Scrawlings and daubings cover most of the walls, varying from simple, crude drawings to sophisticated runic letterings.

This room has served as the main guardroom during the various occupations of the complex. Further investigation of the wreckage will reveal that there were once a large number of rough bunk beds in this room.

Most of the scrawlings are of Orcish origin (particularly the drawings – few of the Orcs being literate). Academics or other characters who have had dealings with Orcs or other Goblinoids may attempt an **Int** test (not necessary if a character has *Read/Write* skill in Orrakh or Gházakh) to interpret the graffiti. They are mostly about fighting, beer and interesting things do to with Dwarfs. Some of the wittier scribbles concern the alleged personal habits of other occupants of the guardroom. There are also some dwarven messages –

mainly prayers to the gods for aid against the Orcs, and entreaties that reinforcements might arrive soon.

6. Latrine

This room is a rough cave, although the floor has clearly been levelled. The room is dimly lit by means of some rough cracks high in the east wall. There are some large broken earthenware pots along the west wall. In the north-east corner a small wooden structure covers a hole in the floor. There are more scrawlings on the walls, similar to those in the previous room.

The wooden structure is a simple lavatory, the hole sloping down and to the north and discharging through the rock face. The pots are the remains of basins used for washing – they were broken by the Orcs, who did not understand their use. The scrawlings are similar to those in area 5, but are generally of a more abusive nature.

7. Officers' Quarters

The door to area 5 hangs open on one hinge. This room contains some broken wooden furniture. There is a torch bracket in the middle of the south wall. There are some scrawlings on all the walls.

The furniture is in better condition than that in area 5, and is recognisable as a pair of bunk beds, a rough table with two chairs and a large chest. The scrawlings (all Orcish) are in better taste than those elsewhere – many deal with military orders and battle plans.

The chest is unlocked and empty, save for a single small (1¼ inches across) spider that has made its home there. The staves of the lid are shattered in places, showing that it was forced open. Between the chest and the wall are *Handouts* 2 and 3; Torgoch dropped them here and lost them.

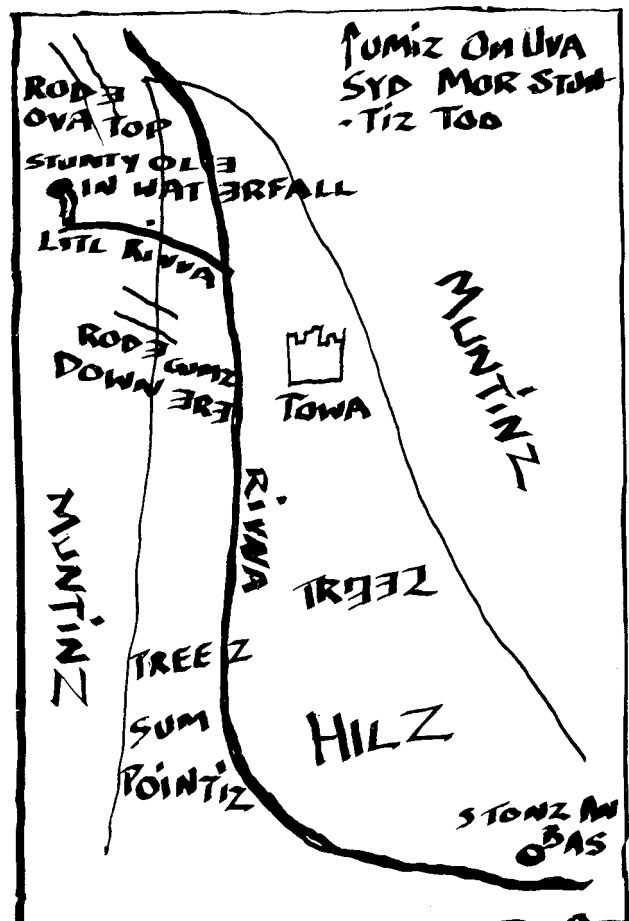
The secret door in the south-west corner is very carefully hidden, and non-Dwarfs suffer a -10 penalty to detect it.

8. Passageway

Shortly past the top of the stairs is a rough pile of rocks, about 2-3ft high; on the top is an ivory-coloured, misshapen Human skull. Its eye-sockets are facing directly towards the stairs.

While the adventurers may feel nervous about this little construction, it is in fact totally harmless. On closer examination, the skull will be found to be genuine, with two small horns growing from the forehead; it belonged to one of the smaller Beastmen, who was killed by the trapped door to room 9. The Beastman leader had it placed here as a warning to the others to stay out of this area. If you are allowing the Beastmen to move about the complex rather than staying in areas 12-16, then

THEM DWARVES CUMIN BAK.
KAN FEEL IT IN ME WATER,
THEYZ NOT GETTI ME STON
THO. STUNTYS BOOKS BIN D-
ED USFUL BUT THEYZ MORE
LARN AN ITZ GUNNA TAK TIM,
STIL KANT GET FRU MAGIK DOR
BUT KANT ANQ BOUT KUS
DWARVES CUMIN BAK.
AV TE PUL BAK OUT THE
MOUNTINZ. WUNS I GET
THE ANQ OV THE STON WE
GO OM AN THEN IL SHO THEM
ZOKKIN PREESTS WOT LEFT
UZ ARE TORGOCH
WARBOZZ OV BUDAX
AJIUNS



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the lesser Beastmen must make a successful **C1** test to go past the skull-topped cairn, no matter which direction they are coming from.

After turning the corner, the passage continues up to a wooden door. There is a headless, goat-hoofed skeleton sprawled on the floor in front of the door, and there are scorch marks on the floor and walls of the passage here.

The skeleton is that of the lesser Beastman killed by a magical trap on the door to room 9. This trap is no longer operational. The door is still bolted from the other side, though – **T 4, D 12**.

9. Mess Hall

This large room contains the rotting wreckage of a large amount of wooden furniture. There are four metal brackets along each of the north and south walls, and two on each of the east and west walls. Soot-marks on the ceiling at these points suggest that the brackets once held torches. There is an archway in the middle of the west wall.

Among the wreckage are the remains of some large trestle tables and benches. If the adventurers search amongst the clutter they will also find various eating implements – bent copper spoons, simple wooden bowls and so on, and a variety of fish bones. There is nothing of value.

Underneath one of the tables is *Handout 4*.

TORGUCH ZOG OF ZONUTRAY
WIV LODZA THE BOYS, LEF ME
AN NOT MENY UVERZ ERE.
SELE CUM BAK BUT I DON
BLIV IM. STUNTY BUKZ DON IZ
ED IN. THEM AN THAT ZOGIN AK
OF JZ. BOYZ ERE INT APY
STUNTYZ GUD CUM BAK ENY
TIM. THEM PREEST SORT
TORGUCH OUT WENE GET OM.
OR E CUD GET WILD ON WAY
WOTEVER APNZ JZ VED
AN WEE STUK ERE TIL
STUNTYZ CUM AN RIP IZ.
NOT FAIR, TMORO WE ZOG OF
TU AND TRY GET OM. ZOG TORGUCH
YATAGAN WOT TORGUCH TRATR LEF
TE PY

10. Kitchen

This room is in an even worse state than area 9. A large wooden surface against the north wall bears many deep scores and various dark stains. The floor is covered with broken earthenware and ashes and the rusted, broken remains of many small tools – a successful **Int** test (**Cook +20**) will identify them as being kitchen utensils.

There is a 2ft square opening about 3ft off the ground in the centre of the east wall. It is about 3ft deep from front to back, and has a natural chimney in its roof. There is some dust and ash on the floor of it, but nothing of value. This structure was once an oven.

11. Armoury

The east door to this room is trapped – a length of rope is fixed to the inside of the door, and runs to a post supporting a heavy log slung on ropes from the roof. When this door is opened the post is pulled away and the log swings down and through the door frame – the character opening the door must make an **I** test (**Dodge Blow +10, Spot Trap +10**) or take a **S 6** hit to the body. The trap may be spotted on a successful **I** test (**Spot Trap +10**) if the door is examined carefully, but it cannot be disarmed from outside the room. With a bit of ingenuity, though, the adventurers may work out some way of opening the door without standing directly in front of it.

Apart from the apparatus of the trap, left by the Orcs when they vacated the complex, the room is almost completely empty. Only a few wrecked and mouldering weapon racks along the walls testify that it was once an armoury. These racks can be identified on a successful **Int** test, with a cumulative +10 bonus for each Warrior career that the character has entered (not necessarily completed).

Entering via the secret door to 17, of course, does not set off the trap, and it can be disarmed or left in place as the adventurers wish.

There is a concealed door in the west wall, which may be found as normal (non-Dwarfs -10). It has no operating mechanism on this side, and no matter how carefully the adventurers search, they will not be able to find one. The door cannot be opened normally from area 11, then, but it can be broken down (**T 5, D 11**).

12. Flooded Cavern

The passages from here to the main entrance (area 1) and to the upper flooded cavern (area 21) are just above water level at each end but completely flooded in the middle. Adventurers must hold their breath for a round and make a successful **Risk** test to reach area 1 from here.

Coming in from area 1, a character is working against the current, which – although not danger-

ous – is still strong. There is also the problem that the Beastmen have left a net across the western entrance to this cave, to catch the blind, white cave-fish that are sometimes swept from further underground. This is obvious from area 12, but may come as a surprise to the first character who encounters it while coming in from area 1. It delays his passage until he can make a successful **S** test to break through. One attempt may be made each round until successful, and each round the character is under water he must make another *Risk* test.

Reaching area 21 from here is an altogether harder business. The character must hold his breath for 7½ rounds (1 minute, 15 seconds – have the player attempt it if you like!) and make 6 *Risk* tests in order to come through unscathed. Of course, you can't tell how long the passage is by looking at the end...

Characters with *Swim* skill add a +20 bonus to their *Risk* tests. Since the water is not deep and the passages are fairly broad, there is no penalty for encumbrance. Each failed test means that the character loses 1 **W** point per round until he can get some air. Characters reduced to zero **W** have become unconscious, and drift back with the current, no doubt impeding their comrades behind them. They will drown in a number of rounds equal to their **T** score unless they are fished out and treated by someone with *Heal Wounds* skill or a suitable spell or magic item.

This rough cavern is flooded to a depth of about 4ft, with another 4ft of air space above water. The river flows up from area 21 – forced up the passage by the fact the area 21 is higher than this chamber – and out to area 1 and the waterfall. In addition to the two flooded exits, there is a large (4ft diameter) hole just above water in the west wall of the cavern.

13. Beastman Quarters

One of the lesser Beastmen is always on guard in the dry part of the passage to area 12, but he is normally asleep, since nothing untoward has ever appeared in here. He has a 10% chance of waking each round (+10 for each character without *Silent Move Urban* who enters the chamber), unless the adventurers are not trying to be stealthy; in this case, he will wake at the first noise, and he can only shout an alarm in that round.

The floor and walls of the main natural are gaudily decorated with a number of strange designs in bright colours. At least one of the pigments seems to be blood.

This is the quarters of the ten lesser Beastmen, and there will generally be four of them asleep in here at any time. When the alarm is given – or at any loud noise coming from one of the passages to 12 or 15 – they will glance down the passage. If they see attackers, three will prepare to hold the end of the passage (strengthened by the guard(s)

who raised the alarm) while the fourth runs to area 14 for help.

14. Temple

This large room is decorated with more coloured designs, prominent among which is the silhouette of a narrow, horned skull. A similar-looking skull, carefully moulded out of clay, lies in the centre of the chamber. This is a temple of sorts, and is currently occupied by the five greater Beastmen, who are talking to two of their lesser brethren. As soon as any kind of alarm is given, two of the greater Beastmen exchange rapid, grunting instructions. What they do depends on the direction from which the adventurers are approaching.

If the attack comes from areas 12-13 or 15-13, one leads the lesser Beastmen into area 13, and organises a holding action in the neck of the passage. Meanwhile the other leads the remaining greater Beastmen via 7, 5 and 3 to 12, arriving 3 rounds later to attack the adventurers in the rear. If things look desperate, the Beastmen will try to fall back to the temple, where they will fight to the death if necessary.

If the attack comes from area 7, the Beastmen will call on their lesser brethren from area 13, and mount an all-out defence of the temple.

If the adventurers approach the Beastmen in a non-hostile manner, you will have to play the encounter by ear. The greater Beastmen do all the talking, and the lesser Beastmen cower behind them all the time. The Beastmen are surprised and nervous about anyone finding their lair, and will do almost anything to get rid of the adventurers. If they succeed in doing this, they will leave the complex and head into the forest further down the mountain. The section headed *The Beastmen*, immediately before this map key, summarises what they know about the complex; bear in mind, though, that they may lie outrageously if they think it will do them any good. For example, they might tell the adventurers that there is a room full of gold coins and shiny things right at the back of the complex, and then run off as soon as their backs are turned – or mount a series of ambushes, depending on how aggressive you feel like making them.

Inside the skull is the group's wealth: 300 GC in coins and a large deep blue gem worth 500 GC.

The secret door to 7 is concealed from this side, and may be detected normally (non-Dwarfs -10). It is opened by pressing a loose stone at Dwarf's-eye height immediately beside the door.

15. Sloping Passage

This is a natural tunnel, sloping up from area 12 to 16, which it enters through a hole 2ft in diameter. Partway along the passage there is a fork leading to area 13.

Fire in the Mountains

One of the lesser Beastmen is supposed to be on guard at the hole in area 12, but he is sitting gnawing a fish at the junction with the passage to area 13; he is a nervous type, and likes to stay within sight of his comrades. He has a 30% chance of hearing the adventurers in area 12 (+10 per adventurer in the flooded cavern at any time), but will hear them automatically if they talk among themselves or make any other loud noises. A quick glance down the passage will confirm his fears, and he will run into area 13 to give the alarm.

16. Small Cavern

This small cavern contains a driftwood fire, the smoke passing through a hole in the roof, which leads to area 18. Two of the lesser Beastmen are in here chatting and roasting some fish.

A PC may drop through the hole from 18; this is a jump of 3 yards, and a successful **I** test is required to avoid dropping straight into the fire for a single **S** 4 hit to the legs. In this case, the two Beastmen will wriggle through the hole to area 15, and run to 13 to raise the alarm. Three greater Beastmen and five lesser Beastmen will appear to investigate 3 rounds later, and the others will be prepared in area 13.

Alternatively, there is the 2ft diameter hole to area 15. It will take a full round to wriggle through it, and any character who does so loses his action and counts as *prone* for that round. The two Beastmen cannot reach the hole to area 18, and are cornered – while they are just as frightened as any of the adventurers, they will sell their lives dearly if they must.

17. Passageway

Note that the descriptions given below assume that the characters will enter the passage via the secret door from area 11. If they enter from area 18, you will have to alter details as necessary. The secret door is easily visible from the west side, and can be opened easily.

Just around the corner of the corridor there is a pile of rocks and rubble on the floor, extending to a height of about 4ft. A gaping hole in the ceiling seems a likely origin for it – an old Dwarven trap which the Orcs had somehow avoided triggering.

If the adventurers search under the rubble, they will find the crushed body of one of the lesser Beastmen. It has been dead for at least a month, and is pleasing neither to eye nor nose. There is nothing of interest or value on the body.

Climbing over the rubble reveals that there is another, smaller, pile and just beyond, topped by a horned skull modelled in buff-coloured clay. This is a harmless warning sign, similar to that in area 8. Again, the lesser Beastmen must make a successful **Cl** test in order to go past this danger sign.

18. Cavern

This large rough cavern is apparently empty. There is a hole in the floor in the north-east end, through which smoke rises gently, disappearing through a narrow crevice in the ceiling. There is a distinct odour of cooking fish.

The hole goes through to room 16 on the lower cavern level – it is large enough to be climbed through with ease. If the party entered via the stairs and have not previously encountered the Beastmen in area 16, they may also hear their voices coming up through this hole.

19. Sloping Passageway

This natural passage slopes upwards towards the west. A side branch seems to end in a dead end, but has a smooth, water-worn hole in the ceiling, about a foot in diameter. There is a hint of a faint light coming down the narrow, winding tunnel, as if from a long way off. It is impossible to get a clear view for more than a few yards along.

This narrow tunnel actually leads to the surface, and the light coming down it is daylight. However, it is too narrow for anyone to climb through – although a character with *Contortionist* skill might try, requiring an **I** test every round (approx 1ft of travel) to avoid getting stuck!

At the western end of the passage, a faint golden light can be seen, without any apparent source. The light comes from the special spell barring access to the workroom (area 22).

20. Cavern

This rough cavern is illuminated with golden light from the warding spell cast by Hadrin over a century ago (see area 22). Rough steps have been carved into the western passage, which sloped upward steeply. The northern passage dips down abruptly for an almost-vertical drop of about 15ft – a character attempting to negotiate this without the aid of a rope or *Scale Sheer Surfaces* skill must make a successful **I** test or suffer a 3-yard fall; a further **I** test is required to avoid being pitched straight into the flooded cavern at area 21.

21. Flooded Cavern

The passage slopes down to a cavern, flooded to within 3ft of the roof. A river enters from the west and exits again to the east, and the passages through which it flows are completely flooded.

The western passage narrows abruptly to less than a foot high, and cannot be negotiated. There is a strong current flowing east, however, and any character who tries this passage will be swept into area 12 in two rounds – notes on negotiating flooded passages will be found in the description of area 12.

22. Secret Workroom

At the top of the stairs an open doorway can be seen – it is blocked by a glowing fan-shape, apparently made out of solid golden light and reaching to the top of the arch.

As the Orcs were about to take the complex, Hadrin held out his hands in a fan shape in the doorway and uttered his incantation. His thumbs were held together, and his fingers spread out like the spokes of half a wheel. When the spell sprang into place there was a nine-rayed half-wheel in the doorway, blocking it completely.

At this point, you should show the players *Hand-out 5*. This contains everything that their characters see, and gives them all the clues they need to remove the warding spell.

If the adventurers throw anything into the doorway, there will be a bright flash and the object will be thrown back toward them. Persistent attempts will lead to an escalating amount of damage to the item concerned (which may of course be part of an adventurer's anatomy): first 1 **W** point, then 2, 4, 8, and so on.

The characters can touch the symbol without coming to any harm, and will find that all the spokes apart from the topmost one (which is twice the thickness of the others) will move in slightly when pressed, springing back immediately when released.

Undoing the Ward

The best way to gain access to the room is to break Hadrin's warding spell. To do this they must press against the symbol in the same manner that Hadrin created it – with thumbs together pointing upwards, and fingers fanned out. Pressing all the spokes of the symbol simultaneously will cause the spokes to withdraw back into the centre of the symbol, which then vanishes. The ward is now broken, and it is possible to enter the room.

If you feel that the players need a clue, have all spellcasters in the party make an **Int** test. Those who succeed will realise that there is a probable connection between the symbol in the doorway and position of the hands of the skeleton just behind it.

Counter-spells

If you use the additional spells from **The Restless Dead** campaign and supplement, then *Dispel Magic* will probably be one of the first things the adventurers will try. This should get rid of any spell effect automatically, but the ward is a very powerful spell; the first casting has a 30% chance of dispelling the ward, the second has a 60% chance, the third has a 90% chance, and the fourth will dispel it automatically. Each additional magic point which the caster puts into the spell will increase the chance of success by 5%. If the ward is not dispelled, it will flicker and grow dimmer, hinting to the adventurers that they are on the right track.

A *Zone of Magical Immunity* cast in the doorway will create a tunnel through the ward. Like all *Zone* spells, this is dispelled if the caster does anything other than stand still and maintain the spell. The ward is not destroyed, and comes back into place if the *Zone* is broken.

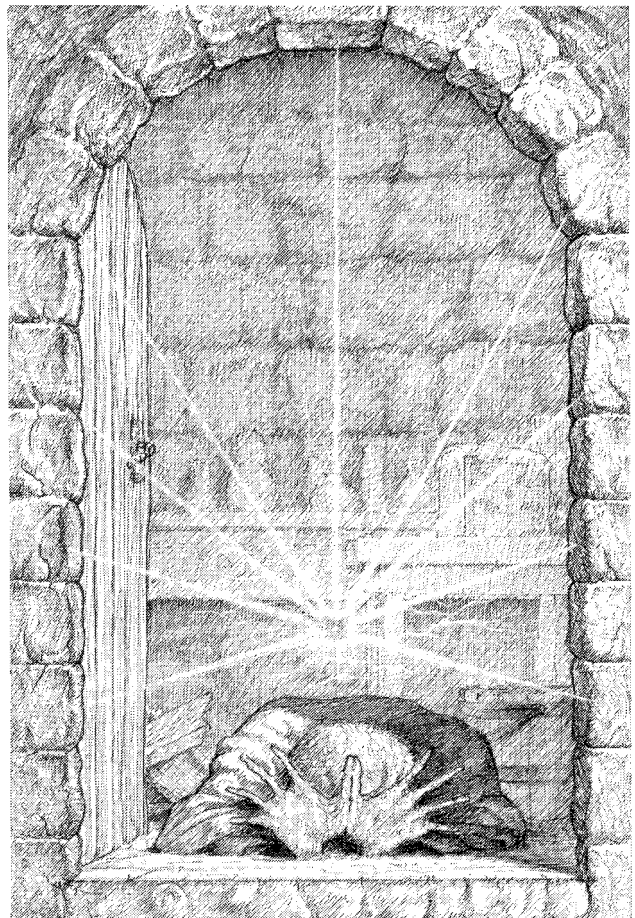
A *Smash* spell might be used on the wall next to the door, to get around the ward; this should work reasonably well, but may cause a cave-in (see *Overload* below). Elementalist spells such as *Crumble Stone* will work in the same way.

Become Ethereal will allow a character to walk through the wall beside the door, but the ward will stay in place.

Adventurers, being adventurers, will probably come up with a bewildering range of other magical tricks in an attempt to breach the ward in the doorway, and you'll have to judge these on their own merits.

Overload

If the adventurers persist in throwing things at the ward, the repelling force doubling with each attempt, they will quickly build up tremendous stresses in the stonework to which the ward is keyed in. After only 10 attempts to break through, the ward causes 512 *Wounds*! There will be a few hints, like cracks appearing in the walls and dust filtering down from the ceiling, but if the adventurers persist, they will cause a serious cave-in.



To the commander of the rescue party:

Since you are reading this I assume Gnarok got through with the message. Take care of him, he is my son and heir. I assume also that the Orcs were unable to penetrate my Warding spell.

I regret I cannot greet you: I am wounded, and feel myself dying. The ward will take the last of my life. I hope it will keep the greenskins busy until you can arrive. They must think the Crystal of Air is with us and not Yazeran.

The ferocity with which the Orcs pursued us shows that they do indeed know of the awesome power of the Crystals. I believe they have already gained that which controls the Earth. They must get no others! You should pursue them at once, and ensure that they do not bear their prize to their cursed homelands, or all will be lost.

Fare thee well.

Hadrin

The effects of repeatedly throwing objects at the ward are as follows:

Number of Throws	Effects
1-4	None
5	Cracks begin to appear in the walls; dust filters down from the ceiling; grating sounds emerge from around the doorway.
6	Cracks widen; small pieces of rock (up to head-size) fall from the ceiling and walls; grating noises become much louder; floor begins to shake.
7	Whole blocks fall from walls and ceiling; doorway collapses; ward is dispelled; characters within 10ft of doorway take D3 hits at S 4 (successful I test halves damage); tunnel will collapse if any further damage is done.

If the adventurers succeed in bringing the roof down, give them another D3 hits at **S** 4, and then let them dig themselves out with an hour's work. After all, they have the rest of the adventure ahead of them.

Success!

Once the adventurers deal with the warding spell by one means or another, they are free to investigate the room. It seems to have been a workshop of some sort. However, although some workbenches and a few strange pots remain, there does not

seem to be anything of value, apart from a broken barrel containing a small sack of gold (130 GC) and a small flask of a syrupy green liquid that tastes slightly of onions (*Potion of Flight*, 3 doses).

The body by the doorway is that of a Dwarf – there is a rolled-up scroll tucked in his belt.

Most of the contents of the room are of no use to the adventurers. Hadrin had his followers take everything useful out of the room before he began his spell. The scroll in his belt is *Handout 6*.

WHAT NOW?

At this stage of the adventure, the players may be feeling disappointed. They probably thought that they were on a simple raid to retrieve a magical artefact, and there is no artefact to be found here. And there was no sign of the marauding Orcs mentioned in *Handout 1* – just a few Beastmen. However, they should have assembled enough clues to realise that the trail leads down the river from the waterfall. The adventure becomes a wilderness trek, retracing the steps of the Orcs as they withdrew down the valley.

By the time the adventurers finish exploring this complex, they should have decided that the lure of the Crystal is sufficient incentive to follow the trail. If they seem to need encouragement you might drop a few hints, perhaps by pointing out that they are apparently the only people with a clue to the whereabouts of a legendary artefact. It shouldn't matter that the players don't know their final destination – all they need to do is to follow the river downstream after it leaves the waterfall and keep their eyes open for clues. Note that *Handout 6* refers to the Crystal of Air (which we won't discover until **Death Rock**) rather than the Crystal of Fire about which this adventure revolves – but even following the wrong Crystal will take the adventurers in the right direction.

If all else fails, you should point out that following the river down the Yetzin valley is the route that they have to take to get into the Border Princes anyway – so if they try to follow the trail, they aren't losing anything.



THE REAVER'S TRAIL

This chapter takes the adventurers from the waterfall complex to the next location – a tower lower down the valley. On the journey, they can make various encounters – some useful, some less so – and uncover a little more information.

Each encounter is dealt with separately in this chapter. You can vary the order if you wish, and you may need to vary some of the locations according to the precise route that the adventurers take.

At the end of the chapter, there are a few ideas for unrelated incidents and encounters, which you can use anywhere in this phase of the adventure if the pace starts to flag or if you want to give the adventurers more to do. And if you want to put in additional short encounters and incidents of your own design, feel free to do so. Be careful, however, not to weaken the adventurers too much!

ONWARD!

Once the adventurers have explored the complex behind the waterfall they should have gathered enough clues to realise that the Orcs withdrew from the complex, taking the Crystal with them. They won't know the Orcs' precise route, but will be able to make an educated guess based on the clues they have found.

Firstly, there is Torgoch's mention in *Handout 2* that he was going to "*pul bak out the mountinz*", so the Orcs will presumably have headed for the mouth of the valley.

Secondly, Torgoch's map (*Handout 3*) shows a tower on the other side of the river, opposite the point where the road comes down to the valley floor. Further along the river is a feature marked "*stonz an bas*" (stones and base); if the players interpret Torgoch's spelling correctly, they might guess that he would head for here, as it is named as a base and it is out of the mountains and in what Torgoch calls "*hulz*".

Thirdly, Yatagan seems to believe in *Handout 4* that Torgoch will try to "*get om*" (get home); he certainly announces his intention to do so with the few warriors under his command. "Home" in this case is presumably the Dark Lands, which lie

on the other side of the Border Princes, far to the east. Again, this suggests that the Orcs would head down the valley. Hadrin, too, clearly feared (*Handout 6*) that the Orcs would try to return to the Dark Lands with their Crystal and any others they had captured.

The players might also decide from Hadrin's note (*Handout 6*) that the Orcs took two Crystals of Power with them when they left the valley, although neither Torgoch nor Yatagan mentions a second one. The possibility of finding not one but two powerful magical artefacts may help the adventurers decide that the Orcs' trail is worth following. If not, then no matter; their own intended route to the Border Princes will take them past several key locations, where you can pique their interest again.



THE HONEST TRADER

Whatever the adventurers decide, they will probably end up following the mountain road south towards the end of the valley. This is one of the major routes over the Vaults, and somewhere on this road, you can have the adventurers meet with Augustus Brandywine, a Halfling merchant.

Brandywine ("Gussie" to his friends) is unusually adventurous for a Halfling, and has been traveling the trade-route over the Vaults for almost thirty years. On this occasion, he has a fairly large caravan of silks, spices and curiosities from Araby, bound for Nuln and Altdorf. While he is anxious to get through the hazardous mountain crossing and out of the Border Princes, he is never too busy to stop for a bit of friendly gossip and the chance of some trade.

Oncoming Traffic

The encounter starts with a man on a horse galloping up the road towards the adventurers. He reins his horse in at a distance of about a hundred yards, looks at them for a few moments, and then advances at a trot. When he gets to about fifty yards away, he calls out.



"Ho, there! Any carts on the road behind you? There's a whole caravan twenty minutes behind me, and we need to know if the road's clear."

This is Rutger Reiter, an outrider employed by Brandywine. Because the mountain road is so narrow – especially the part which the adventurers have just come from – there could be real problems if two caravans of carts met halfway along it.

The adventurers will probably not know whether there is any heavy traffic behind them or not, but this doesn't matter. Reiter is using the conversation as a chance to size the strangers up, and assess whether or not they pose any threat to the caravan. After the adventurers have answered his question and asked any questions of their own, he will ride on past them – assuming they have behaved in a civilised manner, of course. At the first sign of any trouble, he will gallop back down the road to the caravan, which will then advance with all guards to the front.

The Caravan

The adventurers will encounter the caravan about 15-20 minutes after their meeting with the outrider. It blocks the road completely, and the only way round it is to go up the slope beside the road, and let it go past.

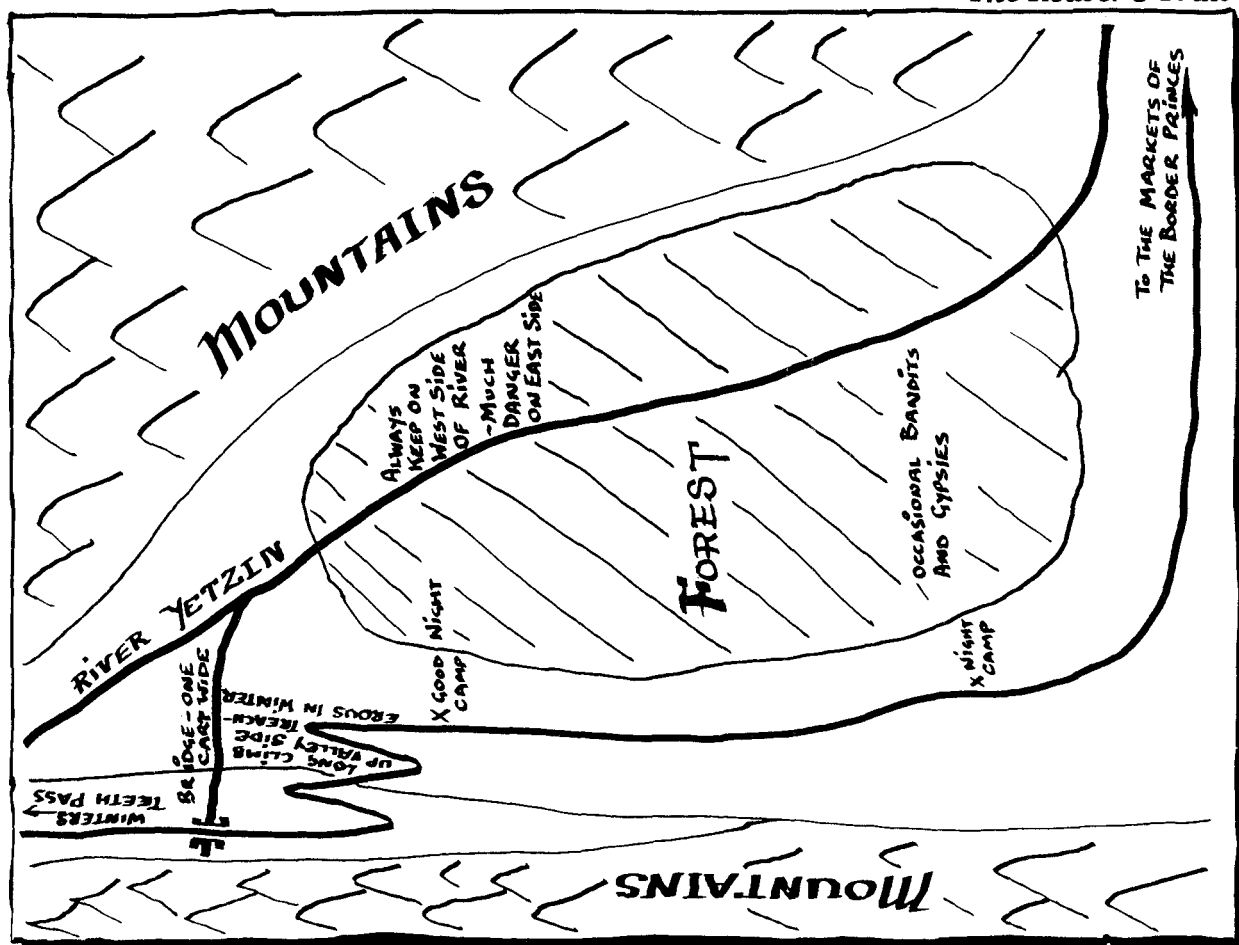
The caravan consists of twelve ox-carts, led by a small gypsy-style horse-cart driven by Brandywine himself, and accompanied by 18 mercenary guards. Twelve of the mercenaries travel on the carts beside the muleteers, and six march in front of the caravan. As the lead cart comes within thirty yards of the adventurers, Brandywine calls out to them:

"Hello there! You don't happen to have seen an outrider anywhere about, do you? I assume he's somewhere up the road ahead of us, but I haven't seen him since breakfast! Still, no news is good news, I suppose! The road's been quiet all the way up the valley, so you shouldn't have any trouble. Where are you headed, by the way?"

Local Information

This is an opportunity for the adventurers to make some conversation with the talkative Halfling merchant, and possibly pick up some useful information about the area.

If the adventurers have not managed to pick up Handout 3, or if they want to check the accuracy of that map, Brandywine will cheerfully offer to sell them a copy of his own map of the area – "Had it near on thirty years, and it's seen me through this route every time. Ten crowns, to you." If the PCs protest about his blatant commercialism, Brandywine will laugh good-naturedly. "Well, my good sirs, what's the point of being a merchant if you don't make money? And if you think about it, mine's the cheapest map you'll get for miles



around!" He's right – there's nowhere in sight that even looks inhabited, let alone likely to sell maps.

For ten crowns, Brandywine will lend the adventurers his own map to copy. Give the players Handout 7 and let them copy it – then, take the handout back, leaving them to rely on their copy! Allow them about half an hour of real time to copy the map, and in the meantime players who aren't copying the map can talk to Brandywine through their characters. Here is a selection of possible questions and answers:

Are there Orcs in the valley?

"Dear me, no. Not for a hundred years or more. At least, that's what the Dwarfs say. They say they used to raid right across the Border Princes and into the mountains. The Border Princes is a bit too settled these days – they fight among themselves happily enough, but they'll generally get together if anything comes out of the Dark Lands. Mind you, there's all sorts of other things. I've met bandits and Beastmen and everything in between in my time. Hold on, though – suppose the Orcs worked their way around through the mountains? You haven't seen any, have you?"

Are there many Beastmen around here?

"Not around here, no. Towards the mouth of the valley there's a stretch of forest which is really quite dangerous – but one you get properly into the mountains, it's no worse than any of the forests in The Empire. The local Elves are still trying to get

that forest under control, but it's an uphill struggle, if you'll pardon the expression."

There's a tower marked on our map which isn't on yours. Does that mean it's not there any more?

"I'm blessed if I know, I just stick to the road. Let's see – hmmm... hard to tell from such a crude map – where in the world did you get it? Whatever you paid for it, you were robbed. Ah. On the other side of the river. Hm. It's not generally a good idea to cross the river until you're well out of the valley. I've never been there myself. Could be there's a tower there – I've heard stories about a Prince of Yetzin who ruled the valley centuries ago. But I really couldn't say. If there were to be a tower there, I'd guess it would be in ruins. Either that or something nasty might have made a home there. If you ask my advice, you'll stay on this side of the river."

Is the route across the Border Princes dangerous?

"Well, you have to know your route and know what you're doing. It's certainly no place for risk-takers. I've been travelling this route for thirty years or so now, and once you know the ropes, and know one or two people along the way, you're generally all right. Of course, things can get a bit sticky if one of the principedoms along the way has had a sudden change of government, or if a couple of them have decided to fight each other and you have to cross a war zone, but that's everyday life

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around here. It's usually nothing a little gold in the right place can't take care of. You get a few monsters and what have you in the wilder parts – especially where none of the princes claims an area so no-one's done anything to clear it – but really this valley is about the most dangerous part of the trip. Especially that patch of forest at the end. But we've been lucky so far – it's been a really quiet trip. I hope it stays that way!"

Moving On

Once the adventurers have copied Brandywine's map and asked all the questions they want to, the caravan will start to move off. This incident shouldn't take more than about 45 minutes of game time in any case – Brandywine has a schedule to stick to, and wants to be through the pass before dark.

"Well," he says, "It's been nice to meet you, but I really mustn't hold you up any longer. We've got to be moving on ourselves – the day's getting on and I don't fancy taking a dozen carts through Winter's Teeth in the dark. Good luck to you, and safe journey!"

With that – making sure he has got his map back – Brandywine stands up on his cart and waves the caravan to move on. The procession of carts rumbles past the adventurers, and in about five minutes the road ahead of them is clear.

THE GYPSIES

Like the encounter with the merchant, the Gypsies allow the adventurers to find out a little about the valley from people who know it reasonably well.

This encounter takes place on the valley floor, on the same day as the merchant encounter. The road winds through light woodland, and towards dusk the adventurers can see the light of a fire shining through the trees and scrub a little way ahead. As they get closer, they hear Human voices and music.

The Gypsies have set up a temporary camp in a large clearing a few yards back from the road. They appear pleased to see the adventurers, and greet them in a friendly fashion. As the adventurers enter the clearing, they see two brightly-coloured wagons. The horses and mule belonging to the Gypsies are tethered at the edge of the clearing, and a large fire is burning brightly in the middle.

The Gypsies appear to be drawn from various races, and not all are Old Worlders. They seem to be holding some kind of festival. People are singing, dancing, juggling and doing various other things, and close to the fire a large group of Gypsies are gathered around some large object which the adventurers can't see clearly.

A Warm Welcome

One of the Gypsies with the adventurers calls out:

"Hey, Goshuar! We have guests!" A tall Gypsy with a brightly-coloured headscarf and magnificent black moustaches leaves the crowd, and comes to greet the adventurers.

"Well met and welcome!" he calls out, in a deep, booming voice. "You come at a lucky time, my friends! We've just killed one of the giant Pangolins that live in these woods – a sign of great good fortune! Stay with us and share our feast – our fire will protect you from the dangers of the night, and the meat of the Pangolin will bring luck to your journey!"

The giant Pangolin is a strange-looking beast, and the adventurers will probably never have seen anything like it. It looks just like the Pangolin of our own world, but is nearly thirteen feet from nose to tail. For added atmosphere, you could describe it to the players as something like a blend of badger, wolverine and anteater, as big as a horse, and covered in a natural coat of scale armour. The scales, and the fur of its underside, are all a golden colour. It has a long snout with very small teeth, but the claws on its short, powerful legs look as dangerous as the claws of a bear.

Presented with such a strange-looking beast, some adventurers might express doubts about eating it, for fear that it might have been tainted by Chaos.



If any such thing is said within Goshuar's hearing, he will laugh heartily, displaying a dazzling set of white teeth.

"My friends," he says, still chuckling, *"It is clear to me that you are strangers to these parts. Let me assure you that these woods are as pure as Mother Rhya made them – the Pangolin is a natural creature, quite free from any taint. Why, we eat it ourselves! Do you see any horns or hoofs on any of us? But you are wise to be cautious"* – he grows suddenly serious – *"for there are forests to the south where only a madman would venture, or one who wished for death. But here"* – he brightens again, as suddenly as before – *"here, the meat is good, and the water is sweet! Come – a drink while the meat is prepared!"*

The adventurers may be distrustful of the friendly, open manner of the Gypsies, but they would be well advised to stay and share the feast. The huge fire will keep predators away, and the combined numbers of adventurers and Gypsies will clearly be to the advantage of both groups in the event of an attack by monsters or bandits. Besides which, the feast is already being prepared and it would be almost impossible to get away without offending the Gypsies.

The Feast

If the adventurers do attend the feast, they will find that the food is well-prepared and nourishing.

The Pangolin meat tastes like a blend of pork and chicken, with a distinct gamey tang to it; in texture, it is not quite as coarse as venison. The Gypsies are very hospitable hosts, and everyone eats until he can eat no more; rough red wine flows freely, and if characters want to get involved in impromptu drinking contests with the Gypsies, that's up to them. The Gypsies do not seem to expect payment for their hospitality, and will refuse money if it is offered – but they will be very pleased if small gifts are offered instead.

As the leader of the Gypsy band, Goshuar will stay near the adventurers at all times, seeing that their needs are attended to and regaling them with stories of long journeys and wild escapades. He will also be willing to answer any questions that the adventurers may have – information will be roughly the same as that supplied by Augustus Brandywine the Halfling Merchant, but, of course, it will be phrased somewhat differently.

"Ah, yes, my friends, you find us at a lucky time indeed," he says at some point during the meal, *"for not only is the meat of the Pangolin sweet and nourishing, but the Grandmother can tell the future from the curves and folds of its guts. Even now they are steeping in brine, and in the morning she will tell us how the rest of our journey will be. A great blessing. And you, my friends, would you care to know what awaits you on your way? Ah, what man would not? You can avoid for the dangers, look forward to the peaceful days, prepare for the hardships – but the Grandmother has a great*



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power, and it may not be used lightly. She does not eat and drink among us, but keeps to her caravan. And her knowledge is not given lightly, like the food and wine we give you now. Ah, no, my friends, a golden future may only open to a key of gold! But such an opportunity, my friends! Ah, if only it were every day we caught such a beast, we would travel the whole world without fear!"

Although Goshuar encourages the highest respect for the powers of the Grandmother, he is more than happy to negotiate a price with the adventurers for a reading from the Pangolin's entrails. As he points out, knowledge of the future is worth whatever you pay for it, and although the Grandmother demands a price in keeping with the value of her powers, who can put a price on knowing what tomorrow will bring? The actual price Goshuar will settle on is left to you to decide – during the meal, he will have sized the party up, and he will probably open negotiations at a price which he reckons to be about half their total cash in hand. By shrewd bargaining he may be talked down to half this price (amid fulsome protestations about how he is betraying his own Grandmother for the sake of his honoured guests' meanness), but he will go no further – characters who try to force the price down further, or who express any skepticism about the Grandmother's powers, will run the risk of causing deep offence.

Traditional Entertainments

After the meal, the Gypsies put on a series of acts for their guests. This is a traditional part of their hospitality, and it is also traditional for their guests to make a small payment in return – half a dozen shillings per party member would suffice.

The acts that the Gypsies put on will be reasonably entertaining – Jigalo and Tobod will perform various tumbling and acrobatic feats and fire-eating skill. The twin daughters Zorille and Zaffe will perform a knife-throwing act and some traditional dances. During their act they may wink knowingly at a couple of the adventurers – as we'll see, there could be all sorts of trouble if the adventurers attempt to return this flirting. Fifteen-year-old Kaya will wander around during the performance with a tray of sweetmeats and other delicacies, flirting wildly with the party when she thinks her parents are not watching. Haspadarin will demonstrate some sleight of hand, taking eggs from behind characters ears and so on. If the adventurers give him some money in appreciation of the entertainment (say a total of 2 GC or more), he will move on to some more dramatic illusions – these will be in proportion to the money paid, and could be very impressive.

Honest Business

You should note that despite the friendly welcome and the free meal given to the adventurers, the Gypsies are really out to separate them from as much money as they can without recourse to vio-

lence – unless it's absolutely necessary. Shortly after the meal the wine will run out, and Goshuar will explain mournfully that the Gypsies have only the wine that they were saving for later on in their journey – which, of course, they would be happy to sell to their honoured guests. He will apologise profusely for the high price that he is forced to ask for this wine (and for any other supplies and provisions the adventurers wish to buy), but unfortunately the Gypsies have only stocked up on goods that will fetch a high price at the end of the journey, and can't afford to let them go too cheaply along the way.

As the evening wears on and, hopefully, the wine flows profusely (if a little expensively) the Gypsies will gradually attempt to part the characters from more and more of their money – playing rigged gambling games, selling bogus treasure maps (have fun making these) at vast expense, picking the odd pocket here and there, and so on.

The actions of the Gypsies should not be so blatant that the players will instantly suspect what is going on. In particular, any items stolen should be items that the adventurers are unlikely to use until they are back on the trail again, so that they won't notice the loss until after they have parted company with the Gypsies.

Hospitality Abused

By the time the adventurers are ready to turn in for the night, at least a couple of them will have recieved flirtatious glances from the younger Gypsy women. This should be done as subtly as possible – the Gypsy women merely dropping hints and wait for the characters to make advances. If any of the adventurers respond to these subtle advances, a terrible row will break out in the middle of the night as the 'worried' Gypsy menfolk will wake the party to ask if they have seen the 'missing' women and 'accidentally discover' them in the company of the adventurers.

Of course, this has all been arranged in advance – but the characters will have no way of proving this, even if they suspect it. The Gypsy men will appear to be outraged at this disgraceful abuse of their hospitality. They will demand an exorbitant payment by the way of compensation for the adventurers' actions, and will make extravagant claims as to the youth and innocence of the unfortunate daughters – who, of course, are entirely blameless. The young women themselves will go along with the act, bursting into tears and wailing loudly about how the black-hearted adventurers took advantage of their innocence. They will refuse to stop their cacophony until the adventurers hand over the money demanded by their menfolk.

Once matters have been settled, the Gypsies will tell the adventurers that they themselves are men of honour: they will not slit the adventurers' throats as is so richly deserved, but will allow the adventurers to stay in the encampment until dawn, as they had originally promised.

The Morning After

In the morning the Gypsies will make no mention of the events of the previous night, merely saying that they intend to soon head off west, leaving as soon as the Grandmother has consulted the entrails of the giant Pangolin. If a deal has not already been struck over a consultation, the Gypsies will repeat the offer, stressing how valuable it will be for the adventurers to know what help and dangers lie ahead of them.

If the adventurers decline the offer – or if they have completely run out of money by this point – the Gypsies make it clear that they will have to leave the encampment immediately, and will not be allowed to witness the reading. The Gypsies will wait until they have left before beginning the augury, and the encounter is effectively over – go on to the next chapter.

A Glimpse of the Future

If the adventurers agree to have their fortune read, they will be asked to provide a spokesperson, to go to the Grandmother's caravan when she is ready. Goshuar meanwhile will knock on the door of the caravan and announce in respectful tones that the strangers wish to call on the powers of the sorceress to aid them in their travels.

About ten minutes later, Goshuar will announce that the Grandmother is now ready to receive one of them. He nominates the character who strikes him as appearing most gullible, and insists that the Grandmother has chosen this character personally to hear the reading on behalf of the whole party. The other adventurers, along with all the Gypsies, are gathered back to the other side of the clearing. The Gypsies sit in a circle around the ashes of the fire and begin a strange chant, which Goshuar explains is a prayer for the success of the augury. The remaining adventurers are invited to join in. He also hints that it is customary to pass a few silver coins around in thanks for these prayers.

You should send all the players other than the spokesperson out of the room for the duration of the augury. You might like to have them actually chanting away, so that you can hear them and you can be sure that they can't overhear the reading. However you do it, you should ensure that only one player gets the augury straight from the Grandmother's mouth, and that character must pass it on as best he can to the others.

The Reading

It's completely up to you how far you go with staging the reading. Some GMs and players like elaborate staging tricks, and others don't. You might dim the lights to create an atmosphere of suspense and mystery, but the rest is up to you.

The caravan is very dimly lit by a small brazier,



and smells strongly of an unfamiliar incense. The old woman is heavily veiled in dark cloths, and the character will not be able to make out much of her appearance. She gestures him to sit on a nearby cushion – whether a dark-coloured cat is already on the cushion, whether the character notices and what happens next are for you to decide, depending on how mean you feel at the time...

As the character's eyes adjust to the dim interior, he will see a small table, carved with runes and mystic symbols, on which stands a fist-size chunk of rough crystal, with one side (nearest the Grandmother) cleanly broken and clear. Beside the table stands a small wooden bucket, containing a wet, slippery, convoluted mess that must be the entrails of the Pangolin.

The old woman asks the character a few questions about his past life and future desires, and then offers to answer any questions he wishes to put to her. The answers she gives are all extremely vague and of very little use. For example:

Adventurer: We – my friends and I – we're on a quest. What can you tell us about it?

Grandmother: Foolish folk on a cursed trail – doomed if ye win, and damned if ye fail!

Adventurer: Well, that's uh, helpful. Where will our trail lead us?

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Grandmother: To an end your trail leads, whether your or another's I cannot say.

The conversation continues in this manner until the player expresses doubt as to her abilities, at which point she flies into a sudden rage. Before the character can do or say anything else the old woman hefts the bucket onto the table with surprising force, grabs a handful of the contents and thrusts the slippery mess into the character's face, screeching:

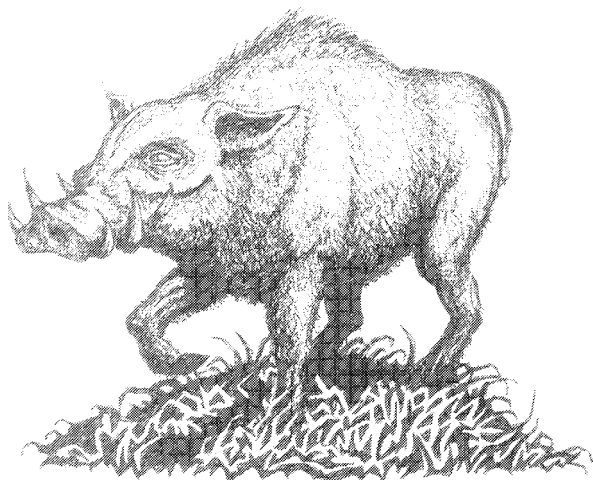
"Fool, fool! Can't you see the message written for you in the sacred entrails? Can you not see the horrors that await you? Better had you never left your unfortunate mother!"

"Cursed are those that dabble in such matters! Thrice cursed and damned again are those that ignore the oracle's wisdom, for they shall burn in the darkest pits of night and be released to walk haunted upon the earth when the race of man has truly passed forever! Go on your way, fool – go on to your doom!"

This effectively ends the encounter with the Gypsies. The reading is over, and the old woman makes it clear that it is time for the character to leave. The Gypsies begin to pack up their camp once the reading is over, and the adventurers should do the same.

OPTIONAL ENCOUNTERS

As well as the encounters with the merchant and the Gypsies, you can enliven this stage of the journey with a number of other minor incidents and encounters. Here are a few ideas, and you should feel free to run them when you like, change them, ignore them, and add your own ideas. Be careful not to weaken the party unduly with these minor encounters, though – they are simply diversions to add interest to the journey, and are not intended to form a major part of the adventure.



Another thing to bear in mind during this phase of the adventure is that it's best to keep the encounters fairly natural in tone. Avoid Beastmen and other creatures of Chaos in this area. There is a stretch of Chaos-tainted forest coming up in the chapter *The Twisted Lands*, so keeping this part of the forest clean and natural will increase the contrast when the adventurers encounter the effects of Chaos later on.

Wildlife

The forests of the Yetzin valley floor are home to the full range of normal and giant animals listed in the **WFRP** rulebook. Although it is unlikely that these creatures would actually attack a party of Humans – although Giant Spiders and Giant Scorpions might – they can be used in various other ways to add to the adventure.

Deer

As the adventurers are making their way along the road, there is a loud crashing from the forest off to one side. It continues for thirty or forty seconds, getting fainter and further away. This is a small herd of deer, which have been startled by the adventurers' approach and bolted off through the undergrowth – but nervous characters might think that there is something infinitely more sinister making the noise.

Wild Boar

The adventurers might come to a small clearing, where a wild boar family is grazing. The adults give a squeal of alarm and lead the piglets into the forest, but one of the young boars runs the wrong way. Before they know what has happened, the adventurers find that they are between a very frightened piglet and its very alarmed mother. She will probably charge, hoping to scatter the adventurers and shepherd her piglet to safety. Provided that the adventurers keep their heads and try to avoid confrontation, nothing untoward will happen – but if things get out of hand, the two adult boars will fight to the death in what they see as the defence of their young.

Wild Cat

A similar situation might arise if the adventurers come across a wild cat that has just killed a deer. The cat looks up from its kill, puts its ears back and snarls loudly. If the adventurers either stay still or back off a little way, the cat will drag its kill into the forest and the adventurers can go on their way in safety. But if they make any move which the cat perceives as a threat, it may attack in the hope of driving them away. Like most predators, it will try to escape if it is reduced to half its initial **W** score – survival is more important than winning fights!

Giant Bats

The adventurers notice an area beside the road which is littered with bleaching bones. They are of all sizes, and a successful **Int** test (Physician +20, Physician's Student +10, Ranger +10, Elf +10, cumulative) will reveal that they are the bones of

animals of various sizes, and not the remains of humanoid creatures. Most of them belong to rabbits and other small animals, but there are larger bones present.

The bones form a kind of scattered trail, leading off into the forest. Successful use of *Follow Trail* skill will lead the adventurers to a dark thicket, made of trees which spread out to form a solid canopy through which the sky cannot be seen.

It is as dark as night in the thicket, and from the canopy an occasional snarling, yapping sound can be heard. An Elf or Ranger character will identify this as the sound of Giant Bats on a successful **Int** test (+20 if the character has encountered Giant Bats before).

At least some of the bats will have been awakened by the adventurers' approach, not matter how stealthy they have been. You will have to decide whether they are alarmed by this disturbance; a lot depends on how the adventurers are acting and how much noise they are making.

If this encounter takes place towards dusk, the bats might be waking up and preparing to hunt; they may attack the adventurers, especially if they themselves are attacked. According to the strength of the party, there may be anything from a dozen to two dozen bats in the roost.

Army Ants

A creature doesn't need to be big in order to be a threat, and a column of army ants on the march through the forest can be a terrifying sight.

The first sign of the approaching column is a stampede of forest animals, fleeing as if from a forest fire. Natural divisions between predator and prey are forgotten – wolves and rabbits flee together, and cats and deer run side by side. Panic is in the air, and it may spread to the adventurers' horses.

You might like to give each horse a **CI** test to avoid panicking, and then have riders of panicking horses make a **Risk** test (*Animal Trainer* +10, *Ride Horse* +10) to regain control of their mounts; the test may be repeated each round until it is successful, and in the meantime the mount bolts at its full *run* rate in a random direction. Failure by more than 40% (or an unmodified dice roll of 96+) indicated that the character has been thrown for a 2-yard fall.

The adventurers would be well advised to leave the area, and a Ranger character will realise on a successful **Int** test that some serious threat is approaching. If the test is made by more than 30%, the character may guess that the cause is a column of army ants.

The ants themselves arrive on the scene some D6+4 rounds after the first stampeding animals. At first, the column looks like a flood of black water spreading over the forest floor. The column is D6+2 yards wide, and *everything* in its path is



eaten. It spreads up the trunks of trees in its path as well as along the ground, and takes everything living. Small mammals begin to drop out of the trees, wrapped in living shrouds of ants – the column on the ground swallows them up as if they had dropped into a lake.

If the adventurers are still around when the column arrives on the scene, treat it as a *Swarm* of ants, but ignore the rules on dissipating and give it 100 **W** instead of the usual 10. You might also rule that the sight of it causes *fear* in all living creatures.

The adventurers may decide to take the ants on, but flight is really their best option. They can outrun the ants easily, since the column always moves at *cautious* rate (8 yards/round), but stopping it will be something of a problem. It is over 200 yards long – each **W** point of damage done to the column will clear 2 yards across its width – and it is clearly impossible to kill this many ants by pure force.

Fire will affect the swarm normally, and a barrier of water will act as an obstacle, holding up the column for 10 minutes per yard of the obstacle's width as the ants form a great clump which floats over to the other side. Many ants will die in the crossing – reduce the column's **W** score by D10 per yard of water crossed – but they will reach the other side, unless they are swept away by a strong current.

A *Summon Swarm* spell will allow the caster to take control of the front 20 yards or so of the column; this can then be used to direct the column away from the adventurers, since the rest of the column will follow the front. Or the front of the column could be turned against the rest of it – this will hold the column of for 2D10 minutes, and weaken it by D10+10 **W** once it resumes its journey.

As you'll have gathered, a column of army ants is a formidable foe, and you should be very careful if the adventurers decide to tangle with one. If they are careless or overconfident, they could very well end up getting eaten alive! If all else fails and the adventurer's don't run away, have their horses bolt uncontrollably for D10 rounds, taking them directly away from the ants.



The Forest Guardian

An encounter with a Treeman can be useful if the adventurers pitch camp in the forest and make a fire, or if they fail to treat the forest and its natural denizens with proper respect. It can also be a useful source of information, if the adventurers have enough patience.

The first indication of the Treeman's approach will be a slight rustling at the edge of the forest. All characters are allowed an **I** test (Ranger +10, Elf +10, encountered Treemen before +20, cumulative) to notice that somehow the trees in one place are slightly different. Then one of them moves, striding slowly towards the adventurers.

If the adventurers have a fire going, it would be very good etiquette to extinguish it immediately – Rangers, Elves, Elementalists and Druids will realise this on a successful **Int** test. The character putting the fire out gains a +10 bonus to all **Fel** tests while dealing with the Treeman.

The Treeman looks at the adventurers for what feels like an hour, not responding to any greetings or approaches unless it is actually attacked. Finally, it speaks – in Elth`rin if there are any Elves in the party, in Old Worlde otherwise. It speaks very slowly, drawing each word out to three or four times its normal length.

"Hhmmmmmm..." it says, in a voice like the creaking of a floorboard, only much lower, *"Noooo Oooorcs, thennnnn. Thooooought the Oooooorcs had coooooome baaaack."*

Provided the adventurers treat the Treeman and the forest with reasonable respect, this is a good opportunity to pick up some information. Here are some sample questions and answers – for the sake of clarity the Treeman's words are not written in their drawn-out form.

Are there Orcs around here?

"Not long ago, there were."

How long ago?

"Not long. Three of your lifetimes, perhaps."

Phew. Where did they go?

"Up to the mountains, and then back again. Down to the hills. They burned and destroyed everywhere they went; I lost many trees to them."

Um – we're all very sorry to hear that. You don't know exactly where they went, do you?
"Out of the forest."

Ah. Do you know if one of them was a wizard, by any chance? Or if they had any powerful magic items with them?

"I only know the pain and suffering they caused with their fire and their axes. And the worse blight that followed them."

Blight?

"Not all the forest has healed. There is a place to

the south where I am powerless. The forest cries out, and I can do nothing."

What exactly is wrong there?

"Nature is sick. Life is bent and twisted. Everything is tainted."

Erm - where was this again?

"At the end of this valley, where the mountains give way to the hills."

Is there any way around it?

"Not in the forest."

This last exchange gives the adventurers advance warning about the Chaos-tainted stretch of forest which they will encounter in *The Twisted Lands*. The adventurers can ask any other questions they like, but you should bear in mind that the Treeman knows only what has happened in the forest, and thinks of things only so far as they affect the forest. Therefore, although it has been here for nearly a thousand years, its knowledge is quite limited in certain areas, and its answers may be a little cryptic unless the adventurers can understand its way of thinking.

Bandits

Another hazard of the forest road - of any forest road - is bandits. They are used to preying upon small, poorly-guarded merchant caravans and unwary groups of travellers. Augustus Brandywine's caravan, which the adventurers will already have met, was too strong for the bandits and they didn't show themselves; similarly, the Gypsy band looked like it could put up a fair amount of resistance, and the bandits weren't aware of the value of the goods the Gypsies were carrying. But the adventurers could be another matter - a small group, apparently unfamiliar with the terrain, might look like easy pickings for a group of a dozen or so bandits. These will be standard NPC Outlaws, led by an Outlaw Chief.

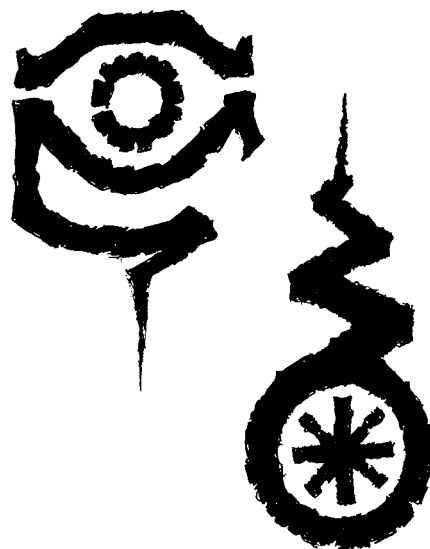
Being familiar with the terrain in the forest, the bandits will probably try to lay some kind of ambush. For example, three or four of them might fell a tree in front of the adventurers, and then scurry into the cover of the fallen trunk and ready their bows while the main bandit force approaches from behind. Mounted adventurers may try to jump their horses over the felled trunk - this requires a *Risk* test, at -20 unless the character has *Ride Horse* skill (*Trick Riding* +20).

The bandits rely on threat and intimidation rather than fighting, if they can - they will explain very reasonably that they have the adventurers surrounded, there are many crossbows in the surrounding woods pointed straight at the adventurers (a lie, but one which usually works!), and it would really be much safer and more pleasant for all concerned if the adventurers were to drop all their weapons and valuables and ride on slowly.

If the adventurers put up any resistance, the bandits



will try to avoid hand-to-hand combat, relying on their missile weapons and the cover of the forest. Each time a bandit is killed or disabled by a critical hit result, make a **Ld** test for the rest (at -30 if the chief has been killed or disabled). On the first failed test, they break and flee into the forest. As with all these optional encounters, be sure not to weaken the adventurers unduly - if an adventurer looks like getting killed, then don't worry about **Ld** tests. The bandits break the next time any of their number is wounded.



THE LONE TOWER

As the road winds through the forest, the adventurers will glimpse the river Yetzin through breaks in the trees. The road runs alongside the river for a while, and a few hundred yards back from the far bank of the river, the adventurers will see a small rocky hill rising above the woods, crowned by a ruined tower.

If they have Torgoch's map (*Handout 3*), they will know that he was aware of the tower's existence. Could it have been a stopping-point for Torgoch on his way out of the valley? In any case, it will be dark in a couple of hours, and the adventurers will need somewhere to stop for the night.

In this chapter, the adventurers search the tower – coming across a few minor problems in the process – and find a vital document (*Handout 8*) which will enable them to get into the complex beneath the stone circle in the final chapter of the adventure. This handout is very important, since the adventurers will need it in order to start the last chapter, and you should make sure that they manage to get it one way or another.

But before the adventurers can examine the tower, they have to get across the river Yetzin. While the players are working out how to do that, a little more history...



Torgoch and the Tower

This tower was the first structure that Torgoch passed after leaving the waterfall complex – it is the same one, coincidentally, whose building had been paid for with the Crystal of Air. The Orcs captured the tower easily. During the night, a fierce storm blew up, and they sheltered there for several days.

Torgoch occupied a room near the top of the tower, and while the storm raged outside he studied the Crystal, adding to his knowledge of its workings. He learned enough to realise that he had much still to learn. When the storm abated at last, he announced that the Orcs would winter in the tower and resume their journey in the spring. There were plentiful supplies in the tower, and the warriors were not inclined to trek across hostile territory in bad weather, so they readily agreed.

Torgoch installed himself in the Lord's quarters, his officers shared the guardroom below and the remainder of his warriors camped out in the clearing around the tower. Torgoch spent almost all his time at the top of the tower studying the Crystal, and became increasingly distant from his followers. They began to fear him, and rumours about his behaviour were common – he was said never to sleep, and his eyes were supposed to glow with fire when he came angry. Most of the warriors were relieved when he suddenly announced in early spring that it was time to resume their homeward journey.

CROSSING THE RIVER

On the comparatively flat valley floor, the Yetzin is no longer a rushing mountain torrent. It is still a fairly fast-moving river, though, as can be seen from the occasional log or branch that floats down at slightly faster than a brisk walking pace.

Opposite the tower, the river is about 30 yards wide. While the river is shallow at the sides, in the middle it is deeper than the height of a man, and it will not be possible to wade across, either on foot or on horseback; an Elf or Ranger character, or another character with *River Lore* skill, will be able to tell this on a successful **Int** test.

This leaves the adventurers with three options for crossing. They can try swimming, they can try to build a raft, or they can use magic. If they carry on downriver in the hope of finding a crossing elsewhere, they will find none in the immediate vicinity.

Crossing the river is intended to be a minor problem which can be solved with a little thought and ingenuity – it is not supposed to give the adventurers too much trouble, or result in serious injury or loss of equipment. Unless you reckon they deserve

it, of course. But bear in mind when handling the river crossing that the tower itself is the focus of this chapter.

Swimming

Swimming the river should not present a problem, if the adventurers don't mind getting wet. The current is fast but not dangerous, and if they try to swim straight across they will reach the other bank 30-40 yards downstream. Horses can be made to swim across without difficulty if they are led by the halter. If the adventurers have anything which they need to keep dry – like gunpowder, maps and so on – and these items are not stored in water-tight containers, then a **Risk** test should be made for each item. Failure indicates that it is soaked in the crossing.

Building a Raft

There is a plentiful supply of timber in the forest, and if one or more characters have *Boat Building* or *Carpentry* skills and a reasonable range of tools, then it should be possible to build a log raft which will get them across the river. Make a secret test against the **Dex** of the skilled character with the highest **Dex** score – the result will tell you roughly how sturdy the raft looks:

Test Result	Raft Quality
Pass	Sturdy
Fail by 1-10	Adequate
Fail by 11-20	Shaky
Fail by 21-30	Risky
Fail by 31+	Dangerous

You need only describe the general appearance of the finished raft to the players. They will then have to decide for themselves how heavily they dare load it.

Sturdy: the raft is strong, and there are no risks in using it (but see *Controlling the Raft* below).

Adequate: the raft can carry a fair weight, but may become dangerous if overloaded. When it crosses the river (each time if it crosses more than once) it has a chance of breaking up and sinking: this is equal to 2% per character and 10% per horse on the raft at the time. See *Sinking* below.

Shaky: the raft looks a little frail, and probably can't take much weight. When it crosses the river (each time if it crosses more than once) it has a chance of breaking up and sinking: this is equal to 4% per character and 20% per horse on the raft at the time. See *Sinking* below.

Risky: the raft looks a bit dangerous, but adventurous characters may be willing to chance it. When it crosses the river (each time if it crosses more than once) it has a chance of breaking up and sinking: this is equal to 6% per character and 30% per horse on the raft at the time. See *Sinking* below.

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Dangerous: the raft looks like a death-trap. Bit fall off it as it is dragged to the water, and then it falls to pieces. The proud raft-builders are left watching the individual logs floating serenely downstream.

Controlling the Raft

Building a raft and getting everyone aboard is one thing, but actually handling it on the fast-flowing river can be another matter entirely. Be sure you know how the adventurers propose to steer their raft once it is finished. In practical terms, there are two feasible options: they can punt the raft across the river using poles, or someone can swim across the river with a rope, and they then haul the raft across. Your players may well come up with other, more imaginative ideas, and some of them may work. You will have to judge their feasibility for yourself.

When the raft crosses the river (each time if it does so more than once), make a test based on the average of the **Int** and **I** of the character who is in charge of the operation – ideally a character with *Row*, *Sailing* and/or *River Lore* – and modify it by up to +/-30 according to how you rate the methods the adventurers are using to steer it. If the test is successful, the raft makes it to the other side of the river with no problems. If it is failed, the raft is swept D6x100 yards downstream and must make a *Risk* test (*Row* +10, *Sailing* +10, *River Lore* +10) to avoid sinking (see below).

Sinking

If something goes dreadfully wrong, the raft may end up sinking. All characters and horses on the raft have to swim for it, and characters must make a **Dex** test to avoid dropping anything hand-held. In addition, anything which is standing on the deck of the raft sinks (unless it's the kind of thing that naturally floats), and anything which is liable to be ruined by soaking gets soaked.

Magic

If the adventurers have a reasonable magical repertoire, then they may well try to apply this to the problem of crossing the river. A *Magic Bridge* spell, for, instance, would enable the adventurers to cross the river in comfort and safety, and if there is an Elementalists in the party, spells like *Walk on Water* or *Part Water* might be useful. Potions or magic items which allow flight could also be used.

You should be able to judge fairly easily whether or not a proposed magical approach will succeed, and there are too many possibilities to cover in detail here.

THE TOWER

Once over the river, the adventurers will be able to reach the tower easily. It stands on the top of a small rocky rise overlooking the river, which rises 30-40ft above the forest canopy. An overgrown

and long-forgotten track leads up the hill, but if the adventurers fail to spot the track (**I** test, *Follow Trail* +10), it is not much more difficult to make their way to the tower through the trees.

APPROACHING THE TOWER

The top of the hill is rounded, with outcrops of rock breaking the surface in a few places. The tower is surrounded by a natural clearing about 30 yards across. It is largely ruined, and shows distinctive signs of Dwarven workmanship which will be recognised on a successful **Int** test (*Dwarf* +10, *Stoneworking* +10), although the size of surviving doorways and other constructional details indicate that it was built for Human-sized occupants. *Map 4* gives the general layout of the tower – it consists of a round main turret with an almost-rectangular structure built onto the side.

The Bears

The ground level of the tower (area 2) has been taken over by a female bear and her two cubs. The cubs are mobile but still very young, and the mother bear is very protective of them – she will be aware of the adventurers almost as soon as they enter the clearing, and will come out of the base of the tower and try to scare them off.

How the adventurers deal with the bear is up to them – they might simply kill the animal, or (especially if there are followers of Taal and/or the Old Faith in the party) they might look for a more peaceful solution. *Charm Animal* skill has a chance of working, so long as none of the adventurers goes nearer the bear and her cubs than the skilled character, and no-one makes any sudden moves. The level 1 Druidic spell *Animal Mastery* will completely remove any threat posed by the bear, although a Druidic Priest who allows the bears to come to any harm will be in deep trouble with the powers of the Old Faith.

Looking Around

Once the problem of the bears has been resolved, the adventurers will be able to reconnoitre the tower properly. The circular tower looks to be about five stories tall, while the main structure is three stories.

The gates to the stables (area 2) have collapsed, and the wall has crumbled at one corner. The only other way into the tower is through a door on either side, about 15 feet off the ground. On the ground beneath each of these doors are the charred and broken remains of a wooden stairway, destroyed by Torgoch when he left the tower. Set in the wall at the bottom of each doorway is a narrow ledge, less than a foot wide.

The outside walls have some handholds and footholds, and a character with *Scale Sheer Surfaces* skill can climb them without difficulty.

The roof of the tower has been taken over by a large colony of rooks (more gregarious and slightly smaller relatives of the raven described in the *Small Animals* section of the **WFRP** rulebook's *Bestiary*). As the adventurers approach the tower, they will automatically notice the large black birds coming and going, and hear their almost-continuous cawing.

MAP KEY

1. Stables

The only way into the tower at ground level seems to be a couple of places where the wall has crumbled, allowing access into the stables where the bears have made their lair.

The interior of the tower at ground level appears to be one large room. It is dark and extremely smelly. The floor is covered with various animal bones and there are large piles of animal droppings everywhere. There are a number of metal rings set into the walls of the room, about 5ft off the ground; all are rusted solid. There is nothing of value or interest here.

2. Oubliette

The lowest level of the tower is taken up by this small, windowless cell, into which prisoners were dropped from area 4 above. The cell is shaped like a bottle, with a two-foot-wide 'neck' leading down five feet from the trapdoor in 4, and then widening out into the main cell area, 10 feet in diameter and 10 feet high.

The walls of the cell were built to be especially smooth, so that a prisoner could not climb out of the cell without outside help – they count as a *sheer* surface, with a -10 penalty to all tests associated with climbing.

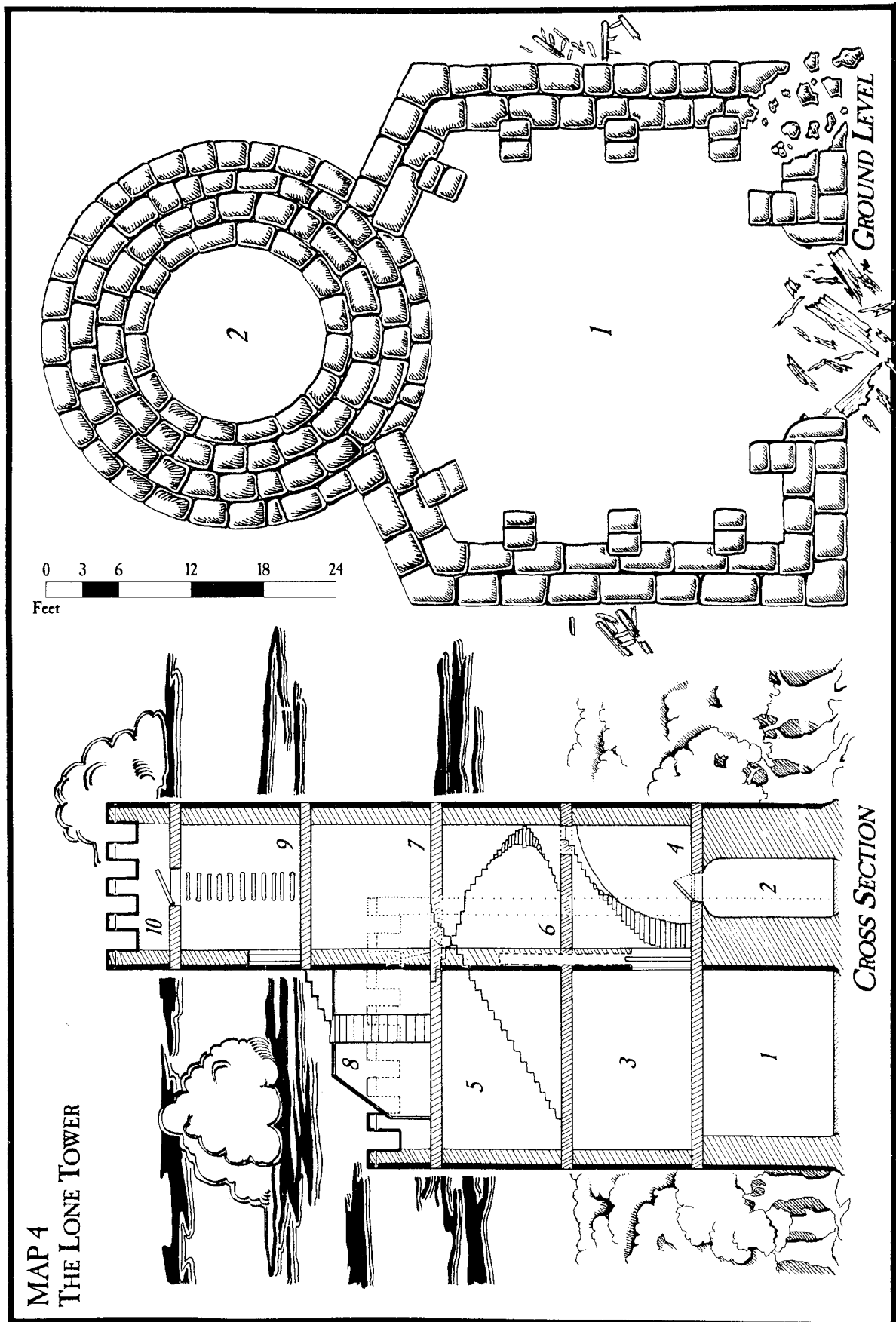
Slumped on the floor of the cell is the long-dead skeleton of an Orc warrior put in here by Torgoch, and subsequently forgotten. All that remains of this unfortunate are bones, a few scraps of dried and withered skin and some rags.

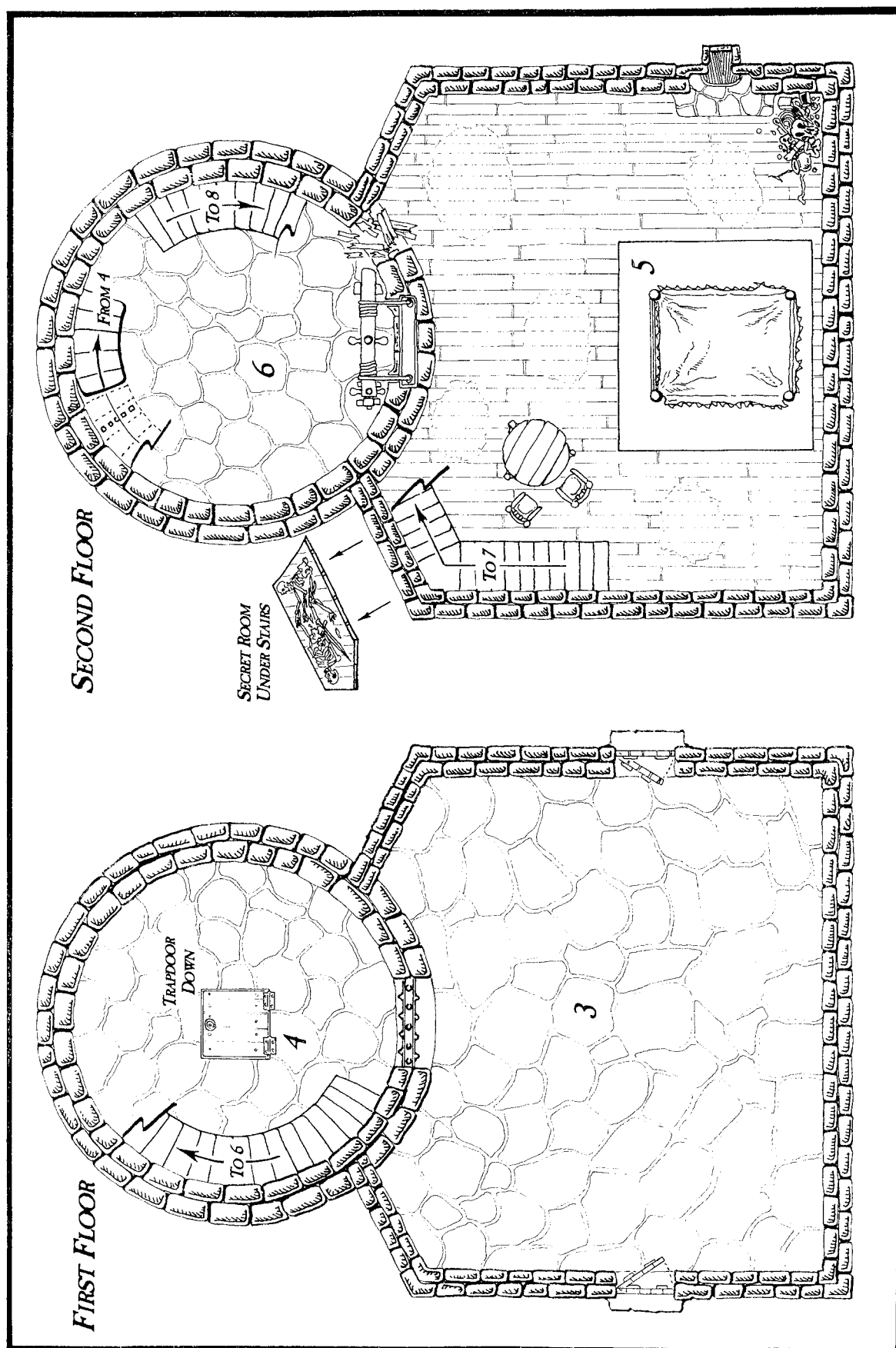
3. Guardroom

The two doors to the outside are warped and rusted into position, but the wood is rotten and the doors are easily broken down (**T** 1, **D** 8).

Characters standing on the outside ledges and trying to break the doors down must make a successful **WS** test to land a solid blow on the door, and suffer a -2 penalty to damage caused; being perched on a narrow ledge makes it difficult to







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apply one's full strength to the task. If a **WS** roll fails by 20 or more, the character must make a successful **I** test (*Scale Sheer Surface* +10) or over-balance and fall 5 yards to the ground.

If any character attempts to break down one of these doors from the inside, you should pay particular attention to the methods used. This is because there is nothing on the other side but a 5-yard drop!

Characters kicking the door or striking it with weapons will be in no danger, but a character who breaks the door down with a shoulder-charge or other rushing approach must make a successful **I** test or charge straight through the door and then, immediately afterwards, 'charge' straight down...

The guardroom itself is littered with the remnants of broken furniture and other debris. There are a few pieces of graffiti scratched into the wall in Orrakh, the Orc tongue: some indicate that Torgoch was here for several months and his troops were eager to be on their way home, while the rest are mainly crude witticisms about the personal habits of fellow-warriors.

A heavy iron portcullis blocks the way into the round tower at this level. It seems to have been lowered from a slot in the ceiling, and is thoroughly rusted into position. There is no sign of any apparatus for raising the portcullis, but any character with at least one Warrior career behind him will realise on a successful **Int** test that this is

likely to be on an upper floor. If the adventurers try to break the portcullis down, it has **T** 6, **D** 16.

4. Inner Guardroom

This room is in much the same condition as area 3. In the centre of the floor is a trapdoor leading down to the cell (area 2). The bolts are rusted into position, and the trapdoor has **T** 2, **D** 4. A staircase is built into the wall, leading clockwise up to area 6.

5. Lord's Quarters

This level of the tower originally served as the personal quarters of the owner. Torgoch took the room over for himself when the Orcs visited the tower.

The room has a wooden floor. The areas drawn in lightly on the map of the room are dangerously rotten, and will collapse under a weight of more than 750 encumbrance points. Any character with *Spot Traps* or *Carpentry* skill will spot these areas on a successful **Int** test (repeat for each area). A character on a collapsing area of floor may attempt an **I** test to avoid falling through. Those who fail will fall 3 yards to area 3 below, taking damage in the process.

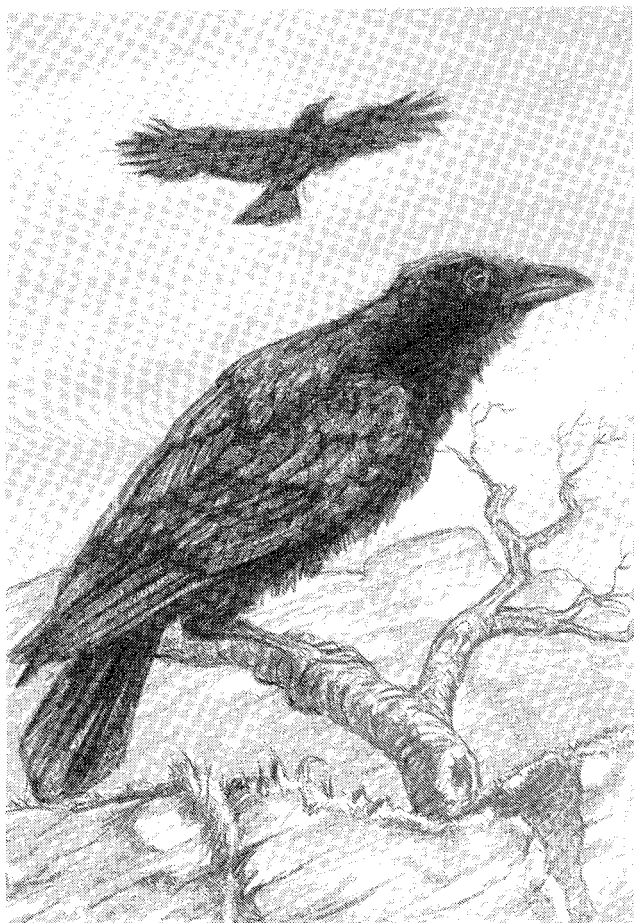
There is a raised platform at one end, some 3ft higher than the rest of the room, and a mouldering four-poster bed is set here. There is also a fireplace set into the east wall. The room is in considerable disarray – although the large round table is still upright one of a pair of chairs have been knocked over and the bed clothes are in a jumbled pile on the bed.

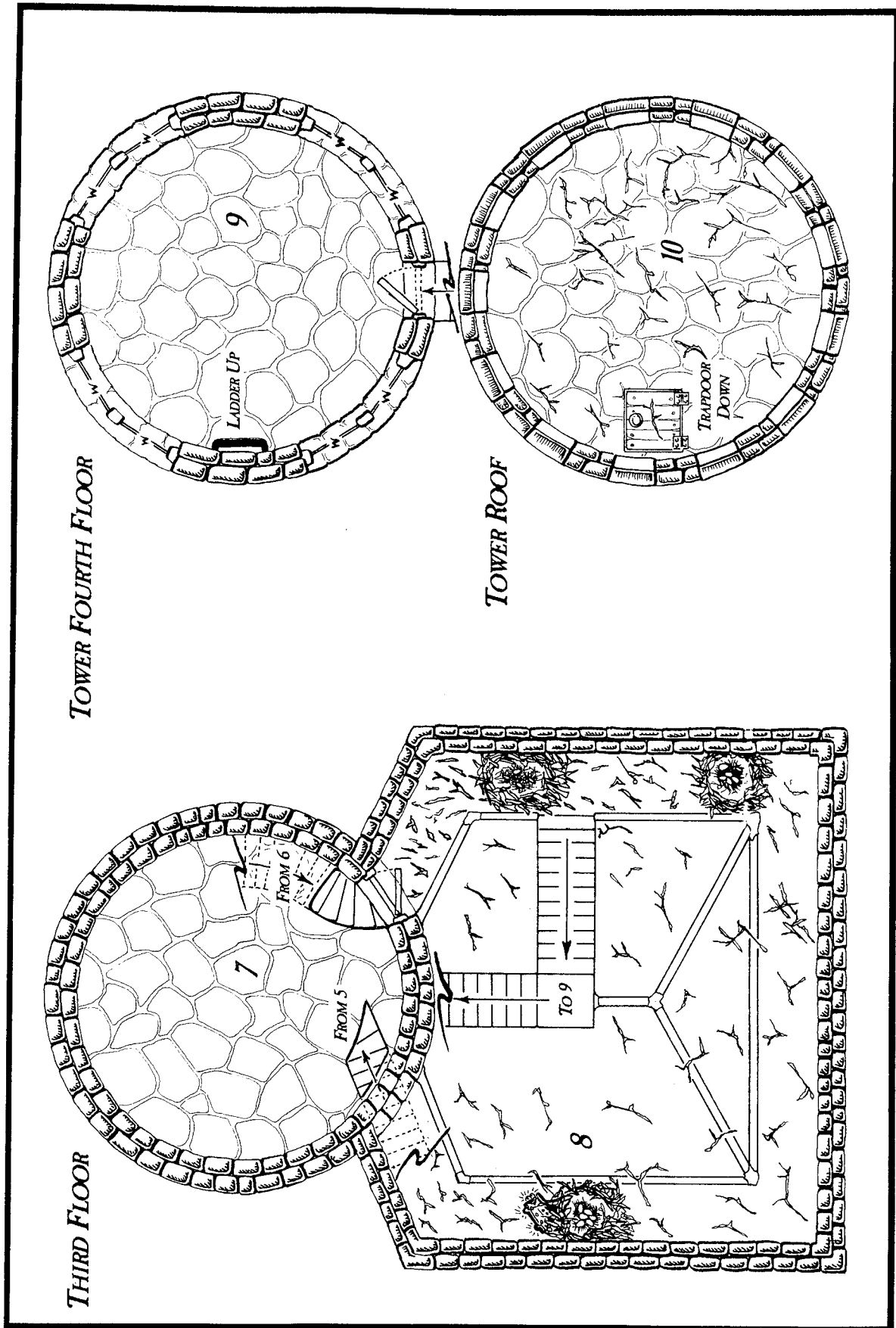
In one corner there is a pile of strange items on the floor – various animal skulls, gourds and pots of coloured powder and a curious piece of wood with a set of parallel score marks deeply cut into one side.

These objects may intrigue the adventurers, but they have no special significance. They were discarded by Torgoch when he left – some were used in his rituals, but none of them is magical and mainly he kept them around because they were the kind of items a shaman was supposed to hoard. Having begun to master the powers inherent in the Crystal of Fire, he felt no further need of these trinkets.

The stairway leading up to area 7 is wooden, and there is a concealed entrance to the secret room 6a: a section of the stairway hinges upwards to reveal a small, cupboard-like space. The hinges are rusted, but a combined *Strength* of 7 or more will suffice to prise the secret door open.

Inside the secret room are some old pots inside and two skeletons, one wearing the remains of a suit of chainmail. The air smells extremely stale, and you may wish to make the adventurer who





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opens the compartment make a *Toughness* test. This is completely spurious, although the players won't know this!

This room was constructed as a secret refuge – only the Lord himself and the dwarven masons were aware of its existence. When it became clear that the tower was doomed, he grabbed some food and drink and such of his wealth as was instantly to hand (a few gems, his favourite sword and his current paramour) and hid in the secret room. He hoped that the Orcs would soon move on, but was to be fatally disappointed. Two days after the Orcs moved into the tower, the two Humans died of suffocation; this was only intended as a temporary bolt-hole, and there was no provision for any long-term ventilation.

The skeletons are inanimate. There is a magical sword lying by the armour-clad skeleton (adds +5 to wielder's I). In one of the pots there are 8 gems worth 50 GC each.

6. Landing

This area has a stone floor. Stairs lead down to 4, and the door to 5 lies in fragments on the floor.

The floor over the stairway from 4 is pierced by a line of murder holes, allowing defenders to attack anyone coming up the stairs with missiles, hot oil, and so on at no risk to themselves. Also in this area is the winch arrangement which allowed the

portcullis between areas 3 and 4 to be raised and lowered. The winches and chains are now rusted completely solid.

7. Observatory

This room is in considerable disarray. A large and slightly twisted bronze tripod – green with verdigris, but still more or less sound – lies on the floor in the centre of a pile of glass shards, and the remains of burnt parchments are scattered on the floor along with the charred remains of a desk, a chair and other items of furniture.

The Lord of the tower had a passing interest in magic, and it was in this room that he studied any interesting items which his bandit raids netted. These included a crystal ball set on a bronze tripod, which he used to scry out potential targets and plan ambushes from the comfort of his tower.

When the Orcs took the tower, almost everything in here was destroyed before Torgoch could stop his over-excited warriors. He sorted through the debris and retrieved anything he considered was still usable, and then installed himself in here to study the Crystal of Fire. Needless to say, he felt no compulsion to tidy the place up first, and he managed to lose two pages of his notes among the debris. If the adventurers search the room, they will find *Handouts* 9 and 10.

The glass fragments and the tripod give a vague

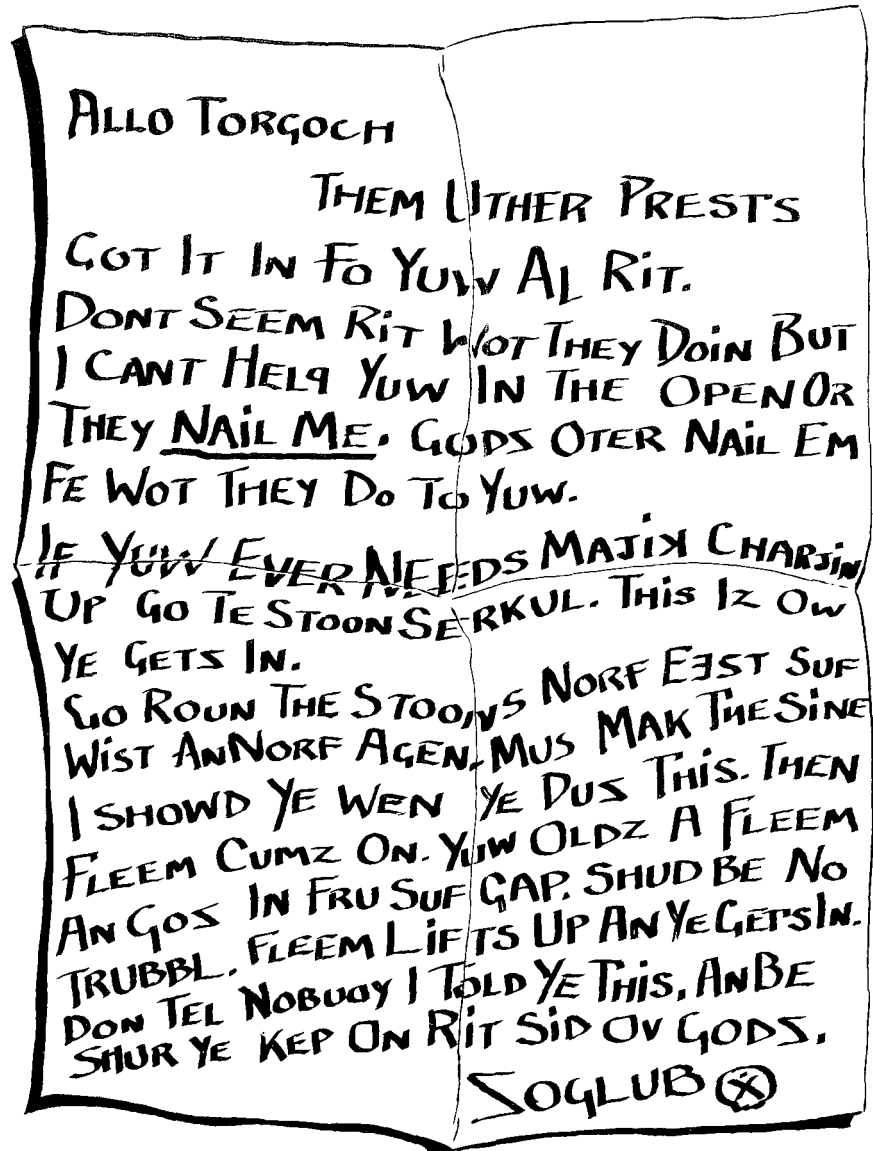
NO STUNJIS CUM TƏ RIP TOWR
YIT BUT I NOZ THEYZ CUMIN
BIN ER A MUMF ALREDY SO
THEY MUS CUM SUMTIM. WƏN
THEY CUM THO WƏ FIT BET
TR THAN HUMIZ WOT WƏZ
ERƏ. NEVER FOUN THER
BOS I MUZT ~~BE~~ DUN RƏ
NNA. IF STUNTIZ DON CUM
WƏ CAN GO IN SPRING
TIL THEN I CAN WORK
ON FIGRIN THIS JEM OUT.
TORGUCH
WARBOZZ OV BLUDAX
ALIUNS

SFIL NO STUNTIZ AL WINTƏ
BUT WƏ CAN MUJ ON SUN. MƏ
AN MI PRƏSHUS CUM LONG WAY
TGEVER LYNA GTOM AN STUF
THEM PRƏESTS GUD. THEN TOR
GOCH IZ BOS OV THE LOT. MƏ
AN MY JEM STUF ANYWUN
NO TRUBL, JUST STON
GURKL LIK ZOGLOB SED,
MABI GUD STUF THER,
THEM PRƏESTS IZ PƏD
THO, NOT NOBUDY
STROY GJNUF
TƏ STOP MI NOW!

but positive response to *Sense Magic*. The crystal ball itself never actually had any special power, although it has gradually gained a magical aura over the years, from the tripod.

The original crystal ball is beyond repair, and if anyone tries to piece it back together they will not be able to find all the pieces. However, if *any* glass sphere is placed on the tripod, it will function as new. It is the tripod which is magical, not the scrying glass which is placed on it! All the user needs to do is stare into a glass sphere on the tripod for a full minute and makes a successful **WP** test (*Divination* +10, spellcaster +10). He will be able to see what is happening at any point within five miles of his present location.

There are two restrictions on the scrying: firstly, the user must specify the location to be scried, and secondly he must have been there in person at least once. If these conditions are not met he will not be able to form a mental picture of the location, and the device will not know where to look. Note that the device only shows the *present* – it cannot see into the past or future.



8. Roof

The stairs from area 6 end at a door (warped and rusted shut, **T** 3, **D** 8), which opens onto the roof of the tower. The roof is of pitched slate, with a walkway around the wall-top and steps leading to the upper levels of the round tower (area 9).

The roof is the home of a large colony of rooks, and they will become highly agitated if anyone trespasses on their territory. Each character going out onto the wall-walk will be attacked by D4 birds.

Almost the whole roof is covered with large twigs, feathers and droppings, giving it the appearance of a huge bird's nest with the ridge of a slate roof rising though it. Any character who makes a successful **I** test will see that there are several brightly-coloured and shiny objects among the nesting material. These include coins, pieces of broken

glass, enamelled metal, and similar objects. There are even a few gems visible among the twigs and rubbish. More importantly, at the point marked on the map of the roof, one end of a bejewelled ivory scroll-case can be seen sticking out of the jumble of twigs and feathers.

Getting hold of the scroll-case could be a problem. As soon as any character starts ransacking the huge nest-structure, a cloud of squawking, protesting birds rises into the air. Everyone on the roof is mobbed by angry, vicious rooks.

There are simply too many rooks to run this as a standard combat. Instead, each character on the roof takes D6 automatic hits per round, at **S** 0. Any character who takes more than 4 damaging hits in a single round must make a **CI** test or be forced to retreat towards the door until another successful **CI** test can be made. The test may be repeated each round.

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Characters may try to fight back against the horde of rooks if they wish; they suffer a -10 **WS** penalty because of the birds' small size and agility, but every successful hit kills or disables one bird automatically. There are 2D10+50 birds in the whole colony.

Of course, some adventurers may wish to resolve the problem without violence. *Charm Animal* skill may work, *provided* that only the skilled character goes out on the roof. Even so, this character will get nipped and pecked by D3 irritated birds every time he attempts to steal something from the nest. A Druidic Priest with an *Animal Mastery* spell should have no trouble forcing the birds to leave the adventurers alone, but they will still protest loudly as their treasure is stolen.

A party without access to these particular methods may try other approaches: a loud noise, such as a pistol shot or a *Clap of Thunder* spell, will scatter the birds for D4+2 rounds, allowing anyone quick enough to grab what they can. Being natural animals, the rooks fear fire, and a character with a torch or a *Magic Flame* spell will be able to fend off any attacking birds if he makes a successful **Dex** test each round – on a failed test, the character will be attacked by D3-1 birds.

The scroll-case is worth 75 GCs and contains *Handout 8*. Other treasure on the roof consists of 2D10 small gems and pieces of jewellery worth D10+10 GCs each, and 3D10 gold crowns. A successful **I** test while searching will turn up one gem or piece of jewellery, or D6 coins.

9. Lookout Post

The door to the lookout post is warped and rusted into position – it has **T** 3, **D** 6. The room itself is empty, but its windows allow an all-round view over the forest and the surrounding area. A trapdoor in the ceiling leads to the roof. There are six iron rungs set into the wall, now heavily rusted; if any character uses them to climb to the trapdoor, each rung has a percentage chance of collapsing

equal to one-tenth of the total encumbrance points of the character climbing.

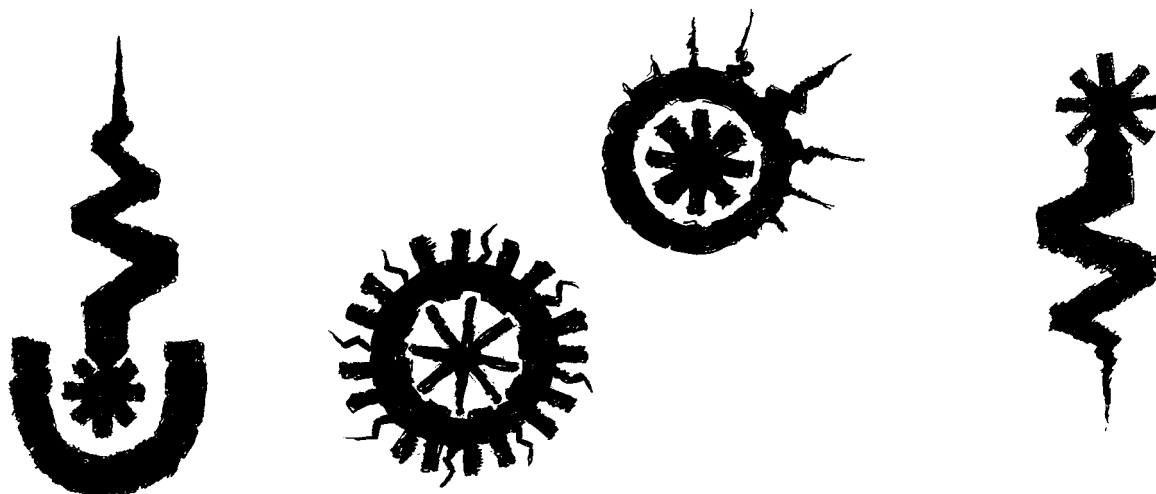
The weight of a character in encumbrance points is calculated as $(S+T) \times 100$; the encumbrance value of equipment is added to this weight. Thus, a character with **S** 3 and **T** 3 has an encumbrance value of 600; if this character is carrying 150 encumbrance points of equipment his total weight is 750 encumbrance points, giving a 75% chance of a rung collapsing as he climbs.

The trapdoor is bolted shut, but some nails have rusted away to nothing and the bolt hangs half-off; it is easily knocked or pulled away from the trapdoor. However, the trapdoor is almost impossible to open; some great weight above seems to be holding it down. It can be pushed open an inch or so, allowing a few twigs and feathers to fall through the gap, but it will open no further. Anyone who wants to get to the top of the tower will either have to destroy the trapdoor (**T** 2, **D** 4), or go out through one of the windows and climb the ten feet or so to the roof. In case anyone tries the latter course, the windows are about 50 feet above ground – if anyone falls, the drop is 17 yards.

10. Tower Roof

This is a flat stone roof surrounded by a battlemented parapet rising to waist-height. Like the lower roof (area 8), the whole of this area is covered with nesting material, in a layer about two feet thick. In the centre of the floor is a trapdoor (bolted from the other side, **T** 2, **D** 4) leading down to area 9, but it would take some time to dig through the twigs, feathers and guano to find it.

There is another part of the rook colony roosting on this rooftop. Among the shiny things they have hoarded here are 2D6 gems and small pieces of jewellery worth D10+10 GCs each, plus 2D10 gold crowns. A successful **I** test while searching will turn up one gem or piece of jewellery, or D6 coins. Refer to the description of area 9 for details of how the birds will react to this.



THE TWISTED LANDS

By now, the adventurers should have discovered that Torgoch set out from the tower to a base associated with a stone circle, towards the mouth of the Yetzin valley. They should have an idea of where the base is, and some clue as to how to discover the entrance.

This chapter covers their journey from the tower to the stone circle, through an area of forest which has spent nearly a century suffering the terrible effects of Chaos.

There are only two fixed encounters in this chapter – the discovery of the Minotaur caves, and the meeting with Erimayfin and his Elves, where the adventurers can find a final part of the ritual for getting into the complex by the stone circle. The other encounters in this chapter can be used at any point in the journey to the stone circle.

The Twisted Lands are an extremely hostile environment, and you would find it very easy to wipe out a party of adventurers at this point. Be careful how you use the encounters and locations in this chapter. Don't be afraid to challenge the adventurers, and reward carelessness and lack of thought with suitable misery. But try not to weaken the party too much for the final chapter.

THE WARPMOON'S GET

The influence of Chaos in this area may be Torgoch's doing, although he knew nothing of it at the time. Once he had installed himself in the complex



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below the stone circle – which the adventurers will discover in the next chapter – he tried to use the power of the Crystal of Fire against the Orc gods themselves, to force them to do his bidding. As will be seen, they destroyed the presumptuous mortal, but not before a titanic battle of magic and other forces.

The story of Torgoch's doom will be told more fully in the next chapter. But while that battle was taking place miles away, astronomers observed a change on the face of the evil moon of Mörslieb. Great convulsions racked the surface, until something like a volcano formed. This erupted violently, hurling a glowing green projectile into space. Toward the Old World.

It may be that the warpstone-meteorite was one of the weapons used against Torgoch by the gods he dared to threaten, or it may be pure coincidence. Mörslieb is notoriously unstable, and events of this sort happen every few years.

Whatever the cause, a fragment of warpstone fell to the ground at the southern end of the Yetzin valley. Sorcerers of every kind set out to recover the magical substance from all over the Old World, from Araby – and from the thrice-damned city of Skavenblight. History does not record which of the several expeditions recovered the warpstone, but its influence had already blighted part of the valley. It is through this area that the adventurers must now travel.

A CHOICE OF ROUTE

Although the adventurers know roughly where they are heading for, they will not know the best route to take. Essentially, there are two ways to travel through the Twisted Lands: by river or across country. If the adventurers have built one or more rafts, they may decide to drift down the river Yetzin on them; alternatively, they might trust to the maps they have and head straight for the stone circle as best they can.

Most of the encounters in this chapter can be used regardless of how the adventurers are travelling. Brief notes are given at the beginning of each encounter description to help you adapt them to the precise circumstances.

THE MINOTAUR CAVES

Torgoch and his Orcs stopped at this small cave complex on their way to the stone circle, and it was here that some more of his troops decided to desert him. A few clues here should help the

adventurers fill in some missing pieces of the story. There is one small problem, though – since the area fell under the influence of Chaos, the caves have been occupied by a pair of Minotaurs, which will regard inquisitive adventurers as their next meal!

At some point on their journey, the adventurers pass a rough cavemouth. On the rock face outside it are scratched various crude symbols, which the adventurers will recognise as Orcish graffiti, similar to what they found in the tower and the waterfall complex. Aside from the usual boasts and insults, there is a long passage in Orrakh, which reads as follows:

TORGOCH YER MAD WIV YER ZOCIN RED STON AN YER
RED EYZ IN THE DARK AN YER FINKIN YER GUNA KIL
THE PREESTS BAK OM

THE GODZL DO FE YE TORGUCH AN ENYWUN WIV YE

WE AINT GUNA BE ER WEN IT APNZ WE AINT GUNA
CROS THE PREESTS

WEZ LEVIN

ROGLUD AN IZ BOYZ

From this inscription, the adventurers should be able to conclude that Torgoch passed this way, that he was suffering from desertions among his troops, and that the cavemouth might be worth investigating.

Map 5 shows the layout of the caves.

1. Entrance Passage

A dark passage leads into a hillside, about 10ft wide and 12ft high at the centre. It is dry and seems to be natural. From the cavemouth, a pile of rubble can be made out, a few yards along the passage.

The pile of rubble is only about 2ft high, and is easily scrambled over – but if anyone has to cross it in a hurry or during combat, you should have them make an **I** test to keep their footing.

As the adventurers move along the passage, they will become aware of a strange smell, which becomes stronger as they go further into the caves. Give each character an **Int** test to identify it – a successful test indicates that the character is reminded of a cattle-pen or an abattoir, but can't pin the smell down more precisely.

2. Main Chamber

The passage emerges into a rough natural cavern. There are various bones and pieces of wood lying around, and the remains of a fire.

This chamber is used as the main living quarters by the pair of Minotaurs which currently occupy

the cave. You may assume that they are out hunting at the time that the party enter (in which case the ashes of the fire will probably still warm) and will return while the adventurers are still in the caves, trapping them inside. Or you might prefer to say that they are at home when the adventurers enter, and an immediate fight ensues.

Various bones are scattered in and around the fire, but there is nothing of value in this cave.

3. Side Chamber

This chamber has passages leading off to north and south and a large hole in the floor. There is a pile of rough furs at the east end, indicating that it is used as sleeping quarters.

The south passage soon comes to a dead end. The Minotaurs use this passage as a midden, and it is littered with gnawed bones, broken weapons, and corroded pieces of armour. There is nothing that appears to be of Orcish manufacture, but a thorough search by a character with *Magical Sense* skill will turn up two magical arrows (*Arrows of True Flight*) and several items which appear to be of Elven manufacture.

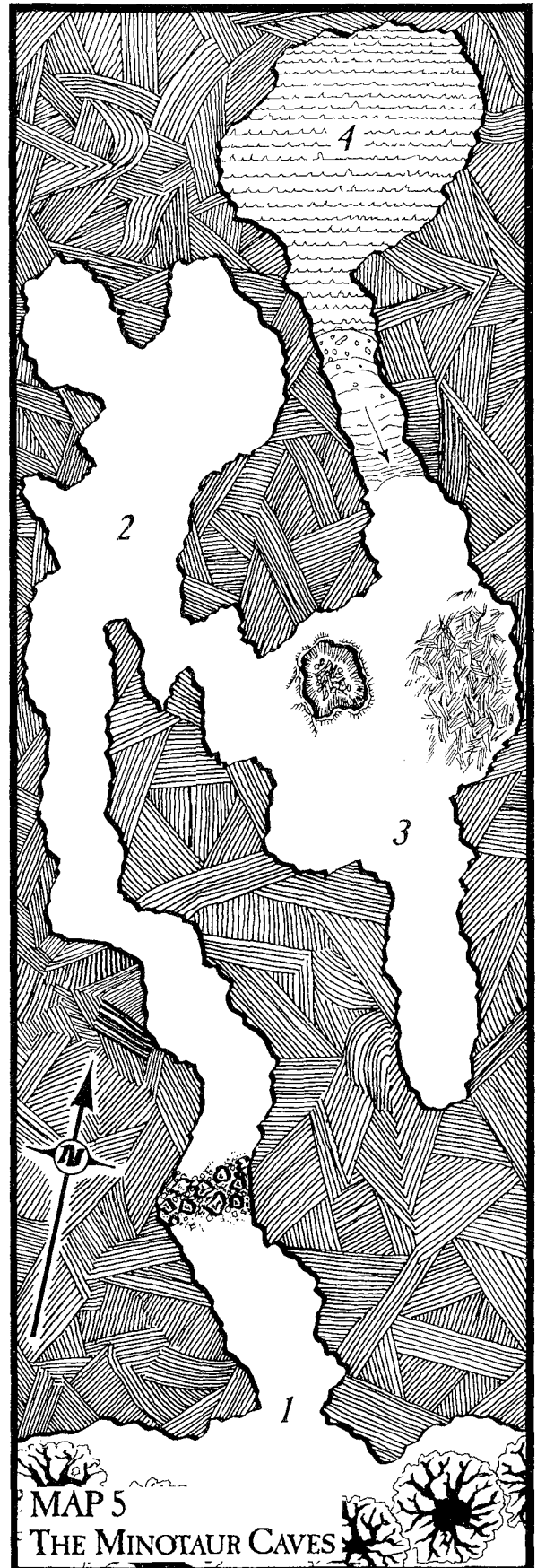
The floor of the north passage suddenly drops away steeply, leaving a slick slope with a drop of about 10ft into the flooded section. The flooded passage itself slopes down very steeply, so anyone falling will probably slide into the flooded cavern in area 4 – this could prove to be a serious problem for heavily-armoured characters.

The hole in the floor is about 7ft deep and 3ft wide; the sides are rough, and it is easy enough to jump or climb in and out. Like the dead-end passage, it is littered with debris of all kinds; among the rubbish is the skull of an Elf, along with a mail shirt of Elven design (1 AP, body) and a silver arrowhead pendant on a silver chain – again of Elven manufacture. The pendant does not appear to be magical, but looks as if it might be worth 10 GCs or so. Also lying amongst some odd bits of garbage are a rusty sword (10% chance of causing *infected wounds*), an axe with a broken haft, and several pieces of a shattered helmet.

4. Flooded Cave

The passage between 3 and 4 slopes steeply. By the time the passage widens into a small cave the water level reaches almost to the ceiling, with only a foot or so of air-space.

The water is almost 7ft deep in the cave, so characters falling down the slope may be in trouble. The Minotaurs use this cave as a hiding-place for their treasure hoard. This is contained in a small metal chest at the back of the cave. The chest is not locked – whenever the Minotaurs want to cache any more treasure, one of them wades out until they stub their toe on the box, then ducks down to put the item in the chest.



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The chest currently holds 834 silver shillings, 237 gold crowns, a dagger with a silver-plated blade (so tarnished as to be virtually worthless and only doing half normal damage), 2 gems worth 100 and 150 GC and a gold belt buckle worth 35 GC. The box is extremely corroded and if the adventurers try to lift it with all its contents, there is a 65% chance that the bottom will fall out, scattering its contents across the bottom of the pool. Since the lid is not locked there is also a 25% chance that it will fall open and about half the contents will spill out – unless the adventurers are being especially careful to keep it upright. If some of the contents are split you will have to determine what percentage the PCs can recover by diving, and how long this will take.

MONSTER ENCOUNTERS

As befits an area blighted by Chaos, the Twisted Lands are haunted by a wide array of monsters. Here are a few sample incidents and encounters, which you can use during this part of the adventure if you wish. Of course, you should feel free to expand them and add others if you want to.

The River Worm

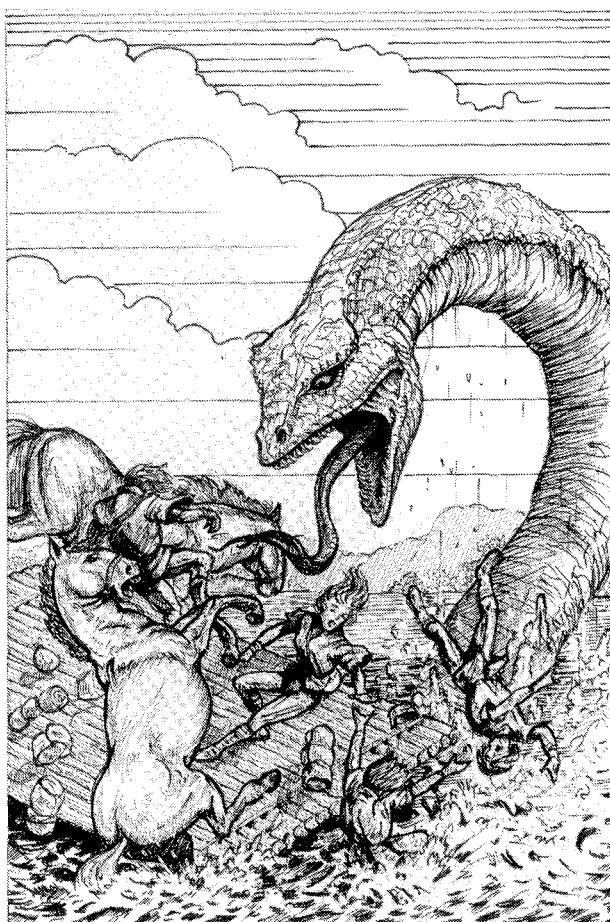
This encounter works best if the adventurers are travelling by river. If they are travelling by road, then it should take place at a point where the road runs alongside the river. You might use this encounter while the adventurers are still only a little way into the Twisted Lands. The River Worm – a larger relative of the Fen Worm, living in open water – is a natural creature rather than a creature of Chaos, but will give the adventurer a taste of the monsters to come.

The River Worm's massive head suddenly bursts from the water, possibly upsetting the raft if the adventurers are travelling on the river. Characters on a raft which is not overturned must make a successful **I** test to stay on the raft as it pitches and rolls in the waves created by the rearing monster. Because of the monster's size, it causes *fear* in creatures under 10ft tall, so **CI** tests are also necessary.

The River Worm will not leave the river, so it is possible for characters on the bank to skirt round it. However, it can reach a target up to 3 yards away from the water's edge. The beast itself is over sixty feet long, and its great head can strike at targets up to 5 yards away in open water.

On the round in which the River Worm appears, the adventurers are automatically *surprised* – it may make one attack before they can do anything.

The creature's motivation is hunger, pure and simple – it will strike at the largest creature it can



see (which could well be a horse), submerge with its prey, and head off to eat it. Also, while it cannot be described as intelligent, it is not mindlessly stupid. If the adventurers keep beyond its striking range and pepper it with missile fire, it will give up the attack after 2-3 rounds, submerge, and head off downstream – it won't hang around to be killed unless it has a chance of surviving and getting a meal.

The Chaos Band

This encounter can be used in any circumstances, preferably after the adventurers have got some way into the Twisted Lands. If the raiders survive the first encounter, it could turn into a running battle as they trail the adventurers, determined to slay them for Khorne somehow.

Rojax Gorewade is a Champion of Khorne, who commands a small band of Beastmen in the Twisted Lands. He believes that enough blood will strengthen Khorne's hand in this area sufficiently to make it spread, until a new expanse of Chaos Wastes stretches across the southern Old World and beyond, effectively cutting the world in half. To this glorious end, he and his followers have been travelling the Twisted Lands for nearly two years, killing everything and everyone they come across.

Gorwade is an imaginative commander, and his

small band has accounted for groups of victims many times their own size and strength. A favourite tactic is a kind of ambush – Gorewade appears and charges the target, and two rounds later, when the victims are fully prepared to deal with a lone Chaos Warrior, the Beastmen attack from the opposite side. The warband is also not above using missile weapons from ambush, and using diversions to split up a particularly large or tough target group so it can be dealt with piecemeal. To Gorewade, blood is all that matters, not the means by which it is shed.

The Chaos band knows the Twisted Lands well, and will take full advantage of terrain in planning and staging an ambush. They will fight until half of them are dead or disabled and then run retreat. If Gorewade is killed or disabled, every other member of the band must make a **Ld** test (on the Beastman's own **Ld** score) or flee.

Bloodsedge

This encounter takes place on land, where the adventurers have to force their way through a dense patch of undergrowth. There are five Bloodsedge plants in the thicket, spaced so that it is impossible to force a way through without being within reach of D3 of the plants.

On the first turn that a character tries to force a way through the thicket, one Bloodsedge will attack. If the victim is drawn deeper into the

thicket, 1-2 other plants attack as well. The competing plants will pull a victim this way and that. Only when one plant causes damage and the others do not will that plant be able to pull the victim to its trunk and out of reach of the others.

If you want to provide an incentive for the adventurers to investigate the thicket, you might have them spot something glinting on the ground deep within it. The remains of previous victims will include D6 hand weapons of various types, 2D6 pieces of armour, and D4-1 pieces of jewellery worth D10 x (D10+10) GC each. Each of these items will have a 5% chance of being magical. In addition, there will be D10 x 10 GC in coins, and a 25% chance of D4-1 randomly determined magical items.

Chimera

This encounter can take place on land or river. On land, it will always take place in a clearing, where the Chimera has room to fly but cover to mask its approach.

The beast will swoop down and try to snatch away one victim. A snatch will be successful if the Chimera scores successful (not necessarily damaging) hits with both *claw* attacks and the *bite* from its leonine head, all on the same victim. If it misses with its first attack, it will gain height and try again. Each time an attack is failed, roll a D6: on a roll of 1-2, the Chimera gives up and flies off.



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It will also break off the attack if it loses 10 **W** or more without managing to grab a victim.

While burdened with a victim, the Chimera's movement rates for flying are halved, and it loses both *claw* attacks and the lion-head's *bite*. It cannot carry any victim larger than Human size, and will always retreat with a victim rather than staying around to fight.

The victim can wriggle free if he makes *three* successful **I** tests – one for each grip holding him – but will then fall to the ground or water below. A victim who makes a successful **Dex** test can get his weapon arm free and draw any hand-to-hand weapon he is carrying; he attacks with a **WS** penalty of -20. The Chimera will drop a victim if it is reduced to 10 **W** or less, or if its victim inflicts a wound of more than 10 **W** with a single blow.

Basilisk

This encounter is best used on land, when the adventurers are deep in the Twisted Lands. They come across a dark clearing, littered with crumbling, oily black rocks of various sizes. No matter what the time of day is, or the weather, the sky above the clearing is the colour of lead. There is a gloomy grey light through which it is possible to see the clearing and everything in it, but nothing beyond.

Among the rocks, and adventurers will begin to

see what look like fragments of statues – a head here, a broken-fingered hand there, a piece of a leg somewhere else. The few intact faces that can be seen all seem to be frozen in expression of horror. If you want to hint more heavily, the adventurers may come across complete figures, or more complete parts of figures, including Humans, Beastmen and even a couple of Elves. Many of the fragments are heavily gouged, as if by chisels or the teeth of a large creature.

Cautious adventurers may well decide to skirt round this particular clearing, and in many ways this is the most sensible option. If the adventurers explore the clearing, or spend more than a minute or so standing around in indecision, then the Basilisk – which has been sleeping behind a pile of rubble at the far side – will awaken and attack them with its gaze weapon. It eats its petrified victims, and its hunting technique is to keep at a distance and use its gaze weapon until there is no more resistance. It will be very unwilling to become involved in close combat.

Note that the adventurers must make **CI** tests against *fear* when the Basilisk shows itself – those who fail the test flee out of the clearing, and probably stand the best chance of surviving the encounter.

CHAOTIC TERRAIN

It's not just the wildlife of the Twisted Lands that has been affected by the warpstone meteorite – just like the Chaos Wastes, the land itself has been warped and twisted in places. Here are a few ideas for locations and terrain types; more can be found in **Realm of Chaos – The Lost and the Damned**.

Glade of Gloom

The adventurers come upon a small clearing in the forest. At least, it *looks* small, but it's difficult to tell because the whole glade is in pitch blackness. The darkness is as absolute as the darkness at the bottom of a mine, and *Night Vision* of any kind is useless. Even magical sources of illumination cannot penetrate the darkness.

The adventurers can go around the clearing if they wish. If they decide to go across it, they must take a *Risk* test each round (at -10 if travelling at *normal* rate and -40 at *run* rate) to avoid running into an unseen obstacle for D3-1 **W** points of damage, regardless of **T** or armour. Obstacles – and more dangerous things like pits – can be avoided if the adventurers take reasonable care, probing in front of them with sticks and so on. Whether there is any hostile wildlife in the glade is up to you – a glade of gloom would be a perfect hiding-place for a creature that does not rely on sight as its primary sense: giant bats, for instance. Characters in darkness suffer a -50 **BS** penalty and a -20 **WS** penalty.



Reversed River

At some point in the river's course through the Twisted Lands, a part of it has somehow been turned around. That is to say, that for a few hundred yards the river flows *upstream*. If the adventurers are travelling on the river, they will drift down to where the normally-flowing river meets the reversed river, and the only way to go any further will be to force their way downstream *against* the flow of that part of the river. Eventually, they will reach a point where the direction of flow reverts to normal, and be able to carry on drifting.

Quite what happens to the water in the reversed section – where it comes from, and where it goes – is a mystery whose answer is known only to the great Powers of Chaos. At your option, you might have all the adventurers make an **Int** test after they have won through this stretch of river: if the test is *passed*, the character can't get this contradiction of natural law out of his mind, and collects an Insanity Point as a result. Characters who fail the test have no worries – they are too unimaginative to let such things worry them.

Level Waterfall

On an apparently level stretch of the river, the adventurers suddenly find themselves approaching a raging waterfall. It is perfectly straightforward to walk around this waterfall on either bank, but the water itself plunges several hundred feet down an abyss which is no wider than the river itself. At the bottom of this abyss, the water simply turns around and plunges back up to the surface, where the river continues in level course.

If the adventurers go over this strange waterfall on a raft or boat, anything on the deck which is not secured has a 50% chance of being swept overboard and lost for good. Characters must make a successful **I** test to avoid being swept overboard themselves. Those who fail are carried along by the rushing water and end up back at the surface, minus D3-1 **W** points regardless of **T** or armour. Anyone attempting to climb down the side of the abyss must make a test on the average of **S** x 10 and **I** each round in order to avoid being dragged off the slick rock wall by the rushing water. This has the same effect as being dragged overboard.

This feature is intended to be frightening rather than dangerous, but as with the *Reversed River* above, you might like to have each character attempt to *fail* an **Int** test to be able to put the impossibility of the waterfall out of his mind and avoid gaining an Insanity Point.

Sighing Bridge

At some point as the adventurers are travelling along or beside the river, they see a bridge in the distance, and begin to hear a faint sighing and weeping, carried on the wind. As they get closer, they will see that the bridge is made entirely out of



bones. Those who look closely will see that almost every species they ever heard of is represented in the construction, as well as a few they have never seen before.

The bridge is entirely harmless in itself, but is unnerving: as the party goes past – or over – it, each character must make a **CI** test. Those who fail lose D10 **CI** points for the rest of the journey through the Twisted Lands.

Rising Ground

As the adventurers approach it, this looks like a perfectly normal stretch of terrain. It may even be a stretch of river, if they are travelling by water. But as soon as all the adventurers are within its boundaries, a patch of ground about forty feet across suddenly rises into the air at great speed until it reaches an altitude of about a hundred feet. If the adventurers are travelling by river, then a piece of river bed leaps into the sky, taking their boat or raft with it and leaving all the water behind.

Anyone who expresses a desire to jump off when the ground starts to rise must make an **I** test (*Acrobatics* +10). Success indicates that the character has got off the rising terrain safely. Characters who fail the test have still got off, but not without problems. For every 10 points of failure (round up to the nearest 10), the character falls 1

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yard: so a character who fails by 25 points falls 3 yards, one who fails by 77 points falls 8 yards, and so on.

Characters who stay on the rising ground have an excellent view across the Twisted Lands, but they also have a slight problem – how to get back down. If they decide to wait, roll a D10 every hour – on a result of 1, the land sinks back to its original level. Otherwise, it's up to the adventurers themselves.

Cairn of Skulls

The adventurers come into a small clearing, which is dominated by a huge mound of skulls, some thirty feet high and thirty feet across at the base. All kinds of creatures are represented in the mound – Humans, Beastmen, Orcs, Dwarfs, monsters of various kinds and there is even a Dragon skull to be seen. A foul-smelling, charnel wind blows across the clearing (but stops abruptly at its boundaries), and the air resounds with booming, insane laughter – perhaps that of brass-throned Khorne himself.

There is nothing special about the mound of skulls, apart from the number and variety of skulls to be found there. Nothing will happen if the adventurers investigate the mound, although if they spend too long here you might stage a monster encounter to get them moving again.

As with the *Sighing Bridge* encounter, this location

is intended to unnerve the adventurers, and you might like to have them each make a **C1** test or lose D10 **C1** points for the duration of the journey through the Twisted Lands.

Dancing Rapids

This is another river feature, which is best used if the adventurers are travelling by raft or boat. When it first comes into sight, this area looks just like a normal stretch of rapids – but as they draw neared, the adventurers can see that the rocks of the rapids are moving.

The rocks move with malign intent to surround and crush the approaching vessel, and whoever is controlling the raft must make a test on the average of **Int** and **I** (*River Lore* +10, *Row* +10, *Sailing* +10) to steer a course through the attacking rocks. If the test is failed, the vessel sinks immediately, and everything not carried by a character is lost at the bottom of the river. The adventurers (and their mounts, if they have any) must swim for it, making a *Risk* test (*Swim* +10) to avoid D3 **W** points of incidental damage, regardless of **T** and armour.

Mystic Pillar

In the middle of a small clearing (or in the middle of the river, if you prefer) stands a fluted pillar of polished brass. It is about forty feet high, and counts as a *sheer surface* for anyone trying to climb it. In fact, it is so sheer that all tests associated with climbing it are made with a -20 penalty.

On top of the pillar, in a shallow indentation, stands an egg of polished white stone. It is not fixed to the pillar in any way. If it is examined by a character with *Magical Sense* skill, it will be found to have a strong aura of magic. However, no amount of investigation will discover how to make the egg *do* anything. This is because, while magical, it has no purpose whatsoever. Such are the ways of Chaos.

Ice Sheet

The adventurers come across a plain of ice, about a mile across in all directions. If they are travelling by river, the river freezes at this point. The plain of ice counts as *difficult ground*, and any character attempting to fight or perform any other vigorous action while on the ice must make an **I** test or lose his footing.

Razorgrass

The adventurers come across a meadow of long, broad-leaved grass, about thirty yards across. If they are travelling by river, they come to a marshy area which is completely choked with this vegetation, and must either abandon their vessel or drag it back to clear water.



Each blade of grass is as sharp and tough as a razor – the grass counts as *difficult ground*, and any creature walking through it takes an automatic *Strength* 0 leg hit each round from the lacerating grass. Because of the fineness of the blades, though, metal leg armour counts as double its normal AP value.

Crystal Forest

The adventurers come upon an area where beautiful clear crystal shapes rise from the ground like weird vegetation. This strange forest is about twenty yards across, and its irregular surface counts as *very difficult ground*, reducing movement to one-quarter the normal rate.

The crystal forest is as deadly as it is beautiful – for when sunlight strikes parts of the crystal growth at certain angles, the light is gathered, concentrated and refracted from crystal to crystal until it becomes very much like a laser beam. Each creature crossing the forest must make a *Risk* test each round or be hit by a burst of solid light for a *Strength* 3 hit. This is treated exactly like a normal missile hit.

LEAVING THE TWISTED LANDS

After a while, the influence of Chaos on the Twisted Lands begins to diminish, and the adventurers can tell that they are coming out on the other side. These two encounters are intended for this stage of the journey, and can be used at any point between the Twisted Lands and the stone circle.

The Hermit

While following a narrow winding trail through the forest, the adventurers suddenly enter a clearing with a rather strange occupant. Suspended on two ropes from a pair of large trees near the middle of the clearing is a flat rock, roughly circular and about six feet across. A Human figure dressed in bright orange robes is squatting cross-legged on the rock – apparently concentrating to keep his precarious perch balanced. There are some flasks and small piles of assorted foodstuffs scattered on the ground before him.

This hermit is a disciple of a rather obscure religious cult, and has lived in this clearing for the last four years seeking enlightenment. The other inhabitants of this part of the forest consider him to be a holy mystic. Because the hermit dares to live here, they assume that he has great magical powers, and they give him gifts of food and drink and generally try to prevent anyone or anything bothering him. It is to the awe of the locals, rather than to any powers of his own, that the hermit owes his survival.



Because local inhabitants sometimes come to him for advice, the hermit has picked up a fair amount of information about the immediate area. He will sit and listen if the adventurers attempt to question him, although his replies are always cryptic and sometimes completely meaningless to normal mortals; one can only assume that the listener must be similarly enlightened to make any sense of them.

Although it may be possible to gain some useful information from the hermit, he is played largely for light relief at the end of the hair-raising trek through the Twisted Lands. Here are some samples of his wit and wisdom. You may like to prepare some more in a similar vein before play. You would be well advised to practice playing the hermit a few times before the game. The most important thing is to keep your face absolutely still in an expression of great seriousness and tranquillity (even the ghost of a smile and you're lost), and to give forth the hermit's pronouncements with the utmost gravity and seriousness.

"Even the dragonfly is still until it moves."

This line has no immediate relevance to the adventure, but it should be entertaining to watch players trying to interpret it. It might be taken as a reference to Torgoch. When the adventurers don't know of he's moved they should assume that he has not, and so they should search for him in the complex beneath the stone circle. Or, it might mean nothing at all.



"A man who seeks the answer must first understand the question."

This is a line which the hermit gives to everyone who comes to him for advice. It is actually a very useful recommendation in general terms – be sure you know what you're dealing with before you start looking for solutions – although it has no specific relevance to this adventure.

"Inside the nutshell of your problem is the meat of its solution."

This line is an enlargement on the previous statement, and will be used if the adventurers persist in bothering the hermit with trivial or unanswerable questions.

"Your honesty of expression is exceeded only by your depth of understanding."

This is a gentle rebuff to a character who has provided the answer along with the question. For example, "What's on the other side of this clearing? More forest?"

"Death, like life, is a transitory state. Who can tell the dream from the dreamer?"

This line is used in response to any threat of violence. The hermit does not fear death, and will not raise a hand to defend himself if he is attacked.

"He who would know of the forest may ask the tree. He who cannot hear the tree speak may hear other voices."

This is a suggestion that the adventurers put their

questions to someone else, preferably someone who lives in the forest. It refers to the Elves in the next encounter.

"The path of enlightenment is a long one, and the traveller must eat along the way."

This is a hint to the adventurers to leave a donation of food or drink as they leave the hermit's clearing. If they fail to do so, the hermit will wait until they are almost out of the clearing, and quietly cast a *Curse* spell at the back of the last character. This character must make a successful **WP** test or come up in a red itching rash which reduces imposes a -5 penalty on all tests against **Ld**, **Int**, **Cl**, **WP** and **Fel**.

"You are generous with your time. Perhaps others may now benefit from your bounty."

This is a gentle dismissal, for use when you or the players have had enough of this encounter.

The Elves

As the adventurers cross a large clearing with a single immense tree in it, two arrows suddenly fly out of the trees to each side and stand quivering in the ground near the feet of the most skittish player character.

Before anyone can do anything, five Elves step into the clearing at the far end – all of them have bows, and three have arrows nocked and ready to

fire. They all wear coats of chain mail and carry swords and daggers in addition to their bows.

One of the Elves hails the adventurers – this will be in Elthárin if there are one or more Elves in the party, otherwise it will be in heavily accented but understandable Old Worlde. His tone and general attitude are tinged with suspicion:

"Halt! You are surrounded by bows! What do you coming out of the Twisted Lands into the forest of Sith Fascoluinne?"

It is up to the adventurers how they answer this challenge. Listen to what they say, then have the most talkative character make a **Fel** test – not forgetting the -20 modifier for non-Elves – and modify it by up to +/-20 according to how *believable* (and not necessarily how *true*) you find the story the adventurers tell the Elves. If the adventurers have recovered a silver arrowhead pendant from the Minotaur caves, they will gain a +10 **Fel** modifier if they hand this over to the Elves. This has little intrinsic value, but belongs to a brother of one of the Elves, who set off on an expedition into the Twisted Lands and was never heard from again.

If the test is made, the Elf leader accepts the story. Otherwise, the adventurers may be held up in the clearing for some time as they try to convince the Elves that they are not disguised followers of Chaos. Attacking the Elves at this point would be unwise – the threat about more archers in the bushes was an empty one, but the adventurers are not to know that. However, any hostile move on the part of the adventurers will be met by three arrows as the Elves form a screen in front of their leader while he uses spells. The Elves will then make a fighting retreat into the forest, use their skills to fade away into the undergrowth and then head for their settlement to gather a warband.

Should this series of events come to pass, the adventurers will be attacked shortly after they make camp for the night by a force of 3D6+6 Elves (use the scout profile already given). Once the Elves have taken D6 casualties they will withdraw into the forest. The adventurers will not see the Elves again, but they will suffer from irregular sniping attacks or the next two days.

The leader of the Elven group is called Erimayfin, and he is significantly older than the others – a successful **Int** test on the part of an Elven character will estimate his age at around two hundred. He was a young warrior when Torgoch and his warriors passed this way, and can supply the party with a lot of useful information – in particular, what was the cult sign referred to in *Handout 8*, which is necessary to gain entry to the complex beneath the stone circle.

The Elves in this area were subject to attacks by the Bloodaxe Alliance for many years, the worst such attack being a little over one hundred years ago (there have been no attacks since). The Elves are long-lived and have long memories. Their hatred of the Orcs has not dwindled over the last

hundred years. They will therefore assist the party (or at least, not detain them, depending on the impression they have made so far) if the adventurers can convince them that what they are doing will be to the detriment of the Orcs. Erimayfin knows the location of the stone circle, and if he is questioned about an Orc leader wielding a powerful item Erimayfin will remember a good deal:

"I remember the last time the Orcs went to the circle. They had been using it for centuries, but this time was different. Most of them had gone back to the east. For a few weeks, our scouts had been picking off small groups – dozens and scores, rather than the hundreds we usually saw – and then came this one.

"There were few of them, but their leader was different. His eyes glowed red like dying embers. I shall never forget them. I was in ambush with a score of archers, when the scouts challenged them. We had the advantage by four to one, and yet only three of us survived. The red-eyed Orc had a crystal – strangely-shaped and glowing the same red as his eyes. Fire rained down on the scouts and the archers, and we fled as the Orcs passed.

"I followed them from a distance as the other survivors went to raise the alarm. They went to the stone circle, and there the leader performed a strange ritual, walking around the stones clockwise for one complete circuit, with his right forearm upright in front of him and his left hand grasping his right elbow. I did not see what happened next – one of their guards spotted me, and I had to flee.

"It was not long afterward that the green fire came down from the sky and the blight of the Twisted Lands came on the forest. In a hundred years it has spread this far, and though we kill the creatures that come out of the Twisted Lands, we are powerless to stop the blight itself from spreading."

Healing

It could well be that the adventurers are in need of a little rest and recuperation after their journey through the Twisted Lands, and there is no reason why they shouldn't take a little time out here. Torgoch and the Crystal of Fire haven't moved in the last hundred years, so a few more days won't hurt. Provided that the adventurers have made a good impression on the Elves, they will be welcomed to the settlement of Sith Fascoluinne, and provided with food and healing as required. The Elves will be happy to assist them, especially if they hint that they intend to take the Crystal a long, long way away.



THE WATCHERS ON THE HILL

This is the final chapter of this adventure. Having won through the Twisted Lands, the adventurers find the stone circle which is connected in some way with the Orcs' main base in the Yetzin valley. They should have gathered enough clues by now to know how to gain entry to the underground complex. There they find all that is left of Torgoch's dreams of power.

But to win the Crystal of Fire, they must fight their way through century-old defences, ancient curses, and – finally – through the power of the Crystal itself.

TORGOCH'S DOOM

By the time Torgoch reached the main base, he had increased his knowledge of the artefact's powers considerably. He knew that if he could master it completely, he would have power to match that of the head priests back in the Dark Lands. Grandiose dreams began to form in his mind, of returning to the Dark Lands, avenging himself on the priests who had abandoned him, and uniting the whole Goblinoid race under his banner. Surely no Orc could match his power, and none could prevent him from founding a Goblinoid empire to rival the Hobgoblin Hegemony itself. And once this empire was established, the whole world would lay open to conquest. Torgoch, the war chief of the Bloodaxe Alliance; Torgoch, the master of the world; Torgoch, the invincible; Torgoch, the god.

But on the journey, Torgoch had become increasingly alienated from his troops. As he grew in his knowledge of the Crystal, he found that he no longer needed to sleep. He now spent whole days closeted with his magical stone, neglecting his followers. His eyes turned red, and began to glow with a light of their own. His personality changed, from an outgoing and capable war-chief to a self-obsessed introvert. And rumours began to circulate among his followers.

Like most Orc warriors, they feared and distrusted magic. When they saw the effect that this stone was having on their once-revered leader, they began to worry. They knew that withdrawing from

the valley and returning to the Dark Lands ran directly against the orders given to Torgoch by the head priests of the Bloodaxe Alliance, and they feared the head priests more than anything. Desertions started when the Orcs left the tower that spring, and by the time Torgoch had reached the main base, it was clear that his remaining forces were too weak to survive the journey across the Border Princes to the Dark Lands.

Torgoch was frustrated and bitter. He shut himself away in the altar room of the ancient temple – now his throne room – and brooded. Finally he hit upon a plan for revenge which attested all too clearly to the truth of the rumours whispered by his troops: the power of the Crystal had turned his head, and he was mad.

Torgoch was now completely the master of the Crystal of Fire, and held magical power greater than any Orc had held before him. In an older time, he might have been hailed as a god.

The thought stuck in his mind, and he decided that with the Crystal's power he could deal with the foul Orcish deities on equal terms, and force them to punish the lying priests and accept himself among their number.

Instructing his loyal officers to lock him in the altar room and guard the rest of the complex – a task they perform to this day – he used the Crystal to create a pair of magical barriers, one around the throne on which he sat and one around the artefact itself, which he had set upright a short distance from him to act as a focus for any spells he wished to cast. These barriers, he thought, would keep out all physical and magical attacks, so that however affronted the gods were, they would not be able to harm him. And if they could not harm him, they must eventually do as he wished. Unfortunately for Torgoch, the barriers proved to be insufficient to keep him from all kinds of harm.

When he contacted the gods they were not at all pleased to hear from him, and vented their anger in no uncertain terms. Their magical assaults proved insufficient to break his defences, but the resulting earthquakes severely damaged the lower level of the complex. The course of a local river was also altered, and following a rise in water level parts of the complex are now flooded. Having

failed to destroy Torgoch by physical or magical means, the gods of the Orcs found a flaw in his defences: a third means of attack.

Torgoch had overlooked the possibility of a mental attack. Although the Orc gods could not tear him limb from limb physically as they wanted to, it proved easy to snap his already weakened mind and drive his tormented spirit from torture to torture in the years that followed.

Torgoch now exists only as a shell. Within the husk of his undying body, a few fragments of warped and twisted intellect survive, knowing only that the Crystal is his most treasured possession, and must be protected at all costs.

The rest of the Orcs – all that remains of the once-mighty Bloodaxe Alliance – did not escape the wrath of the Orc gods. His officers – now undead – still patrol the complex endlessly, cursed to guard it for all eternity. And the rest of his troops are buried around the stone circle which marks the complex, cursed to eternal unlife. In this state there are ready to destroy all those who might enter the complex and free the heretic Torgoch.



THE POWER BASE

The power base used by the Bloodaxe Alliance was originally constructed by a Human Druidic cult. The complex was designed to tap naturally occurring lines of earthpower and pass the magical energy on to the cult's members at the altars.

The complex itself was guarded from unauthorised entry by the fact that it had no physical entrance – the only way in was through an earthpower teleport mechanism. This was part of a greater network, used by the ancient Druidic Priests as a highway to carry them along the lines of earthpower with the speed of thought.

History does not record what befell the builders of the complex, but somehow the priests of the

Bloodaxe Alliance discovered the secret of the complex when they passed that way a century ago. They did not suspect the secret Druidical highways which could have taken them almost anywhere in the Old World, but they found out how to use the entrance teleport which made the complex a secure base.

The adventurers' first view of the base will probably be from the river – you can show the players *Handout 11* at this point. If you are playing this adventure series out of its original sequence and the adventurers already have one or more of the Crystals of Power, these will begin to glow about a mile before they reach the stone circle.

The undergrowth on the riverbank suddenly parts to reveal an avenue flanked by standing stones, leading to a circle of seven standing stones, each taller than a man. The stones by the river bear traces of ancient carvings, and any character with

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Secret Signs – *Druidic* skill will be able to interpret them on a successful **Int** test. They identify the circle as a place of power and safety, and a sacred site to the Old Faith. The complete lack of bird or animal calls gives the clearing an air of foreboding.

Characters with *Magical Sense* skill will sense an aura of magic around the circle as soon as they come within sight of it. Followers of the Old Faith with this skill can identify this as earthpower, tapped by the circle – this is a place of power indeed. On a successful **Int** test, however, a Druid or Druidic Priest with *Magical Sense* skill will be aware that the site has been tainted or desecrated in some way. Animals, including any mounts or pack animals the adventurers may have with them, will be unwilling to enter the clearing.

The adventurers are quite safe in the clearing, as long as they do not enter the circle of stones – ideally, they should perform the ritual first, to summon the flame on the altar which activates the teleport mechanism. If any living creature enters the circle, go to the next section.

The Dead Arise

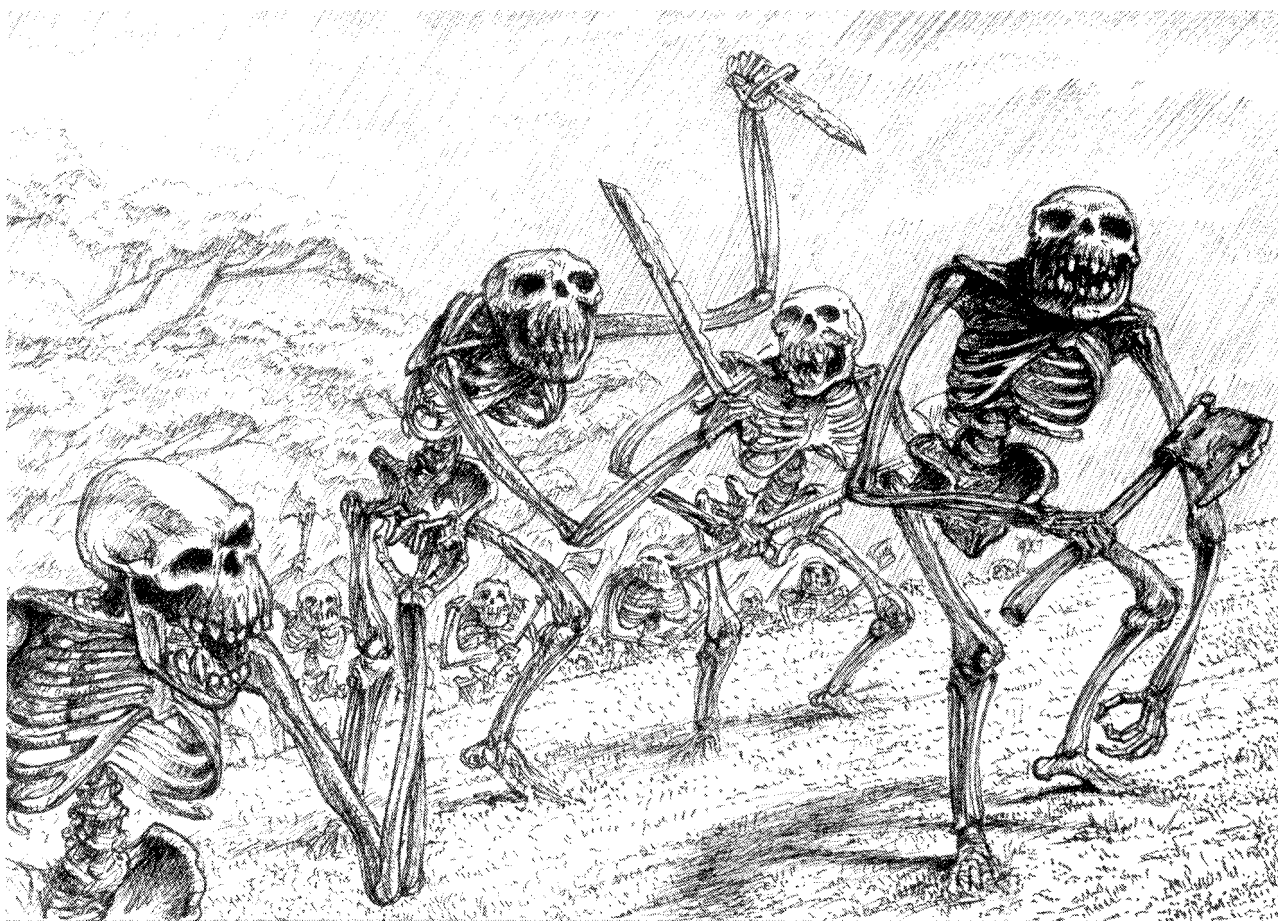
As soon as any living creature enters the stone circle, eerie rending sounds echo around the clearing. The sod churns like a fish-filled stream, and bony limbs haul themselves out of the ground, clawing toward the sky, the altar, and the nearest living thing. Soon dozens of tattered, axe-wielding

skeletons are advancing into the clearing and toward the stone circle and many more are still appearing out of the ground and stumbling through the trees.

The undead are the remains of dozens of Bloodaxe Alliance casualties who died in the Yetzin valley, and were brought back for burial around the stone circle. There are as many of them as you need – have them appear in greater numbers per round than the adventurers are managing to deal with. After two or three rounds of fighting, the players should realise that the adventurers are in a hopeless position.

If the adventurers have entered the circle before completing the ceremony, they are now in deep trouble – surrounded by effectively limitless numbers of undead, their only chance will be to perform the ceremony and escape into the complex. Ideally, you should stage this as dramatically as possible – one character desperate tries to complete the ceremony as his comrades stand shoulder-to-shoulder around him, trying to fend off the waves of undead Orcs.

A party that insists on trying to fight it out will eventually be deservedly overwhelmed by the undead. If you're feeling unusually merciful, perhaps you could let the adventurers sight the ghost of a Bloodaxe Alliance feathered priest perform the ritual, the step to the altar and vanish. If they don't take a broad hint like that, kill 'em off and good riddance to the lot of them!



Performing the Ritual

The adventurers should have pieced together the ritual necessary to activate the teleport mechanism on the altar-stone from *Handout 8* and their conversation with Erimayfin the Elf. It is necessary to complete one clockwise circuit of the stone circle, starting and finishing in the north and carrying a flame of some sort – a torch, lantern or *Magic Flame* spell are equally effective in this regard. It is not necessary to make the cult sign while doing so – this was an invention on the part of the Bloodaxe Alliance priests, although the adventurers won't know that.

If the adventurers do complete the ceremony correctly, entering the circle will cause a flame to appear on the altar. Note that it will *not* prevent the undead Orcs from rising outside the circle. The flame is about 3-4ft high and a mixture of blue and purple. The flame is cold, but you should not mention this unless the players specifically ask if their characters can feel the heat. Anyone who steps onto the altar-stone while the flame is burning is instantly transported to the altar in the room below (area 1), where an identical cold flame is burning.

When this happens, you should split the players into two groups. As a character teleports into area 1, send the appropriate player into another room. Those adventurers who are left in the clearing will simply see anyone stepping on the altar vanish – they will not know where he has gone, or even if he is still alive.

You may assume that, once lit, the altar flames will keep burning, as the adventurers do not know how to 'turn them off' and shut down the transporter. Alternatively, you might decide that they will burn for a limited time, and will go out unless the flames in the Oracle Room (area 18, below) are lit during this time. This puts a limit on the time the adventurers have in the complex before they are trapped. The height of the flames will be proportional to the time remaining, so as to give the players some warning of the time limit. Don't be too exacting about this, though – just use it as a goad to move the adventurers along if they seem inclined to dawdle.

INSIDE THE COMPLEX

Wandering Guards

Once the adventurers have entered the complex, you should roll 1D6 every 10 minutes of game time. On a roll of 1, the adventurers have encountered a wandering guard – one of the undead Orc lieutenants. These creatures cannot be properly destroyed until Torgoch is vanquished – if reduced to zero *Wounds* they vanish, but return at full strength in 24 hours.

1. Entrance Hall

This huge bare room seems to have been a hallway of some sort. Passages lead off at either end of the long north wall and at the east of the south wall – there seems to have been a western exit in the south wall, but this is now blocked by a rockfall.

In the middle of the east wall is an archway leading to a passage beyond, while a similar arch in the west wall appears to lead to a cave of some sort. In the middle of the hall is an altar with a burning flame indistinguishable from the one in the clearing.

The roof of the hallway is about 20' high. There is a transparent area in the middle through which it is possible to see a slightly distorted view of a starry sky. The outlines of an altar like the one in the clearing are superimposed on this view.

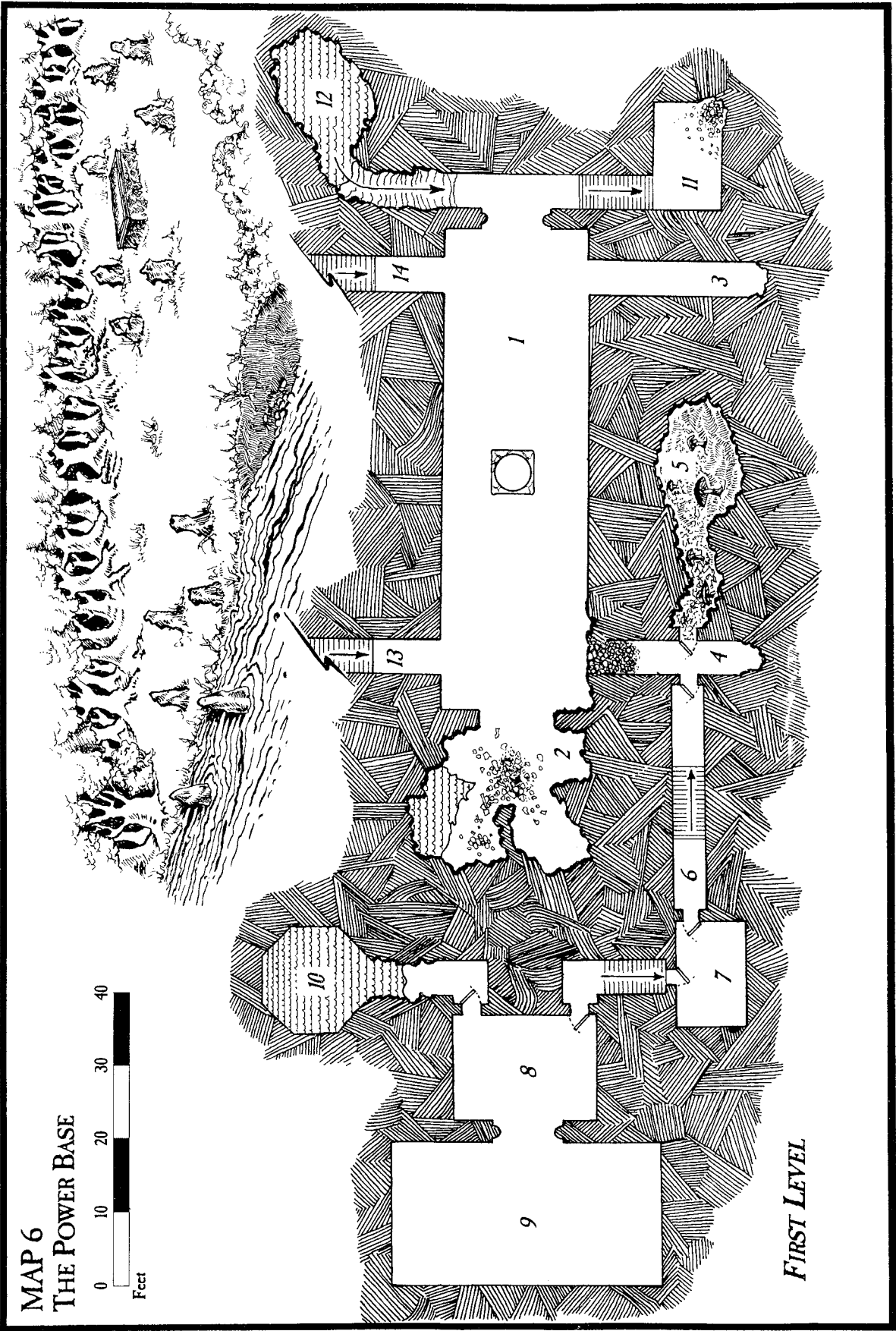
The overall effect is somewhat like looking through an ice cube. The adventurers will not be able to see the flame (although it is still burning), the trees around the clearing or any of the occupants of the clearing – undead or fellow-adventurers. They will not necessarily know that the altar that they are looking through is the one in the clearing, as there was no perception of downward movement during the teleport effect. They will, however, be able to hear sounds from the clearing. They seem to be coming from a long way off, in no readily-discernable direction. Characters in the clearing will not be able to hear shouts from those in the hallway.

Note that stars will be visible in the sky regardless of the time of day when the adventurers enter the complex. Characters with *Astronomy* skill will notice that there is something wrong with the position of the stars, but will not be able to deduce exactly what. The view is as it was at the time of Torgoch's demise.

If you intend to impose a set time limit on the adventurers' actions in the complex, the view through the altar will have changed if they later return to this room. The sides of the altar, starting at the edges and working towards the centre, will gradually 'shade in', taking on the appearance of solid rock. There will be a clearly defined line where the rock ends and the transparent area starts, and this line will move toward the centre at the same rate that the adventurer's time is being used up. When the altar is completely opaque, the flames in the clearing, the hallway and the oracle room will all go out at the same instant. At this point any characters who are still inside the complex will be trapped until the ceremony is repeated by someone in the clearing.

2. Cave

This cave is strewn with rubble, and appears to have been caused by a violent collapse of the area around it. To the north-west is a gaping hole in the floor – a pool of water can be seen 15ft below.



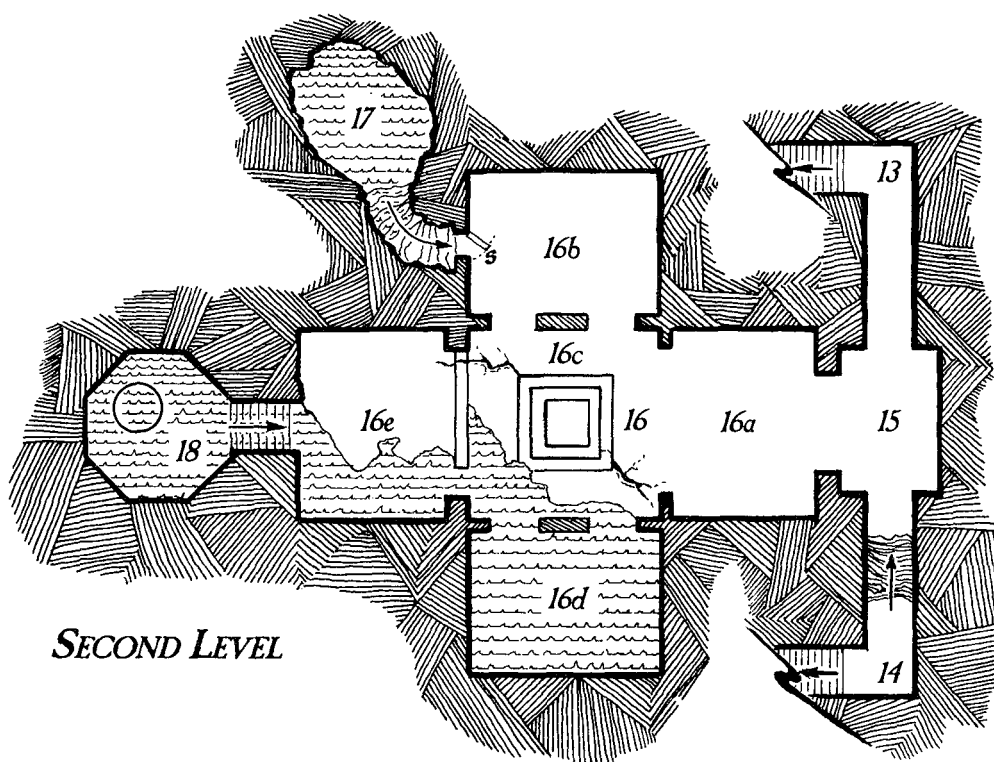
After D3+2 hours of work clearing the rubble, the long-dead bodies of two Orcs will be uncovered – two of Torgoch's faithful followers who temporarily escaped the fate of the others. Being buried

5. Dumper

For each yard that any character goes into the cave and the passage that leads to it, roll once on the following table, adding the character's **I** score if *and only if* the player states that the character is trying not to disturb the mould:

D100 roll	Number of patches disturbed
01-50	3
51-85	2
86-95	1
96+	0

For each patch disturbed, roll for the mould type:



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D10 Roll

1-6

7-10

Mould Type

Yellow Mould

Red Mould

Note also that the passage is lined with Purple Mould, which is particularly attracted to the magical emanations coming from area 1.

6-10. Priests' Quarters

The rooms east and west of the entrance hall served as the quarters for the Druidic Priests who served the Complex. These were wrecked by Torgoch's followers, and some were partly flooded following the rise in water level.

Most of these rooms now contain nothing but broken furniture, the remains of squandered provisions and so on. The walls are daubed with Orcish graffiti of the type that the adventurers will have encountered elsewhere in this adventure. Beneath the graffiti may be seen the occasional Druidic sign, reinforcing the idea that this was a holy place but giving no hard information.

6. Passage

Steps lead down about 15ft, the doors leading to areas 4 and 7 are broken off their hinges, and scattered in pieces along the passage.

7. Anteroom

This once served as an anteroom to the dormitories used by the junior priests in the complex. Like

the rest of this area, the room is strewn with shattered furniture and other debris. Both doors leading into the room have been destroyed. From the north door, steps lead down 10ft or so to area 8.

8. Small Dormitory

This chamber was once used as accommodation by the followers of the Old Faith who came here to serve, learn and seek wisdom. The remains of four bunk beds are strewn over the floor, covered with patches of mildew – if you want to make your players nervous, describe this to them as a greenish mould. The door to area 10 sags open on one hinge – if it is pushed or jolted, it will fall off its hinges with a loud crash, and if the rockfall at 4 has been cleared, D4 undead lieutenants will arrive D4+2 rounds later, attracted by the noise.

Searching among the debris will turn up a carved jade statuette of an otter (7 GC), and a curved dagger with a blade of solid gold (I +20, D -4, P -40). This dagger is worth round 30 GC in itself, but a follower of the Old Faith or a character with *Theology* skill (Int test required in the latter case) will recognise it as a knife used by Druidic Priests for harvesting herbs and other plants for use in special ceremonies and spells. A Druidic Priest who gathers vegetable spell ingredients with it when Mannslieb is full (the night of the 16th-17th of each month) will save 1 MP on the casting of the appropriate spell; the cost of a spell may never go below 1 magic point. The dagger is not magical; it is simply that herbs harvested under these conditions are more effective for Druidic spells.

9. Large Dormitory

This chamber is strewn with the remains of a dozen or so bunk beds, again spotted with mildew. There is nothing of interest or value in here.

10. Flooded Cave

Once a side-chapel, this chamber has been almost completely destroyed by the anger of the Orc gods. The passage slopes sharply downward, and shows signs of massive subsidence. The chamber itself is almost entirely submerged, with a scant 8in of air-space above water level.

Characters who insist on pearl-diving will discover that the floor has completely dropped away, and now consists of a deep fissure with broken furniture and other debris jammed against the walls at various points. Characters who try to dive past the broken furniture must make a successful I test (-40 for characters without *Swim* skill). Failure indicates that the character has become tangled in the debris and must make a successful a S test to get free. This test can be repeated until it is successful, but drowning rules apply. Repeat the I test when a diver surfaces past the obstruction.

About 20ft past the main bulk of the furniture, the fissure has narrowed to less than a foot wide, and it is impossible to go further.

11. Wine Cellar

Rough steps lead down about 12ft from the level of area 1 into this natural cave. It is flooded to a





depth of about 1ft, and smells very strongly of mildew and vinegar. The liquid in the cave does not appear to be water, and supports several colonies of floating mould ranging from the size of a plate to the size of a shield. Shattered pieces of wood jut above the surface here and there; some are almost entirely coated with mould.

When the Orcs ransacked the Complex, they found this wine-store and broke open every vessel they could find, the whole forming a peculiar cocktail on the floor. The Orcs then drank their way through a foot or so of this mixture, but became so ill as a result that no-one touched the rest.

The pieces of wood projecting above the level of the liquid are the remains of the barrels and casks that the Orcs broke open; unseen beneath the liquid, broken glass litters the floor. A *Risk* test must be made every round by each character who moves around in the cave. Failure means that the character has trodden on a particularly sharp, upward-pointing shard of glass, losing D3 W points automatically (count boots as 2 AP of protection, shoes as 1AP, lighter footwear as no protection). A character who is wounded by the glass may not move at above *cautious* speed for the next 24 hours, and must make an immediate *T* test (*Immunity to Disease* +10, all other protections against disease apply); failure in this case indicates that the wound becomes *infected*.

Among the floating colonies of mould are three of

Yellow Mould, and two of Red Mould. Each round that anyone moves in this cave, the waves they make may disturb the colonies. Have each character moving in the cave make an *I* test each round. A character who has trodden on broken glass suffers a -20 modifier. If *any* of the tests is failed D3-1 colonies are disturbed. There is an equal chance of a disturbed colony being Red or Yellow, until all the colonies have released their spores.

If the adventurers insist on searching the cave despite all these hazards, then successful *I* tests (at a -20 penalty) will turn up a gold ring worth 5 GC, a heavily-tarnished silver armlet worth 2 GC and a gold and garnet ear-ring worth 3GC. All are of Orcish design, and date from the days when Torgoch's followers held their revels here.

12. Vestry

Steps lead up about 10ft from area 1 to a room in much the same state as areas 7-9. The walls have begun to crumble in one corner, but there is nothing of value or interest in the room.

13-14. Stairways

These two stairways both lead to area 15. The whole of the lower level has subsided, tilting to the east, and the passage at 14 is interrupted by a sheer drop of 12 feet.

15. Antechamber

This small chamber is empty; archways lead out from the east and west walls and a huge pair of metal-bound doors lead to the south. The whole of the floor slopes down slightly towards the east. Crudely painted on the doors in fading Orrakh characters is this message :

ZOG OFF - TORGOCHS BIZY

Like the rest of the lower level, this room has sloped with the subsidence of the complex.

The south doors are locked; the lock will radiate magic if it is examined by a character with *Magical Sense* skill. The enchantment on the lock is such that it has **CR** 50, and only *one* lockpicking attempt may be made by any character – the results of all subsequent attempts are the same as the first, no matter what the results of the dice roll. In addition, the lock casts a permanent double-strength *Reinforce Door* spell on the doors, adding 2 points to their **T** score. This protection is broken if the lock is picked (see below).

If the lock is successfully picked, the adventurers will be aware of the fact. The doors, however, will stay firmly wedged. They will open and inch or so if pushed, but no further. This is because, following the subsidence of the complex, the doors are now holding the lintel up. The weight of the lintel and the ceiling above keeps the doors from moving. Any character with *Mining* skill who examines the doors will realise this on a successful **Int** test (+10 if the lock has been opened).

The only way to gain access to areas 16-18 is to break the doors down somehow. If the lock is intact, the doors have **T** 8, **D** 18. If the lock has been successfully picked, this drops to **T** 6, **D** 18. Note that the noise of breaking the doors down will attract undead lieutenants – roll a D6 every round after demolition starts, and on a roll of 1 an undead lieutenant will appear from 13-14 (equal chance of either).

If the adventurers have the presence of mind to set up a *Zone of Silence* before starting work on the doors, they will avoid attracting any of the wandering undead Orcs.

If the adventurers take no precautions, breaking the doors open will result in a rockfall as the lintel above collapses. Every character in area 15 takes an automatic **S** 4 hit. Damage is halved if the character makes a successful **I** test.

After this collapse the remains of the doorway appear reasonably safe. The rubble is about 2ft high and can be scrambled over without difficulty – although characters trying to do so quickly or in combat must make an **I** test to keep their footing.

If the players state that the adventurers are trying to get through the doors without disturbing the lintel, make a secret **Dex** test for the character in charge of the operation. This character *must* have

Mining or *Engineering* skill, and if he has both there is a +10 bonus to the test. You should modify the test further by anything up to +/-30, according to how you rate the adventurers' plan for getting through the doors. Success indicates that the adventurers have negotiated the obstacle successfully and without danger; failure indicates that the lintel has collapsed, with the effects described above.

Of course, it is perfectly possible to circumvent the doors by some magical means, such as a *Become Ethereal* spell.

16. Altar Room

Immediately beyond the doors is an empty antechamber (16a); most of the south wall of this is taken up by a large archway containing a few steps leading down to the main part of the room (16c). This is a vaulted square room with corners arching up to meet in a point above the centre of the room. At the south end of this room is a short set of steps leading up to a huge archway through to another chamber (16e), similar in size and shape to that at the north end. The east and west walls of the vaulted room each have two smaller arches leading to side-chambers (16b, 16d).

In the middle of the central room is a stepped podium rising some 3ft above the level of the floor. The second step has reddish-yellow flames about 6in high constantly flicking around it in a continuous ring. On the top of the podium is a high-backed stone throne, facing south so that its occupant cannot be seen from the north doorway.

It is not possible to see clearly into the east, west or south chambers from the northern doorway. The whole of this room slopes down towards the south-east corner – the here subsidence is noticeably worse than in previous rooms. There is a large crack in the floor running across the room. The arches and chamber and the part of the main room to the west of this crack are flooded.

This room originally housed the third – and most powerful – of the stone altars, which was on the top of the podium (directly below the other two) where the intersection of the magical lines of force was strongest. However, Torgoch decided that this room would serve as an excellent throne-room from which to exercise his new-found powers. His followers threw the altar into the oracle room (18), and replaced it with the throne from that chamber. This was the site of Torgoch's battle with the Orc gods, and it is the last resting-place of his mortal remains.

Characters with *Demon Lore*, *Magical Sense* and/or *Magical Awareness* skills will get a strong – but unspecific – feeling of foreboding as they enter the altar room. Each character with one or more of these skills must make a successful **CI** test or lose 3D6 **CI** points until he leaves the complex.

Note that the undead lieutenants will not pursue

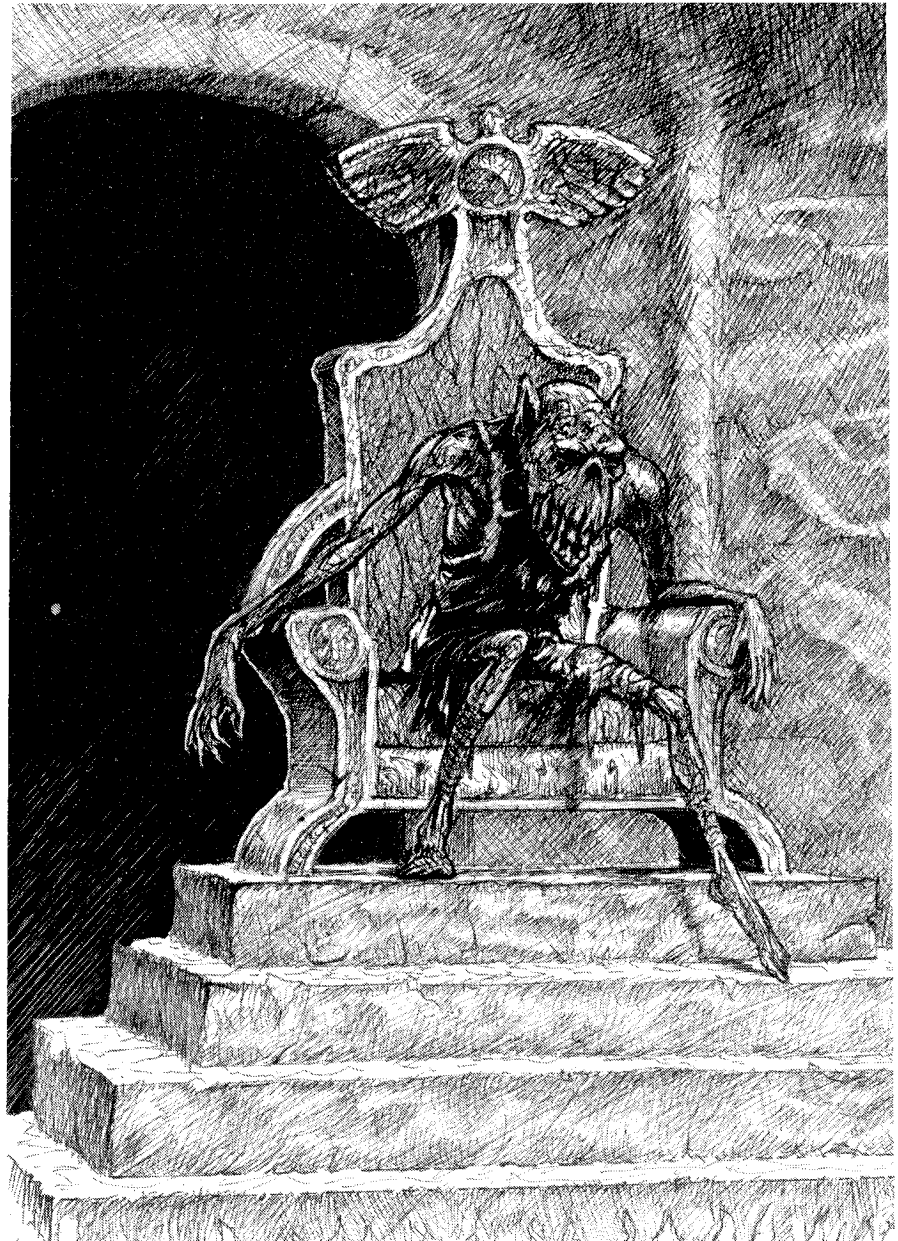
the party into this room because they are still bound by Torgoch's order to keep out. However, all surviving undead lieutenants will know as soon as the adventurers enter this room, and will swiftly group in area 15. Despite the air of foreboding, the adventurers are quite safe in this room as long as they do not disturb the ring of flame around the throne, or that in 16e. Note that if you are enforcing a time limit, they will not be able to recuperate in here indefinitely.

If the adventurers enter the main part of the room and skirt around the podium they will be able to see Torgoch – for it is indeed he – and they should then be shown the view in *Handout 12*. There is a set of deep scratches in the floor, heading from the podium across the floor to the south – made when the altar was dragged out of the chamber.

Slumped on the throne are the remains of a humanoid figure – the dried and withered corpse of an Orc who has clearly been dead for some time. The green hide has taken on a brownish, leathery look, but black and blue tattoos can still be seen on the arms and face. It sits slumped on the throne, unmoving within the ring of fire; however, on a successful **Int** test a character with *Identify Undead* skill will realise that it is an inactive undead creature of some kind. Torgoch will not present the adventurers with any problems unless they break one of the rings of flame. If they do, refer to the section headed *The Final Battle*.

From 16c, it is possible to see into the side-chambers more clearly. Those to the east and west are apparently of little interest (although 16d is flooded, with water reaching a depth of about 5ft at the south-east corner, and 16b contains a secret door (operated by pressing a small stone in the lintel) which leads to the treasury (17). It is the south chamber (16e) which should catch and hold the adventurers' attention, for there, surrounded by a ring of flame, is a large and peculiarly-shaped red gem, with strange symbols on its many facets.

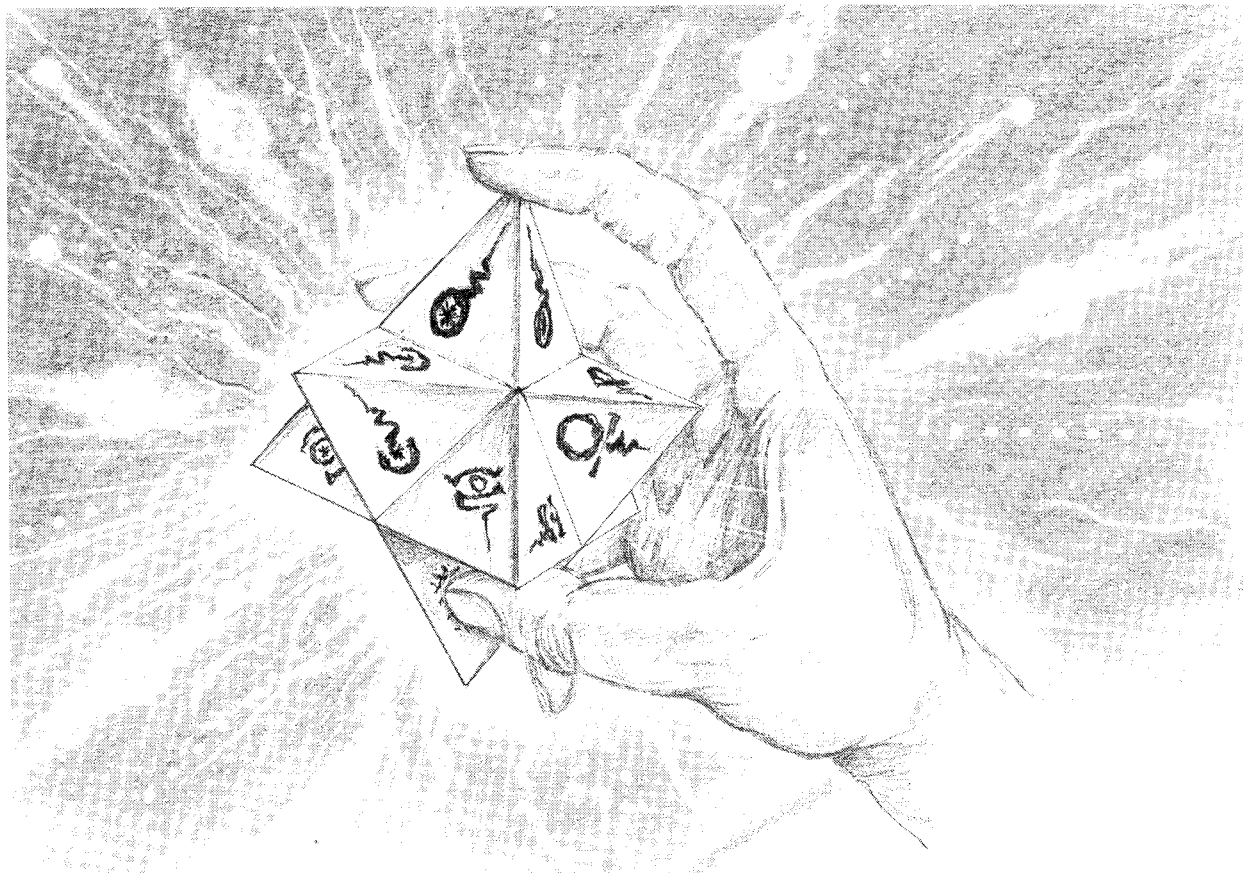
The south chamber is the same shape and size as



that to the north. The crack across the floor in the main part of the room also extends into this southern chamber, which is partially flooded and contains a fair degree of rubble. The scratches in the floor lead across the chamber to an arch in the south wall, through which a flooded passage can be seen sloping sharply downwards into a flooded chamber. In the middle of the room, a trimmed log pole about 8in thick and 3ft high has been set upright. On the top is a large glowing red crystal. You may wish to show the players the assembled Crystal (*Handout 13*) at this point. If any character tries to break through the ring of flames to the Crystal, go immediately to the section headed *The Final Battle*.

17. Treasury

Beyond the secret door a set of mossy, rough-hewn stairs slopes down into a flooded cave. No



other exits are visible. The water is 5ft deep over most of the floor – there is about $\frac{3}{4}$ ft of air-space above water level.

This secret cave was originally used as the treasury for the complex. When the Orcs first took over the complex, most of the wealth went back to the Dark Lands with the head priests. On the floor of the cave, under 5ft of water, is a chest containing 135 GC and a magical sword (*Bane Weapon – Goblinoids*). The money represents all of Torgoch's war-chest that survived theft and desertions along the way, and the sword was left behind because none of the other Orcs felt entirely easy with it.

18. Oracle Room

Steps lead down to an octagonal room. It is flooded to a depth of 5ft, with a 4ft air-space above water level. The scratches in the floor from 16c carry on down the steps, and disappear into the water. There are no other exits visible, but a large rectangular piece of stone can be dimly made out under the water.

If the characters do not actually wade around in this room, they may not realise what the altar is. However, from close up it looks very similar to the altars in the clearing and in the Entrance Hall (1) above. The altar will have no powers unless the flame is lit by breaking the circle of flame around the Crystal (see *The Final Battle*). If the flame has

been lit, a 2ft high pale blue flame can be seen sprouting from the rock and apparently burning underwater. It makes no sound, and the water is undisturbed around it. It casts an eerie greenish light on the room.

While the flame is burning, this altar acts as a teleportation device similar to the other two. Originally, it formed part of the Druidical transport network which has already been described. Since its removal to this chamber, and the subsequent damage to the complex as a whole, it no longer taps in as effectively to the lines of power on which it was so carefully situated. All it can do now is transport a person to the altar in the clearing above. It will do this automatically if anyone steps into the submerged flame.

Since Torgoch's magical defences must be broken for the flame to be lit (see *The Final Battle*), any characters teleporting back to the clearing will find that the undead Goblinoids have now vanished.

THE FINAL BATTLE

Nothing at all untoward will happen within the altar room unless and until anyone tries to tamper with either of the two rings of flames – the one around Torgoch or the one around the Crystal itself. The two flame-barriers have the following properties:

The Ring Around Torgoch

Dispelling: This ring can only be dispelled if the ring around the Crystal is dispelled. The two will vanish simultaneously.

Repulsion: If any object or person passes through or above the flames, they flare up momentarily, reaching all the way up to the roof. The object is thrown back 2D6 feet. This applies to ethereal creatures as well as to material ones.

Burning: Anyone who tries to touch or pass through or over the flames will take a single **S** 4 fire hit (ie damage is D4+4, not D6+4 as for a combat hit) to an appropriate location automatically, regardless of **T** and armour; only specific protections against magical fire will have any effect on this damage. Contact with the flames will ignite a flammable object (eg paper, cloth, fur, thin wood, etc), scorch an object of leather, bone or wood (eg spear shafts, axe handles, etc) and heat – but not damage – an object of metal, glass or stone (eg weapon blades). This is in addition to the property of *Repulsion*. This affects ethereal creatures as well as material ones.

Spell Protection: If any spell or spell-like effect is cast into the ring, it will flare up as described under *Repulsion* above. The spell will stop dead at the point where it touches the circle. Any effects are centred on this point, but restricted to the outside of the circle. Spells and devices with the property of dispelling magic will have no effect on this ring – at your option, they may have an effect outside the ring, which won't be enjoyed by any adventurer who is in the way.

Impregnability: Basically, this ability is a blank cheque for you to use in case your players try something clever which hasn't already been covered. While this ring of flames is in effect, nothing and no-one can get inside or affect the inside of the ring in any way. No matter what they try, no matter what equipment they have. If the Orc gods couldn't do it, neither can your adventurers. The only way to break this ring is to break the ring around the Crystal.

The Ring Around the Crystal

Dispelling: This ring can only be dispelled if someone touches the Crystal. This will also dispel the ring around Torgoch.

Burning: Anyone who tries to touch or pass through or over the flames will take a single **S** 4 fire hit (ie damage is D4+4, not D6+4 as for a combat hit) to an appropriate location automatically, regardless of **T** and armour. Only specific protections against magical fire will have any effect on this damage. Like the ring around Torgoch, the ring of fire flares up to the ceiling, but does not repel anyone who tries to force their way through. Contact with the flames will ignite flammable objects, scorch an object of leather, bone or wood (eg spear shafts, axe handles, etc) and heat – but

not damage – an object of metal, glass or stone (eg weapon blades). This affects ethereal creatures as well as material ones.

Spell Protection: If any spell or spell-like effect is cast into the ring, it will flare up as described above. The spell will stop dead at the point where it touches the circle; any effects are centred on this point, but restricted to the outside of the circle. Spells and devices with the property of dispelling magic will have caused the flames to die down for a split-second – a character may enter the ring at this time provided that he is expecting this to happen, he is no more than 2 yards away from the ring when the flames die down, and he makes a successful **I** test. If any or these three conditions is not met, the character takes burning damage as normal.

Dispelling the Flames

As we've already said, the *only* way to dispel the two rings of fire is for a living creature to touch the Crystal. You might like to assemble the model Crystal (*Handout 13*) and place it on the table in front of a player whose character is attempting to reach it. When the player touches the model, his character touches the Crystal – and no arguments. Some players find this approach incredibly intimidating – at the very least it should make them think very carefully about what their characters are doing at this point.

Of course, there's always the chance that a character might force his way into the ring around the Crystal, and then refuse to touch it. He can leave if he wants, but takes as much damage going out as he did coming in. Or he might be too badly hurt by the flames to do anything once he gets inside the ring. This could be serious if no-one is feeling brave (or fireproof) enough to go in and rescue him – healing spells will bounce off the ring just like any other kind.

No matter what the adventurers try, the ring of flames will not be affected by anything except a living creature touching the Crystal. When someone *does* touch the Crystal, five things happen instantly:

1. The ring around the Crystal vanishes.
2. A blue flame springs up over from the altar-stone in 18 (see room description);
3. The ring of flames around Torgoch roars outwards, engulfing the whole chamber in fire for an instant, then vanishes. This has the effect of a *Fire Ball* spell covering the whole of area 16c; characters standing in any of the archways leading to the side-chambers are also affected, but characters in the side-chambers themselves are unhurt.
4. All undead lieutenants are released from their eternity of service, and crumble to dust where they stand.



5. Torgoch's tormented spirit is called back to his body by the threat to his beloved Crystal. Go on to the next section.

The Battle With Torgoch

When the ring of flames around him is dispelled, Torgoch rises from his throne, throwing back his withered head and breaking forth in peals of shrill, insane laughter. Simultaneously, tornado-strength winds howl forth outwards from a point midway between the throne and the Crystal. Anyone not in 16c or 16e will not be able to enter, fire missiles or cast spells into this area. Anyone inside (with the exception of the character who actually touched the Crystal is pinned back against the wall, totally unable to act, speak or cast spells. The noise of the wind is incredible, and you should prevent all spoken communication between players for the duration of the magical wind.

If you are playing this adventure out of sequence and the adventurers have obtained the Crystal of Air, it may be used to resist the winds. Details can be found in the description of the Crystal of Air.

While the magical wind howls through the chamber, Torgoch lurches forward toward the character who holds the Crystal of Air. If no-one is actually holding the Crystal, Torgoch will try to get to it – he is not affected by the magical wind, and moves at his normal speed. If anyone is holding the Crystal, Torgoch casts a *Life in Death* spell (he has no need of components) in an attempt to take over that character's body. The wind dies down as suddenly as it began.

If the spell takes effect, Torgoch's old body will crumple to the floor and his new body will take up the insane laughter, holding up the Crystal in triumph. You should tell the player concerned that he has lost control of his character – it should be obvious what has happened. Torgoch stumbles about uncontrollably for D6 rounds (he will not attack but will defend himself if attacked) while he gains complete control of his new body. Once Torgoch has control he will have all the physical attributes and skills (but not any spells) of the new body, but retains the mental attributes of his old body. He will now seek to slay any surviving characters.

If Torgoch reaches the Crystal before any of the adventurers, he will hold it up, cackling in triumph for a round before using the Crystal to destroy the adventurers.

If the character holding the Crystal manages to resist Torgoch's spell, Torgoch will now attempt to attack this character physically in order to regain it.

What Now?

The adventurers' most obvious and sensible course of action at this stage is to flee – preferably

via the flame in 18, as this is the only way to leave the complex. If they have the Crystal there is no point in staying to fight Torgoch, and if Torgoch has the Crystal, they are in deep trouble.

Staging the Final Conflict

Before the adventurers enter the complex, you should read very carefully through the descriptions of Torgoch and the Crystal of Fire, and be sure that you understand what each can do.

If he has the Crystal, Torgoch can only use its lesser powers for the first three rounds, as his mind is still reeling under the shock of re-animation. By the fourth round, he is more in control, and uses the Crystal to summon a size 10 Fire Elemental to attack the adventurers; meanwhile, he runs through the other powers. His objective is to kill every living thing in the complex – nothing more, nothing less. He will not pursue the adventurers beyond the complex.

If one of the adventurers has the Crystal, then it is effectively out of the fight – the character will be too busy trying to stay alive to spend any time on figuring out how it works. Torgoch will use every means at his disposal in the attempt to kill the character and get hold of the Crystal. Other characters will be ignored, unless they attack the Orcliche or get in the way.

Battle of the Elements

If the adventurers already have a Crystal of Power, they may be able to match Torgoch spell for spell. Encourage the Crystal-wielding character to assume the elemental manifestation, and have Torgoch do the same, then describe the alchemical conflict of the two elements. Let the other adventurers do whatever they like, but have Torgoch pretty much ignore them in his attempt to conquer the other Crystal-bearer – and win another Crystal for himself, if he can.

Incidentally, if the adventurers haven't already discovered it, now is a good time to let slip the fact that Crystals can be combined. Have Torgoch rant, *"Fool! I'll rip yez an' get both the stones! Then nuffink'll touch me! Then I'll sort them zoggin' godz out!"*

Of course, Torgoch is a bit optimistic about the abilities granted by combining two Crystals, as the adventurers will learn if they defeat him and try it themselves.

Possible Outcomes

Wipeout

If he gets control of the Crystal, Torgoch is fully capable of wiping the adventurers out – especially if they help him by hanging around to fight. This is the least satisfactory outcome for this adventure, and you should avoid it if you can, but, as

Fire in the Mountains

always, you're the GM and you're in control. If the adventure does end in a wipeout, you can always have another party, comparable in experience to the adventurers, sent to the complex by their Cleric's patron deity to recover the Crystal before the Torgoch-Liche uses it to do something drastic to the surrounding area. The complex will be just as the first party left it.

Retreat and Regroup

If the adventurers – or the survivors, at least – flee the complex, Torgoch will lapse into a stupor for a few days. This will give the adventurers time to heal up, recharge magic points, spend experience points (although there will be few opportunities to learn skills), and recruit replacements. When they re-enter the complex, everything will be as they left it, except that Torgoch will have regained his full magic point score and will be happy to chase them around the complex in a cat-and-mouse game.

If, having escaped, recovered and recruited, the adventurers decide against a re-match with an undead Orc priest and a major magical artefact, then they're going to need a little encouragement. Now that Torgoch is active again, and has thrown off the worst effects of what his outraged gods did to him, he and his Crystal represent a serious threat to the whole area. Some characters may start receiving dream messages and other gentle hints from patron deities...

If they persist in walking away, then the encouragement might become a little more pointed: warts the first day, piles the next, desertion of their mounts and any hirelings, trouble regaining magic points, and so on. As soon as they decide to turn back towards the stone circle, all their ills are miraculously cured.

The Orc Gods

This is a let-out only to be used in dire emergency, if the adventurers are faced with a total wipe-out and helpless to prevent it.

The Orc gods have not forgotten Torgoch – or at least, the resurgence of powerful magic in the complex has brought him back to mind. His magical defences are dispelled, and this time they can punish him properly for his blasphemous presumption.

Now, the Orc gods want to fix Torgoch, but they're not going to simply blast him and let the Humies walk away with the prize. So, just as the end seems inevitable:

Torgoch holds the Crystal of Fire up, and laughs in heady triumph. Suddenly, it seems to get darker. And colder, despite the lavishly pyrotic deployment of the Crystal of Fire.

"TORGOCH!"

The voice comes from everywhere, and nowhere. It is very deep, and very loud – the ground shakes with the sound of it. Dust filters down from the

ceiling. Maybe a few more pebbles rattle down in rockfall areas. The overall effect should be awe-inspiring, but not immediately dangerous.

The effect on Torgoch is remarkable. Every shred of his confidence evaporates. He scuttles towards his throne, and then stops dead as he realises that the ring of magical fire is no longer there to protect him. Snarling, he whirls round, holding out the Crystal of Fire and pouring *Fire Balls* into the ceiling. He doesn't know where the gods are, but he's going to defend himself!

Suddenly the Crystal of Fire isn't in his hands any more – it's back on top of the log in 16e, surrounded by a wall of fire. Torgoch looks round desperately, until he spots it. Then, with a wail, he rushes toward the ring of fire. He hits it and bounces, his hide smoking.

"RIGHT. YER JUMPED-UP LITTLE ZOGGER. LET'S SEE 'OW YER DUZ WIVOUT YER TOY STONE! FINKS YCAN SORT US BOYZ OUT. DUZ YER? Y'LL 'AVE TFINISH THEZE OFF FUST. RECKON YER CAN DO THAT WIVOUT YER STONE? HAHHAHAHAHA!"

It's up to you whether the adventurers can understand this speech. It's your choice as to whether the words are delivered in standard Orrakh, or in an arcane and magical Orc tongue which only the gods and Torgoch understand. If you decide that the scene is more dramatic if the adventurers don't understand, replace the words above with some improvised Orc gobbletalk.

Now, it's a straight fight for survival between Torgoch and the adventurers. No-one can touch the Crystal – the flame-barrier is identical in all respects to the one which originally surrounded Torgoch's throne – so hopefully the fight is a little more even. If it's still too heavily weighted in Torgoch's favour, the Orc gods strip him of half his remaining magic points.

The idea is that the adventurers should finally defeat Torgoch, but that they should have to work hard to do it. The Orc gods may want to punish Torgoch, but they won't go as far as helping Humans, Elves and the like. If they did, the joy of seeing Torgoch seriously threatened by such puny creatures would be lost.

As Torgoch falls, the same booming laughter echoes around the complex, mingled with terrified screams which sound remarkably like the voice of the Orc-Liche. The flame-barrier around the Crystal vanishes, and the laughter goes on and on. The whole complex shakes ever more violently; portions of the ceiling collapse – it's time for a sharp exit, via the teleport device in 18.

Capricious as they are, the Orc gods forgot all about the Crystal of Fire as soon as Torgoch fell. Right now, they're enjoying themselves too much to remember it. It might be centuries before they think of it again. But if the adventurers want to send the rest of their lives looking over one shoulder for some kind of divine retribution, let them!

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. For example, if the adventurers didn't meet the Treeman on the way to the tower, they don't receive the EPs for that part of the adventure.

Help Never Came

The Lost Messenger

10-20 for recovering *Handout 1*

The Waterfall Complex

0-20 for gaining entry to the main complex
 10-30 for gaining entry to the flooded area
 10 for finding *Handouts 2 and 3*
 10 for finding *Handout 4*
 20 for avoiding the trap in the armoury (area 11)
 20 for surprising the Beastmen
 50 for negating the magical ward on the workroom (area 22)
 20 for getting into the workroom without negating the ward
 -20 for hurling themselves repeatedly at the ward and causing damage to the complex
 10 for finding *Handout 6*

The Reavers' Trail

The Honest Trader

20 for getting a copy of Brandywine's map
 5 for each piece of useful information gained from the caravan

The Gypsies

5 for each piece of useful information gained from the Gypsies
 10 for attending the feast
 25 for each character who manages to spend the whole night without getting swindled or involved in a dispute with the Gypsies
 10 for the character who attends the reading of the pangolin's entrails

Optional Encounters

0-20 for dealing with each encounter
 5 for each piece of information gained

The Lone Tower

Crossing the River

0-30 for crossing the river



Fire in the Mountains



The Tower

- 0-10 for dealing with the bears (no EPs for any druid or follower of the Old Faith who harms the bears)
- 0-10 for gaining entry to the main part of the tower
- 10 for finding the secret room on the landing (area 6)
- 10 for recovering the magical tripod and finding out how it works
- 10 for recovering *Handouts* 9 and 10
- 0-30 for dealing with the rooks
- 20 for recovering *Handout* 8

The Twisted Lands

The Minotaur Caves

- 0-25 for dealing with the Minotaurs
- 10 for finding the treasure hoard in the flooded cave (area 4)

Monster Encounters

- 0-20 for dealing with each encounter

Chaotic Terrain

- 0-20 for dealing with each encounter
- 25 for coming through the Twisted Lands without having lost **CI** points or gained Insanity Points

The Hermit

- 0-10 for dealing with the Hermit

The Elves

- 0-20 for dealing with the Elves
- 10 for hearting Erimayfin's story
- 20 for giving Erimayfin the arrowhead pendant from the Minotaur caves
- 25 for persuading the Elves to escort them to the stone circle

The Watchers on the Hill

The Dead Arise

- 0-20 for gaining entry to the complex

Inside the Complex

- 10 for each wandering guard successfully dealt with
- 10 for leaving the mould-covered cave (area 5) alone
- 20 for finding the gold dagger in the dormitory (area 8) **and** giving it to a follower of the Old Faith
- 10 for leaving the wine cellar (area 11) alone
- 0-20 for gaining entry to the altar room (area 16)

The Final Battle

- 20 for dispelling the rings of flame
- 0-50 for the battle against Torgoch
- 50 for preventing Torgoch getting hold of the Crystal
- 100 for striking the blow which destroys Torgoch
- 25 for escaping with the Crystal, without destroying Torgoch
- 25 for discovering how to use the Crystal of Fire (25 EPs for each power learned)

FATE POINTS

If Torgoch is destroyed (no matter how) and the adventurers get the Crystal of Fire, each surviving character gains 1 *Fate Point*. If the blow which destroys Torgoch is stuck by a player character, that character gains an additional *Fate Point*.

CONTINUING THE ADVENTURE

The *Doomstones Campaign* continues in **Blood in Darkness**, which begins at the point where this adventure ends.



PROFILES

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

HELP NEVER CAME

The Beastmen

This small group of Beastmen has occupied part of the waterfall complex, finding it a secure base for hunting and foraging. In the text, mention is made of *greater* and *lesser* Beastmen. The difference between these two categories is that the greater Beastmen have mutations which make them stronger in combat, while the lesser Beastmen do not. The profiles given for the Beastmen take all their Chaos attributes into account.

Greater Beastman 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	71	25	3	5	11	60	2	0	29	24	29	24

Agility: I +30.

Bestial Face: head of a goat, *gore* attack, **A** +1.

Beweaponed Extremities: arms end in blades.

Dex = 0, opponent is treated as having one less AP on each location.

Magic Resistant: +20 bonus to all **WP** tests against magic.

Resilient: T +1.

Spits Acid: range 10 yards, treat as **S** 3 missile attack, may be substituted for one other attack.

Weapon Master: **WS** +30.

Scaly Skin: 0/1 AP all locations, as leather armour.

Equipment: none

Greater Beastman 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	41	25	6	4	11	30	2	30	29	24	29	24

Bestial Face: head of a goat, *gore* attack, **A** +1.

Strong: **S** +3.

Weapon Protection: edged and pointed weapons cause half normal damage (round down).

Equipment: sword.



Fire in the Mountains

Greater Beastman 3

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 30 3 30 29 24 29 24 10

Bestial Face: head of a goat, no other effect.

Horns: gore attack, **A** +1.

Razor Sharp Claws: claw attack at **S** 4, **A** +1.

Equipment: none.

Greater Beastman 4

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 30 3 30 29 24 29 24 10

Blood Rage: subject to *frenzy* when within 24 yards of a wounded creature, including itself. Frenzy lasts 2D6 turns after there is no more blood to be seen.

Beaked: bite attack, **A** +1.

Prehensile Tail: **A** +1.

Equipment: 2 swords

Greater Beastman 5

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 5 11 30 3 30 29 24 29 24 10

Bestial Face: head of a wolf, bite attack, **A** +1

Long Spines: hand-to-hand combat opponents must make a successful **I** test each round or take an automatic **S** 1 hit from the spines in addition to other damage.

Mace Tail: tail attack, **A** +1.

Resilient: **T** +1.



Equipment: mace; shield (1 AP, all locations).

10 Lesser Beastmen

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 30 1 30 29 24 29 24 10

These Beastmen have no Chaos attributes which affect their profiles. Half are equipped with swords, maces and the like (all counting as *hand weapons*), and half are armed with *two-handed weapons* such as spears and pole-axes.

THE REAVERS' TRAIL

The Merchant Caravan

Rutger Reiter, Outrider

A hardy, weatherbeaten man in his thirties, Reiter has spent most of his adult life leading merchant caravans over the Vaults. He knows the high passes like the back of his hand, and knows every possible ambush point, hiding-place and dangerous stretch of road along the way. He is a survivor rather than a hero; cautious by nature, he stays at a distance from strangers until he knows their intentions. He will avoid getting involved in a fight if he can – he sees his job as taking warning back to the caravan, where there are lots of mercenaries who actually get paid to fight.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 38 43 4 3 9 55 1 28 32 39 46 31 29

Skills: Animal Care; Follow Trail; Lightning Reflexes; Orientation; Ride Horse; Silent Move Rural; Specialist Weapon – Lasso; Secret Sign's – Scouts'.

Possessions: leather jack and leggings, sleeveless mail shirt, steel cap under hat (1 AP head/body, 0/1 AP arms/legs); sword; dagger (**I** +20, **D** -2; **P** -20); crossbow (**R** 32/64/300, **ES** 4, **Rld** 2); case with 20 bolts; lasso; riding horse with saddle and harness; saddlebags with bedroll and billycans.

Augustus 'Gussie' Brandywine,

Halfling Merchant

At 63, Augustus Brandywine is in the prime of life. He is a wealthy and successful merchant, and travels regularly between the Border Princes and the Old World. At home in the Moot, his name evokes awe and derision in equal measure – few Halflings have travelled so widely or done so well for themselves, but at what cost? Long weeks on the road in the cold and damp, who-knows-what waiting around every corner – it's hardly a sensible way for a Halfling to behave.

For himself, Gussie likes the travelling life, and his quick wits and affable nature have allowed him to make friends and trading partners in many places. Being a Halfling sometimes helps, as well – Human merchants in particular are inclined to assume that his wits are in proportion to his height, and not look too closely at the deals he offers them.

M WS BS S T W I A Dex Ld Int Cl WPFel
 3 41 53 3 3 7 73 1 48 60 55 48 54 68

Skills: Animal Care; Blather; Cook; Drive Cart; Evaluate; Haggle; Herb Lore; Law; Magical Sense; Numismatics; Read/Write; Secret Language – Guilder; Secret Signs – Pedlar; Super Numerate.

Possessions: pony & cart; dagger (I +20, D -2, P -20); others as GM sees fit.

12 Muleskinners

The profile below is for a typical muleskinner; you might want to vary it a little from individual to individual. There are 12 muleskinners in the caravan, one on each ox-cart.

M WS BS S T W I A Dex Ld Int Cl WPFel
 4 41 31 3 3 8 31 1 31 31 41 41 31 31

Skills: Animal Care; Drive Cart; Specialist Weapon – Whip; 25% chance of Animal Training; 25% chance of Cook.

Possessions: leather jack (0/1 AP, body/arms); sword; dagger (I -20, D -2, P -20); whip; weather-proof clothing.

The Mercenaries

There are 18 mercenaries with the caravan, including one sergeant. Like many of the mercenaries who hire themselves out as caravan guards, they have all been trained to double as muleteers in the event of casualties on the journey – and to save money by getting one man to do two jobs! You may want to vary the profile below for specific individuals in the caravan.

Mercenary

M WS BS S T W I A Dex Ld Int Cl WPFel
 4 41 41 4 3 8 41 2 31 41 31 41 31 31

Skills: Animal Care; Disarm; Dodge Blow; Drive Cart; Ride; Secret Language – Battle Tongue; Strike Mighty Blow; Strike to Stun.

Possessions: sleeved mail shirt, helmet and shield (2 AP, head/body/arms, 1 AP, legs); sword; dagger (I -20, D -2, P -20); crossbow (R 32/64/300, ES 4, Rld 2); case with 20 bolts; 50% chance of additional weapon – axe or poleaxe.

Mercenary Sergeant

M WS BS S T W I A Dex Ld Int Cl WPFel
 4 55 48 4 4 10 51 2 41 47 38 43 40 45

Skills: Animal Care; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Ride; Secret Language – Battle Tongue; Street Fighter; Strike Mighty Blow; Strike to Stun.

Possessions: sleeved mail coat and leggings, helmet and shield (2 AP, head/body/arms, 3 AP, legs); sword; axe; dagger (I -20, D -2, P -20); crossbow (R 32/64/300, ES 4, Rld 2); case with 20 bolts.

The Gypsies

Gypsies, travellers, pedlars, tinkers – the wandering people of the Old World are given a variety of names by their more settled neighbours, many of them insulting. There is a tradition of mistrust between the Gypsies and the settled peoples whose lands they travel, and Gypsies are often blamed for every theft, disappearance and other mischance that took place in an area for weeks before and after they passed through it. As citizens of no nation in particular, they make very convenient scapegoats. Many Gypsies return this hostility with interest, and nearly all enjoy a joke at the expense of a non-Gypsy. This particular band is used to travelling through dangerous country and fending for themselves; this includes getting anything they can from everyone they meet – in a friendly manner, of course...

Goshuar, Gypsy Leader

Goshuar has led this band for nearly ten years. A striking figure in his fifties, he wears a brightly-coloured headscarf and a large gold earring. His tall, lithe build, jet-black hair, twinkling eyes and extravagant moustaches make him the very image of the Gypsy to Old World eyes – he knows this, and is not above turning it to advantage in his dealings with more settled types.

M WS BS S T W I A Dex Ld Int Cl WPFel
 4 50 40 5 5 8 43 1 43 46 43 45 46 42

Skills: Blather; Charm; Consume Alcohol; Dance; Evaluate; Follow Trail; Haggle; Herb Lore; Identify Plant; Palm Object; Pick Pocket; Read/Write; Secret Language – Gypsy; Secret Signs – Gypsy and Pedlar.

Possessions: sword; dagger (I -20, D -2, P -20); crossbow (R 32/64/300, ES 4, Rld 2); case with 20 bolts.

Typical Gypsy

There are around thirty Gypsies in the band, with the sexes more or less equally represented. You may want to vary this profile for some individuals.

M WS BS S T W I A Dex Ld Int Cl WPFel
 4 41 45 3 3 7 40 1 41 31 31 41 31 41

Skills: Blather; Consume Alcohol; Dance; Evaluate; Haggle; Herb Lore; Palm Object; Pick Pocket; Secret Language – Gypsy; Secret Signs – Gypsy and Pedlar; 50% chance of Musicianship; 25% chance of Seduction; 10% chance of Specialist Weapon – Throwing Knife; 10% chance of Specialist Weapon – Fist Weapon; 10% chance of Heal Wounds.

Possessions: dagger (I +10, D -2, P -20); 50% chance of hand weapon; 50% chance of bow or sling; other equipment as appropriate for skill use.

The Grandmother

None of the Gypsies knows Grandmother's true name – or of they do, they're not letting on. She is the oldest member of the group, but her age is dif-

Fire in the Mountains

ficult to estimate – she could be anything from mid-fifties to a hundred or more. She is said to have the gift of prophecy, second sight, and half-a-dozen other things, but making any kind of sense of her pronouncements is another matter altogether. One might be forgiven for wondering whether the Gypsies themselves really believe in her.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 23 32 2 5 7 35 1 41 31 42 41 52 41

Skills: Blather; Consume Alcohol; Divination; Evaluate; Haggle; Herb Lore; Identify Plant; Palm Object; Secret Language – Gypsy; Secret Signs – Gypsy and Pedlar.

Possessions: dagger (I +10, D -2, P -20); chunk of crystal; caravan and contents as described in text.

Gypsy Brat

The Gypsies are a whole community on the move, and include children of all ages. The profile below is for a typical brat, aged anywhere between 6-10; adjust it if you need any particular age or type.

M WS BS S T W I A Dex Ld Int Cl WPFel
3 32 32 2 2 4 33 1 34 15 15 10 10 10

Skills: Dodge Blow; Flee!; Palm Object; Pick Pocket; Secret Language – Gypsy.

Possessions: 25% chance of dagger (I +10, D -2, Parry -20).



THE LONE TOWER

The Bears

As noted in the text, a bear has taken over the ground level of the tower as a nursery for her cubs. While the cubs are active and inquisitive, the mother bear is very nervous and liable to attack anyone or anything that might possibly represent a threat to her young.

Bear

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 - 4 4 11 30 2 - 24 10 24 24 -

Special Rules: *Claw* attack. If wounded, the mother bear becomes subject to *frenzy*, and causes *fear* in animals under 10ft tall.

2 Cubs

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 - 2 3 6 25 1 - 10 10 10 10 -

The Rooks

Rooks are relatives of the raven described in the **WFRP** rulebook; slightly smaller, and a lot more sociable. A large rookery can be home to up to a hundred birds. The natural site for a rookery is in the top of a large stand of woodland, but the roofs of ruins are just as good in their eyes. Rooks have the same attraction for brightly-coloured and shiny objects as do their larger cousins.

M WS BS S T W I A Dex Ld Int Cl WPFel
2 33 - 1 1 4 30 1 - 24 2 24 24 -

Special Rules: *Bite* or *claw* attack. Fly as *swoopers* – M score given is for ground movement only.

THE TWISTED LANDS

The Minotaur Caves

Minotaur 1

M WS BS S T W I A Dex Ld Int Cl WPFel
6 41 25 4 6 17 60 2 18 66 18 29 24 10

Agility: I +30.

Breathes Fire: cone-shaped fiery breath, 24 yards long, 8 yards wide, causes 3 *Strength* 4 hits to each creature within the cone.

Blood Substitution: *Molten Metal* – T +2. Any opponents take one S 3 hit each when the minotaur is wounded. The molten metal also ignites any flammable material within a 4 yard radius. When the minotaur is killed, it explodes, causing one S 4 hit to everyone within 10 yards.

Equipment: two-handed stone hammer.

Minotaur 2

M WS BS S T W I A Dex Ld Int Cl WPFel
6 41 25 7 4 17 30 2 18 66 18 29 24 10

Strong: S +3.

Elastic Limbs: may make hand-to-hand attacks against opponents up to 9 yards away. Opponents hit at this range may only strike back after making a successful I test.

Magic Resistant: +20 bonus to WP tests versus magic.

Equipment: club.

The River Worm

The River Worm is a larger relative of the Fen Worm, living in open water. It looks like a immense snake with a mouth full of wickedly-hooked teeth, and there are reports of these creatures growing up to a hundred feet long. River Worms prey on fish and other aquatic creatures, and can take prey up to Human-size in a single gulp. They have been known to attack small boats, presumably under the impression that boats are large aquatic creatures.

M WS BS S T W I A Dex Ld Int Cl WPFel
6 41 - 7 5 30 30 2 - 10 10 10 10 -

Special Rules: Bite and tail-lash attacks. M score given is for swimming, on land M is 2. Causes fear in all living creatures.

The Chaos Band

Rojax Gorewade, Champion of Khorne

M WS BS S T W I A Dex Ld Int Cl WPFel
4 51 51 5 3 8 41 3 31 41 31 41 31 31

Skills: Strike Mighty Blow (all other skills have disappeared as Chaos has gradually destroyed Gorewade's personality)

Chaos Attributes and Rewards

Magic Resistant: +20 to all WP tests against magic, cumulative with bonus from Chaos Armour.

Aggression Bonus: WS +10, BS +10, S +1.

Chaos Hounds (x 2): 2 Fleshhounds (see below).

Possessions: Chaos Armour (2 AP, all locations, no movement penalties, +10 bonus to all WP tests against magic); Chaos Weapon (sword, Ferocity property; A +1)

2 Fleshhounds

M WS BS S T W I A Dex Ld Int Cl WPFel
10 49 - 5 4 11 60 1 - 10 14 89 89 -

Gorewade has been granted two Fleshhounds by Khorne; these are normally handled by Beastman 1 (see below).

Special Rules: Immune to fear/terror unless caused by Khorne himself. All psychological tests



are made on the handler's characteristics provided the handler is within 12 yards. Poisonous bite attack (S 6). Collar of Khorne - Fleshhounds always pass WP tests against magic.

Beastman 1

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 30 2 30 29 24 29 24 10

Bestial Face: Dog - A +1, bite attack.

Cloven Hooves: no effect on profile.

Magic Resistant: +10 to all WP tests vs magic.

Equipment: plate body armour and helmet (1 AP, body/head); sword.

Beastman 2

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 30 3 30 29 24 29 24 10

Bestial Face: Dog - A +1, bite attack.

Horns: A +1, gore attack.

Equipment: partial plate armour (1 AP, head/body/left leg); two-handed sword; standard pole (I -10, WS -10, D -1, P -10).

Special Rules: If this standard-bearer is killed, the nearest member of the band will try to regain the standard on the following round.

If this attempt fails, all the Beastmen must make an immediate Ld test; those who fail will flee.

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Beastman 3

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 40 2 30 29 24 29 24 10

Bestial Face: Dog – A +1, bite attack.
Agility: I +10.

Equipment: partial plate armour (1 AP, head/body/arms); sword; *Drum of Doom* (see *New Magical Items* at the end of this chapter).

Beastman 4

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 4 11 30 2 30 29 24 29 24 10

Bestial Face: Dog – A +1, bite attack
Brightly Patterned Skin: Red/black/brass. No effect on profile.

Equipment: partial plate armour and shield (2 AP, head/body, 1 AP elsewhere); sword.

Beastman 5

M WS BS S T W I A Dex Ld Int Cl WPFel
4 71 25 3 4 11 60 2 30 29 24 29 24 10

Bestial Face: Dog – A +1, bite attack.
Agility: I +30.
Weapon Master: WS +30.

Equipment: partial plate armour (1 AP, head/body/right arm); two-handed sword (I -10, D +2)

Beastmen 6 & 7

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 25 3 5 11 30 3 30 29 24 29 24 10

Bestial Face: Dog – A +1, bite attack
Resilient: T +1
Snake Tail: A +1, bite attack at S 2

Equipment: partial plate armour (1 AP, head/body); sword.

The Hermit

M WS BS S T W I A Dex Ld Int Cl WPFel
3 18 11 2 4 5 23 1 12 20 60 23 65 29

Skills: Secret Language – Classical; Meditation; Blather.

Possessions: orange robe; begging bowl.

The Elves

Erimayfin, level 2 Elementalist

M WS BS S T W I A Dex Ld Int Cl WPFel
4 61 54 4 4 12 83 2 52 49 74 61 52 41

Skills: Animal Care; Arcane Language – Magick; Astronomy; Cast Spells – see below; Concealment Rural; Dance; Dowsing; Excellent Vision; Follow Trail; Herb Lore; Identify Plants; Identify Undead; Magic Sense; Meditation; Metallurgy; Orientation;

Read/Write; Ride Horse; Rune Lore; Scroll Lore; Secret Language – Classical; Silent Move Rural; Speak Additional Language – Old Worlдер.

Spells: 25 Magic Points

Petty Magic *Glowing Light; Magic Flame; Marsh Lights; Protection from Rain; Sounds; Zone of Silence*
Battle 1 *Cure Light Injury; Fire Ball; Flight; Wind Blast*
Battle 2 *Lightning Bolt; Mystic Mist; Zone of Steadfastness*
Elemental 1 *Assault of Stones; Blinding Flash; Breathe Underwater; Zone of Hiding*
Elemental 2 *Cause Fire; Cause Rain; Extinguish Fire*

Note that Erimayfin's mail shirt adds 1 to the Magic Point cost of any spells he casts.

Possessions: sleeveless chain mail shirt (1 AP, body); amulet projecting permanent *Aura of Protection* (+2 AP, all locations); magical sword (*bane weapon* vs Goblinoids); Elf bow (R 32/64/300, ES 4, Rld 1); quiver with 20 arrows and 4 magical *Arrows of True Flight*; spell components.

4 Elf Scouts

The four Elves accompanying Erimayfin are all scouts, and the profile below is a typical one. You may wish to vary it slightly for some individuals.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 61 51 4 4 12 71 2 51 51 61 61 51 41

Skills: Animal Care; Concealment Rural; Dance; Excellent Vision; Follow Trail; Orientation; Ride Horse; Silent Move Rural.

Possessions: sleeved mail coat and helmet (1 AP, all locations); sword; dagger (I +20, D -2, P -20); Elf bow (R 32/64/300, ES 4, Rld 1); quiver with 20 arrows.

THE WATCHERS ON THE HILL

Torgoch, Orc Liche

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 20 4 5 23 50 4 43 89 79 89 89 79

Skills: Arcane Language – Magick; Cast Spells – see below; Daemon Lore; Identify Magical Artefact; Identify Undead; Magical Awareness; Magical Sense; Meditation; Rune Lore; Scroll Lore

Spells: 45 Magic Points

Petty *Curse, Glowing Light, Magic Lock, Reinforce Door, Zone of Warmth*
Battle 1 *Aura of Resistance, Cause Animosity, Flight, Hammerhand, Strength of Combat*



- Battle 2 *Cause Frenzy, Cause Hatred, Cause Panic, Hold Flight, Lightning Bolt, Smash*
- Battle 3 *Animate Sword, Arrow Invulnerability, Curse of Arrow Attraction*
- Battle 4 *Aura of Invulnerability, Blast, Cure Severe Wound, strength of Mind*
- Necromantic 1 *Destroy Undead, Hand of Death, Zone of Life*
- Necromantic 2 *Control Undead, Hand of Dust*
- Necromantic 3 *Annihilate Undead, Life in Death*

Possessions: leather jack (0/1 AP, body/arms); magical sword (D +1)

Special Rules: causes *fear* in all living beings. Immune to all psychological effects of non-divine origin.

Note that Torgoch does *not* have the *transfix* ability of a normal Liche.

20 Undead Lieutenants

When Torgoch was defeated by the Orc gods, those few followers who had remained faithful to him were condemned to guard the complex for all eternity. They are identical to mummies, except that they are *not* flammable. When an Undead Lieutenant is destroyed, it is not destroyed utterly; it does fall into dust, but re-forms in the same place at the next nightfall.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	33	0	4	5	23	30	2	24	89	43	43	89

Special Rules: the Undead Lieutenants are not subject to *instability* while in the complex, and will not leave it. They count as *controlled* while guarding the complex. Wounding hits have a 20% chance of causing *Tomb Rot*. They cause *fear* in all living creatures. They are permanently destroyed when Torgoch is destroyed.

Orc Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	25	17	3	3	5	20	1	18	18	18	18	18

Special Rules: the Orc Skeletons are not subject to *instability* while guarding the stone circle, and count as *controlled*. They crumble to dust when Torgoch is destroyed.

NEW MAGICAL ITEMS

Drum of Doom

The *Drum of Doom* is a magical musical instrument, used by some Chaos warbands. It looks something like a normal military side-drum, but the sides are strengthened with human bone and the drum-skin has been flayed from the bodies of slaughtered innocents.

When the drum is played, it sends forth a confused and irregular pattern of beats, which has a disturbing effect on all those who hear it – unless they are allied to Chaos, and used to such a cacophony. All living creatures within 100 yards of the drums must make a **WP** test when they are played. Those who fail suffer a -10 penalty to all dice rolls until the drums are silenced.

Creatures which are immune to psychological effects are not affected by the drumming.

A creature playing the drum may also move at *cautious* speed, but may not perform any other action at the same time. If the drummer is engaged in combat, the cumbersome bulk of the drum reduces the drummer's **I** score by 10.

Glass of Scholarship

This magical item takes the form of a lens in a gold setting, generally with a handle and/or a neck-strap. It is much prized by scholars everywhere. Looking through the glass makes any form of writing understandable to the user, although a successful **Int** test is required in the case of runes and inscriptions in arcane languages. Note that a character must have *Read/Write* skill to be able to use the glass.

THE CRYSTAL OF FIRE

The Crystal of Fire is only 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. Combining Crystals of Power will be covered in later adventures in this series: this section gives details of the Crystal of Fire when used alone.

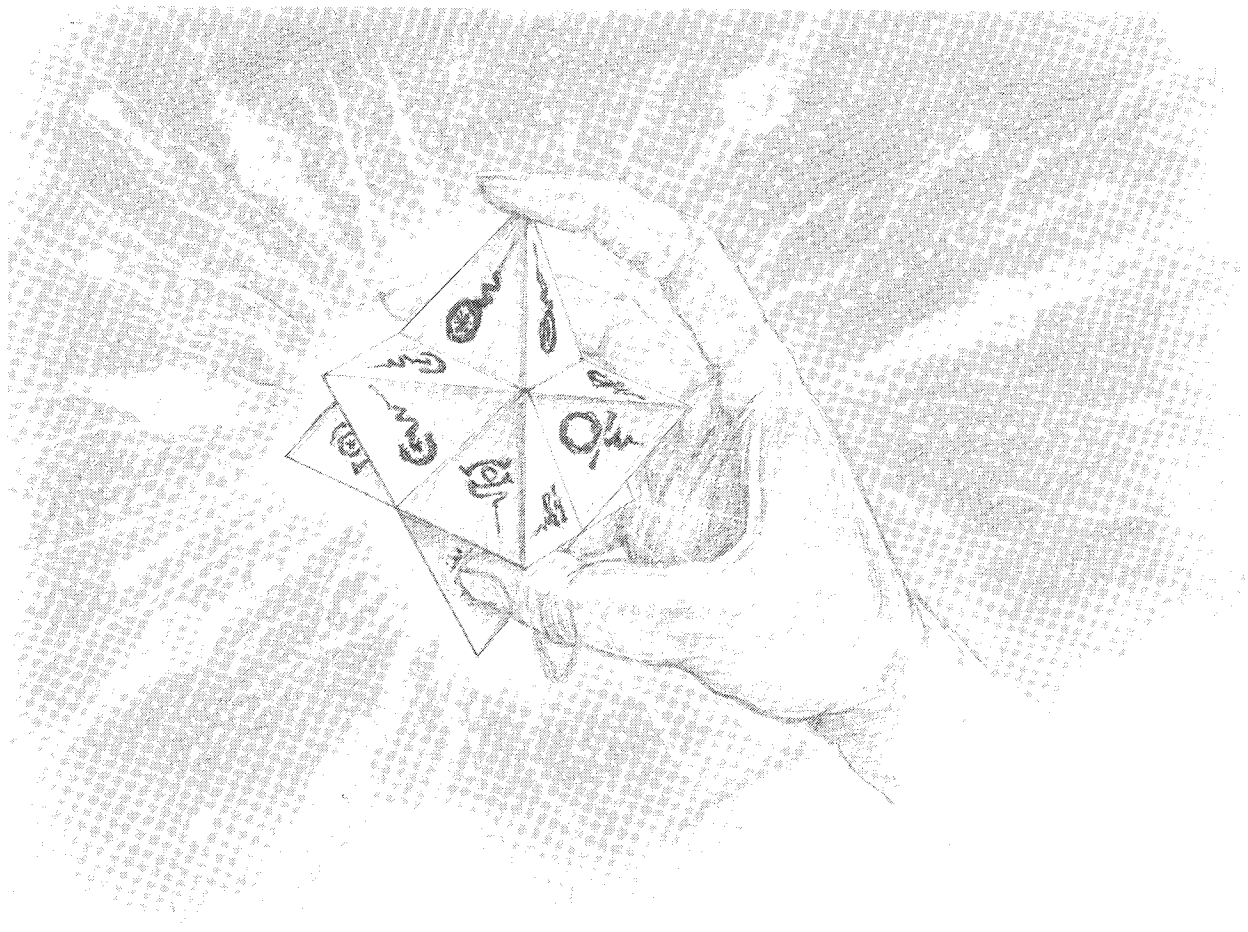
USING THE CRYSTAL

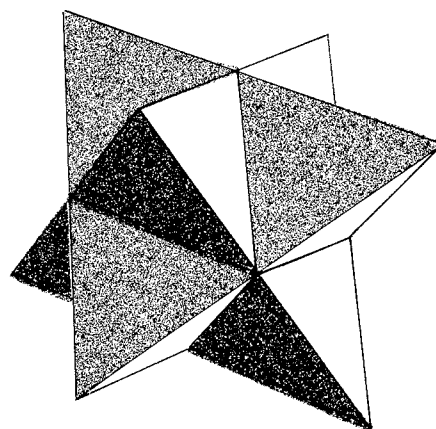
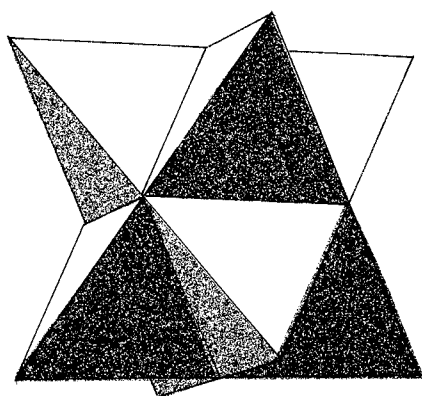
Like all the Crystals of Power, a character must become properly to the Crystal of Fire before he can use it to its full extent. This can be achieved by *Meditating* while holding the Crystal. No Magic

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). 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 func-





tion 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 Fire fall into three categories: *automatic*, *lesser* and *greater*.

Automatic Powers

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

Fire Protection

The wielder is immune to damage from normal and magical fire of any kind. The fire is sucked into the crystal to fuel its elemental power. You might like to keep this a secret, and stage things so that the players are never know the truth.

Elemental Protection

A Water Elemental cannot come within 20 yards of the Crystal. This effect is modified if the Crystals of Fire and Water are combined.

Detect Other Crystal of Power

Whenever the Crystal of Fire 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

Fire Ball

The Crystal casts this spell at level 4. This power may be used once per hour.

Light

The Crystal can cast the Petty Magic spells *Glowing Light* and *Marsh Lights* at will, any number of times per day.

Warmth

The Crystal can cast the Petty Magic spell *Zone of Warmth* at will, any number of times per day.

Fire

The Crystal can cast the Petty Magic spell *Magic Flame* at will, any number of times per day. However, each time this power is used the Crystal's wielder must make a successful **WP** test to keep the fire under control. Failure indicates that the Crystal's elemental power has flared out of control, and a *Fire Ball* has been cast instead.

Blinding Flash

The Crystal can cast the Level 1 Elemental Magic spell *Blinding Flash* at will, any number of times per day. However, each time this power is used the Crystal's wielder must make a successful **WP** test to keep the fire under control. Failure indicates that the Crystal's elemental power has flared out of control, and a *Fire Ball* has been cast instead.

Lesser Summoning

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

Lesser Defensive Ring

The Lesser Defensive Ring can be set up once per day, and lasts for a maximum of an hour. It consists of a ring of orange flames, up to 20ft in diameter and shaped as the caster desires.

The ring has the effect of a *Zone of Sanctuary* spell, and non-magical missiles crossing the ring of flames are destroyed as if by an *Arrow Invulnerability* spell. Living creatures trying to force a way through the ring take an automatic *fire* hit. Since the Ring is generated by the Crystal, the Crystal's wielder is free to make other actions while it is in effect.

Greater Powers

Blast

This effect is identical to the level 4 Battle Magic spell of the same name. The Crystal may cast the spell once per day.

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 additional powers. Firstly, spells of any kind and level cannot go into or out of the Ring. Secondly, living creatures trying to enter the Ring suffer fire damage as before, but are repelled. Refer to the description of the ring around Torgoch's throne if in doubt about the capabilities of this power. The Greater Defensive Ring lasts for up to an hour but may be dropped at will by the wielder of the Crystal. This power may be used once per week only.

Greater Summoning

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

SIDE-EFFECTS

The user's eyes become completely red 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 a character has been abusing the Crystal's power.

ROLE PLAYING THE CRYSTAL OF FIRE

Like its three brethren, the Crystal of Fire 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 lack, 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 a *Fire Ball* being cast instead of, say, *Magic Light*.

The Crystal is chock full of elemental power, and sometimes – if the Crystal is not handled properly – it boils off in a *Fire Ball* rather than producing the desired effect. Use these uncontrolled bursts of power to make the players wonder if their characters have got hold of some kind of pyretic time-bomb; the right attitude to the Crystal should be

awe tinged with a goodly amount of fear, not the blase utilitarianism with which standard magic items are all too often regarded.

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 unnoticable. 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 Fire to burn down a farmhouse with a *Blast* spell. Depending on the results of the **WP** test, you may cause something like the following to occur:

Fail by 30 or more: Nothing happens; at your option, a whopping (99-00) failure may even do something terrible – let off a *Fire Ball* in the middle of the party (remember, only the Crystal's user is protected from fire), or flash-boil every liquid within 20 ft, bursting all the containers in the process.

Fail by 10-29: Nothing seems to happen, but the adventurers later hear that an orphanage about a mile away burned to the ground under mysterious circumstances.

Miss by 0-9: The farmhouse does not catch fire, but all flames in and around it burn an eerie blue, and the temperature inside rises uncomfortably.

Success by 0-29 The spell takes effect as intended, but something very minor and unsettling happens in the process – eerie, mocking faces in the flames, the fire burning randomly across a field to produce a shape that looks very much like the symbol of Tzeentch, or something similarly worrying.

Success by 30 or more: The farmhouse is instantly incinerated, and the flames are so precisely directed that not a blade of grass nearby is even singed.



CAILLISSION SILVEREYE, TARGETEER

ex-Bodyguard, ex-Bounty Hunter



"Me? I'm no-one special. Nowhere special to go, nothing special to do. Open to offers, as you might say. Not that offers are crowding in on me in these deserted mountains. The Dwarfs can have them, and welcome. I hear the Human princelings south of here delight in making war on each other. Perhaps I could teach some of them to use a bow properly."

Cailission 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.

Up to about a year ago, Cailission was one of the Fir Rannascath, a group of Elven warriors whose duty was to escort travellers through his native Loren Forest. Then, a caravan under his protection was attacked by Human outlaws. Left for dead, Cailission was the only survivor, and he swore a powerful oath of vengeance. In the following months, he hunted down all the outlaws except their leader, who had taken refuge among a group of travelling fair people. Cailission spent six months travelling from fair to fair, making a living from his skill with the bow and remorselessly hunting his quarry. The chase ended three weeks ago, among the mountains of the Vaults.

Now, Cailission is at a loose end. He knows that he can never return to his old life in Athel-Loren, and is wandering in search of some purpose. A chance encounter with a homeward-bound mercenary gave him the idea of heading for the Border Princes – many there would pay well for a Captain of Archers with his skills.

BORGIN FORKBEARD, SCHOLAR

ex-Wizard's Apprentice, ex-Student



"Ha! Don't know they're born these days. A bit of bad weather, a few greenskins, and they all pack up and go home. They think knowledge comes on a silver plate. Cave-ins take the lot of them. Anyone heading south? I'm bound for the Yetzin valley – there are some ruins there I want to look at."

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. His expedition has just collapsed – his student colleagues set off home after a week of adversity – but he is determined to carry on. If he can just find some travelling-companions across the Vaults...

Borgin was apprenticed to a Dwarf Wizard in Zhuibar, but developed a deep interest in Dwarven history and lore. He has travelled throughout the Worlds Edge Mountains visiting historic sites and searching for lost and forgotten Dwarfholds. His dream is to rediscover one of the great lost holds from the Goblin Wars, which exist today only as entries in ancient chronicles. The purpose of his expedition was to research the historical sites of the Yetzin Valley. He doesn't expect any major discoveries, but a definitive survey of the remains will be a useful piece of scholarship in itself. Secretly he hopes to find lost records which might lead to something bigger.

Fire in the Mountains

Age: 75

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

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40 ³	+1 ¹	+1 ¹	+4 ²	+20 ¹	+1 ¹	+30 ¹	+10	+10	+30	+10 ¹	+20		

^{1 2 3} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	57	63	5*	4	10	73	2	54	46	55	60	58	49

Skills: Disarm; Excellent Vision; Follow Trail; Luck; Marksmanship; Musicianship – Lute; Read/Write – Fan-Elthárin, Old Worlder; Scale Sheer Surface; Shadowing; Silent Move Rural; Silent Move Urban; Speak Additional Language – Old Worlder; Specialist Weapon – Lasso; 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; 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 56 GC, 17/4.

Magic Items: magical sword (**D** +3); 5 Arrows of True Flight; Enchanted Rope, 8ft.

Notes

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

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

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	39	4	7*	10	47	1	31	54	58	54	57	35

Skills: Ambidextrous; Arcane Language – Magick; Astronomy; Cartography; Cast Spells – Petty Magic; Flee!; History; Identify Plant; Linguistics; Magical Sense; Metallurgy; Mining; Numismatics; Read/Write – Khazalid, Old Worlder; 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); 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; purse with 85 GC, 12/7.

Magic Items: *Jewel of Power* (energy) with 10 magic points; *Glass of Scholarship* (new magic item); *Amulet of Adamantine**.

Notes

LARS MORTENSEN, MERCENARY SERGEANT ex-Marine



"Many years now I am in Old World. Is good place, yah? But it gives no good wars right now, so south I am going, to Border Princes where they say much fighting is all the time. And you go where?"

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. *"Is not good, laugh at such things."* he will say, very seriously. He is also intensely superstitious, and is an avid collector of amulets and talismans.

Lars grew up in the wild coastlands of western Norsca, and made many voyages – peaceful and otherwise – to the Old World. Like many young Norsemen, curiosity and wanderlust has led him further into the Old World, paying his way as a Mercenary. One day, he says, he will return to Norsca laden with treasure and stories, and settle down with wealth and honour among his own people. *"Or maybe not, if I die."* The prospect of death doesn't appear to worry him at all. While brave – insanely so, some Old Worlders would say – he is not reckless. A heroic death is good, but no-one makes sagas about a fool.

Lars served with the 4th (Baron Werner's Own) Nordland Regiment during the recent civil war in The Empire, but with the recently-declared peace has come demobilisation, and he is heading to the Border Princes in search of employment.

OLEG KURYITSIN, SCOUT ex-Hunter



"Me? Between jobs, you might say. I was supposed to meet a caravan here and take them south, but they haven't turned up. Near as I can tell, they were last heard of halfway up the river Söll. Could be they had some wagon trouble and lost a few days, could be something worse. Still, I can't wait here any longer – there's another caravan waiting for me at the south end, and I can't afford to lose the work. I'll be making one trip unpaid as it is. Any of you people heading south, and want to hire a guide? Two crowns a day between here and Mortensholm."

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.

Oleg has spent the last five years working as a scout for various merchant caravans on the Yetzin valley route. Having taken one caravan safely through the mountains, he has to travel back alone to the Border Princes – the caravan he was supposed to escort south has not arrived, and he has another waiting for him at the other end of the route. While he has confidence in his survival skills, he does not relish making the journey alone.

Fire in the Mountains

Age: 24
Fate Points: 3
Alignment: Neutral
Religion: Ulric
Insanity Points: 1
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

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

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	39	6	5	9	52	2	31	45	23	35	33	46

Skills: Consume Alcohol; Disarm; Dodge Blow; Lightning Reflexes*; Night Vision; Row; Sailing; Secret Language – Battle Tongue; Speak Additional Language – Old Worlde; Street Fighter; Strike Mighty Blow; Strike to Stun; Swim; Very Strong*.

Possessions: sleeved mail coat, helmet and shield (2 AP, all locations); sword; dagger (I +20, D -2, Parry -20); crossbow (R 32/64/300, ES 4, Rld 1 load, 1 fire); 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; 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 12 GC 13/6.

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).

Notes

Age: 25
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

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+20 ¹	+20 ²	+1 ¹	+1 ¹	+6 ⁴	+20 ¹	+1 ¹	+10 ¹	+10	+10 ¹	+10 ¹	+10 ¹	+10 ¹	+10 ¹

^{1 2 4} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	46	4	6	11	41	2	35	33	42	38	48	23

Skills: Acute Hearing; Animal Care; Concealment Rural; Follow Trail; Immunity to Poisons; Orientation; 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.

Magic Items: *Amulet of Thrice-Blessed Copper*; 2 doses *Potion of Healing*; *Ring of Protection* vs Beasts; 4 *Arrows of True Flight*.

Notes

FIATHIRIEL CLEARWATER, WIZARD

ex-Wizard's Apprentice



"I had a bit of trouble in the mountains – or rather, my bodyguard did. Poor fellow – I wonder where his head finished up. Well, I just ran for it, and here I am. Is anyone else heading south? I don't really mind where – I'm just travelling around, seeing what there is to see. I'm of a mind to take a look at Araby, but I won't decide until I've seen what the Border Princes have to offer. If the last few days are any guide, it won't be tedious, at any rate."

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. A recent run-in with a group of outlaws cost him his pack-horse and bodyguard – he has begun to realise that he may have over-estimated his powers a little, but he has no intention of calling his trip off!

KLAUS TREUER, DRUIDIC PRIEST

ex-Herbalist, ex-Druid



"I'm heading for the forests in the Yetzin valley, which lies between this pass and the Border Princes below. There is much to be done there – they say my brethren in the area were wiped out over a century ago. By the way, one of your horses outside was on the verge of going lame. I saw to it, but you should be careful how you treat them. One day they might treat you the same way."

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 is on a mission, although he will never reveal this except to other followers of the Old Faith. About a month ago, he received a vision of an ancient stone circle in the mountains, desecrated by Goblinoids over a century ago, and he has undertaken to restore it. After a month of travelling and research, he has discovered that it lies somewhere near the mouth of the Yetzin valley, and he is trusting to the powers of the Old Faith to lead him there and show him what he must do.

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.

Fire in the Mountains

Age: 98

Fate Points: 3

Alignment: Good (neutral tendencies)

Religion: Mórr (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

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

¹² Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	30	3	4	8	77	1	54	40	78	49	57	43

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

Spells: 32 Magic Points

Petty Magic: *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, Cure Light*

Illusion 1:

Injury, Fire Ball, Steal Mind, Assume Illusionary Appearance, Bewilder Foe, Camouflage Illusion, Clone Image.

Illusion 2:

Ghostly Appearance, Hallucinate, Illusionary Woods.

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 14 GCs, 13/6.

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*.

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

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

¹² Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	42	3	4	8	50*	1	39	33	47	44	46	29

Skills: Ambidextrous; Animal Care; Arcane Language – Druidic; Cast Spells – see below; Charm Animal; Cure Disease; Dowsing; Follow Trail; Game Hunting; Heal Wounds; Herb Lore; Identify Plant; Lightning Reflexes*; 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 2: *Aura of Protection*

Elemental 1: *Zone of Hiding*

Druidic 1:

Animal Mastery, Cure Poison, Heal Animal.

Druidic 2:

Giant Animal Mastery, Tanglethorn.

Possessions: sword; 2 daggers (I +20, D -2, P -20); riding horse; 1-man tent and bedroll; saddlebags containing cooking gear and 7 GCs, 10/4.

Magical Items: *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, RACKETEER

ex-Thief, ex-Burglar



"HEY! How is everybody? Good to be out of the cold, no? Ah, what a fire! EY, PADRONE! Landlord! You got mulled wine? Good, bring me some here, to me and my friends. Everybody has a drink with Giuseppe, no? So – who is everybody, where you all going, where you all come from? Anyone wanna play cards? It's still early, we got plenty time."

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 with the intention of heading for the great cities of The Empire, Giuseppe found that his moves had been anticipated. Finally, he decided to head for the Border Princes – where, with any luck, the aggrieved father will have no employees, associates or business contacts, and Giuseppe's legs will remain intact and useful. If he can lie low for a few months, wait for the heat to die down, and maybe work his way into The Empire over Black Fire Pass, then a new life beckons, full of new cities, new experiences and new victims.

ANDERS GRUBER, SMUGGLER

ex-Tomb Robber, ex-Tunnel Fighter



"I had a little misunderstanding with the Excise at Helmgart, and I'd heard that the Vaults were lovely at this time of year. One day, there'll be a reckoning for that, though, you mark my words – you'd think that a trusted public servant like a senior exciseman would at least have the common decency to stay bribed. But for the moment I'll content myself with easing the flow of trade through the mountains. Have you seen the import duty on Arabian silk? Scandalous. And spices? Something needs doing about it all. Just as soon as I can get down the trail and build up some contacts at the other end."

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 – like any rising entrepreneur, he realised that his profits would be maximised if he sold stock whose owners were dead (and therefore did not require payment). He found out, though, that some (un)dead owners were still able to defend their property to a surprising degree, and were seldom amenable to making deals. After a few unpleasant experiences, he went into his current role in distribution. Narrowly escaping jail in Helmgart over a few cases of Bretonnian brandy, Anders has decided to seek out pastures new, in the less heavily-policed southern border of The Empire. First, though, he has to spy out the trade-routes, and establish contacts at either end.

Fire in the Mountains

Age: 19

Fate Points: 2

Alignment: Neutral

Religion: Ranald

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

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

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	47	4	3	7	46	2	45	27	29	43	31	39

Skills: Concealment Urban; Dodge Blow; Evaluate; Flee!; Gamble; Pick Lock; Pick Pocket; Scale Sheer Surface; Secret Language – Thieves' Tongue; Secret Signs – Thieves' Signs; Silent Move Urban; Specialist Weapon – Fist Weapons; Spot Trap; Street Fighter; Strike Mighty Blow.

Possessions: leather jack, leggings and cap (0/1 AP, all locations); 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; 1-man tent and bedroll; saddlebags containing cooking gear and 7 GCs, 10/4.

Magical Items: 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: 3

Alignment: Neutral

Religion: Ranald

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

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

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	47	4	4	8	42	2	39	41	37	45	42	35

Skills: Bribery; Concealment Rural; Concealment Urban; Dodge Blow; Drive Cart; Evaluate; Luck; Orientation (underground only); Row; Scale Sheer Surface; Secret Signs – Thieves'; Silent Move Rural; Silent Move Urban; Spot Trap; 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;

riding horse; 1-man tent and bedroll; saddlebags containing cooking gear and 7 GCs, 10/4.

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

Yazeran:

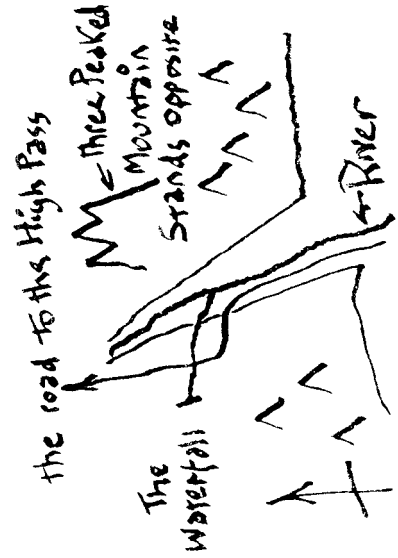
We are four-and-twenty brave warriors
entrapped in the caves of the waterfall.

The Orc hordes surround us. Their number is
many. We sense the presence of a mighty
Artefact, perhaps the one I told you of.

If you have reached safety with your own
charge, and made allies among the Humans as
we have heard, please send us aid. The thing
they have must not remain with them, nor
must our own secrets fall into their foul
hands.

Ketiger

for Hadrin



THEM DWARVES CUMIN BAK.
KAN FEEL IT IN ME WATER,
THEYZ NOT GETTI ME STON
THO. STUNTYS BOOKS BIN D-
ED USFUL BUT THERZ MORE
LERN AN IZ GUNNA TAK TIM,
STIL KANT GET FRU MASIK DOR
BUT KANT ANG BOUT KUS
PWAWFSES CUMIN BAK.
AV TE PUL BAK OUT THE
MOUNTINZ. WUNS I GET
THE ANG OV THE STON WE
GO OM AN THEN IL SHOT THEM
ZOGGIN PREESTS WOT LEFT
UZ ARE

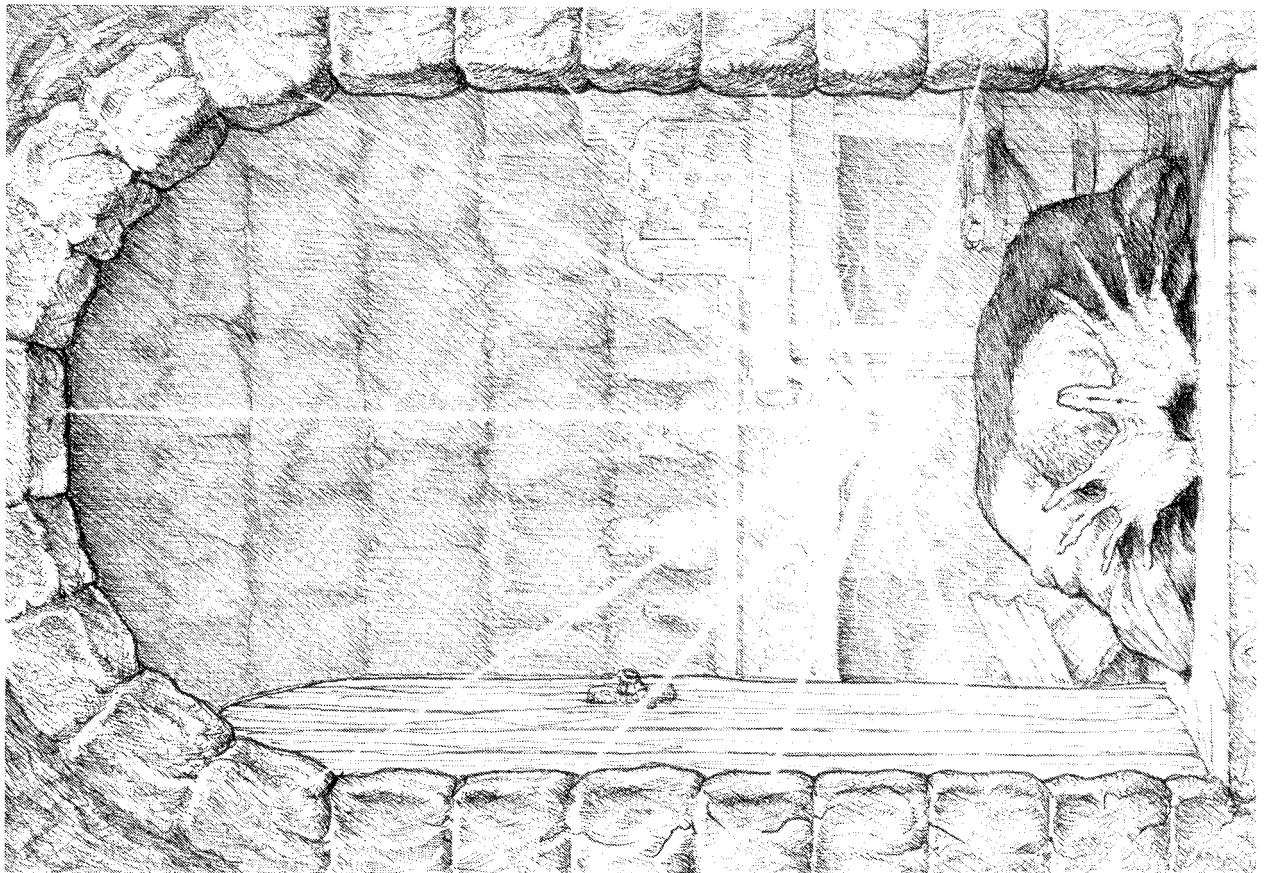
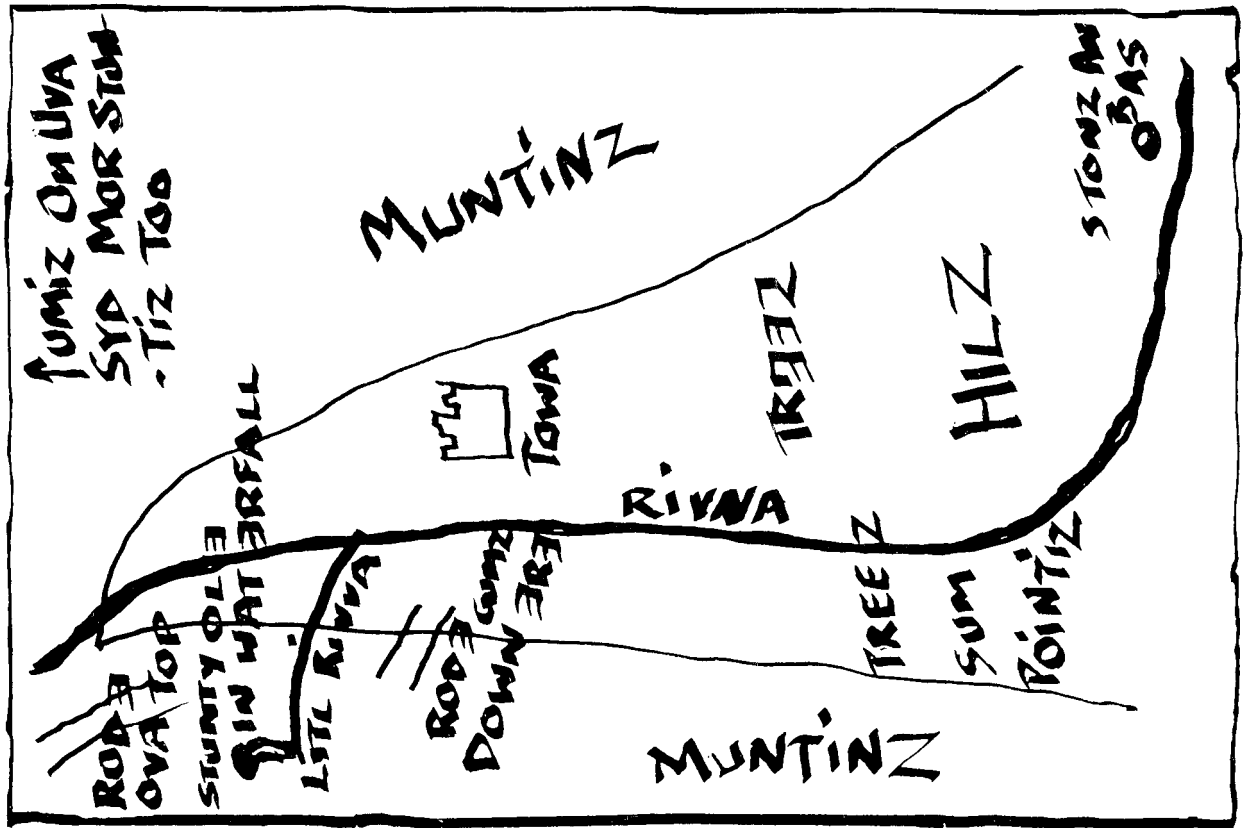
TORGUCH
WARBOZZ OV BLUDAX
AJIUNS

TORGUCH ZOG OV ZONUTDAY
WIV LODZA THE BOYS, LET ME
AN NOT MANY UVERZ ARE.
SELE-CUM BAK BUT I DUN
BLIV IM. STUNTY BUKZ DUN IZ
ED IN. THEM AN THAT ZOGGIN
OF IZ. BOYZ ARE INT APY
STUNTYZ GUD CUM BAK ENY
TIM. THEM PREESTS SORT
TORGUCH OUT WENE GET OM.
OR E CUD GET WILD ON WAY
WOTEVER APNZ IZ VED
AN WEZ STUK ERE TIL
STUNTYZ CUM AN RIP IZ.
NOT FAIR, TMORO WE ZOG OF
TU AND TRY GET OM. ZOG TORGUCH
YATAGAN WOT TORGUCH TRATR LEF
TE DY

**Fire in the Mountains
Handout 1**

**Fire in the Mountains
Handout 4**

**Fire in the Mountains
Handout 2**



**Fire in the Mountains
Handout 3**

**Fire in the Mountains
Handout 5**

To the commander of the rescue party:

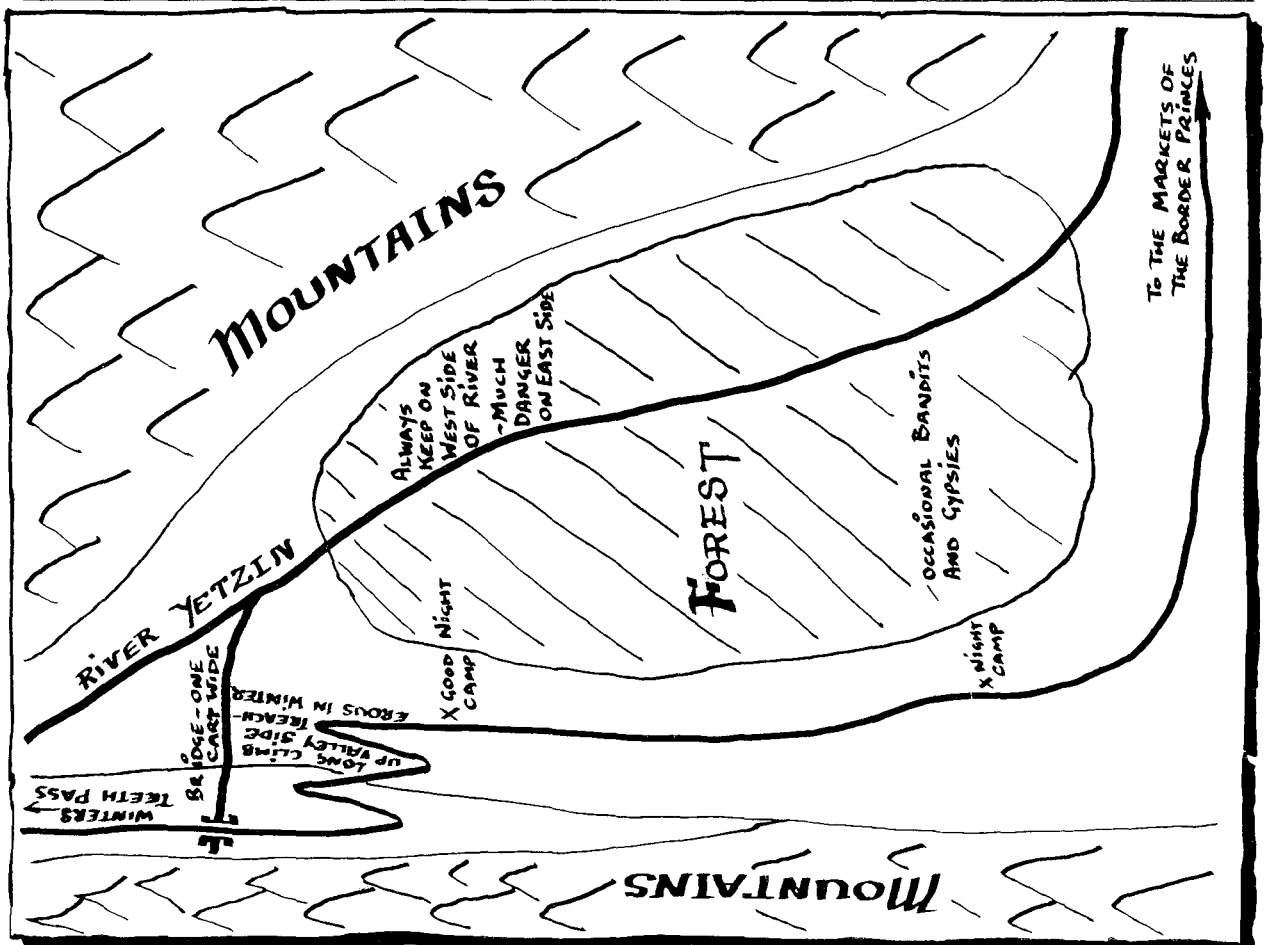
Since you are reading this I assume Gnarok got through with the message. Take care of him, he is my son and heir. I assume also that the Orcs were unable to penetrate my Warding spell.

I regret I cannot greet you; I am wounded, and feel myself dying. The ward will take the last of my life. I hope it will keep the greenskins busy until you can arrive. They must think the Crystal of Air is with us and not Yazeran.

The ferocity with which the Orcs pursued us shows that they do indeed know of the awesome power of the Crystals. I believe they have already gained that which controls the Earth. They must get no others! You should pursue them at once, and ensure that they do not bear their prize to their cursed homelands, or all will be lost.

Fare thee well.

Hadrin



**Fire in the Mountains
Handout 6**

**Fire in the Mountains
Handout 7**

ALLO TORGOCH

THEM UTHUR PRESTS

GOT IT IN FO YUW AL RIT.

DONT SEEM RIT WOT THEY DOIN BUT

I CANT HELP YUW IN THE OPEN OR

THEY NAIL ME, GODS OTER NAIL EM

FE WOT THEY DO TO YUW.

IF YUW EVER NEEDS MAJIX CHARJIN

UP GO TE STOON SERKUL. THIS IZ OW

YE GETS IN.

GO ROUN THE STOON'S NORF EEST SUF

WIST AN NORF AGEN, MUS MAK THE SINE

I SHOWD YE WEN YE DUS THIS. THEN

FLEEM CUMZ ON. YUW OLDZ A FLEEM

AN QOS IN FRU SUF CAP. SHUD BE NO

TRUBBL. FLEEM LIFTS UP AN YE GETS IN.

DON TEL NOBODY I TOLD YE THIS, AN BE

SHUR YE KEP ON RIT SID OV GODS.

NOGLUB ☒

SFIL NO STUNTIZ AL WINTER
BUT WE CAN MUVO ON SUN. ME
AN MI PRESTHUS CUM LONG WAY
TGEVER LYNA GTOM AN STUF
THEM PREESTS QUD. THEN TOR
GOCH IZ BOS OV THE LOT. ME
AN MY JEM STUF ANYWUW
NO TRUBL, JUST STON
SUKKL LIK NOGLUB SED,
MABI QUD STUF THER,
THEM PREESTS IZ PED
THO. NOT NOBODY
STROY JNUF
TE STOP MI NOW

NO STUNTJIS CUM TE RIP TOWR
YIT BUT I NOZ THEYZ CUMIN
BIN ER A MUMF ALREDY SO
THEY MUS CUM SUMTİM. WEN
THEY CUM THO WE FIT BEF
TR THAN HUMIZ WOT WOZ
ERE. NEVER FOUN THER
BOS E MUZT ~~BE~~ DUN RU
NNA. IF STUNTIZ DON CUM
WE CAN GO IN SPRING
TIL THEN I CAN WORK
ON FIGRIN THIS JEM OUT.

TORGOCH

WARBOZZ

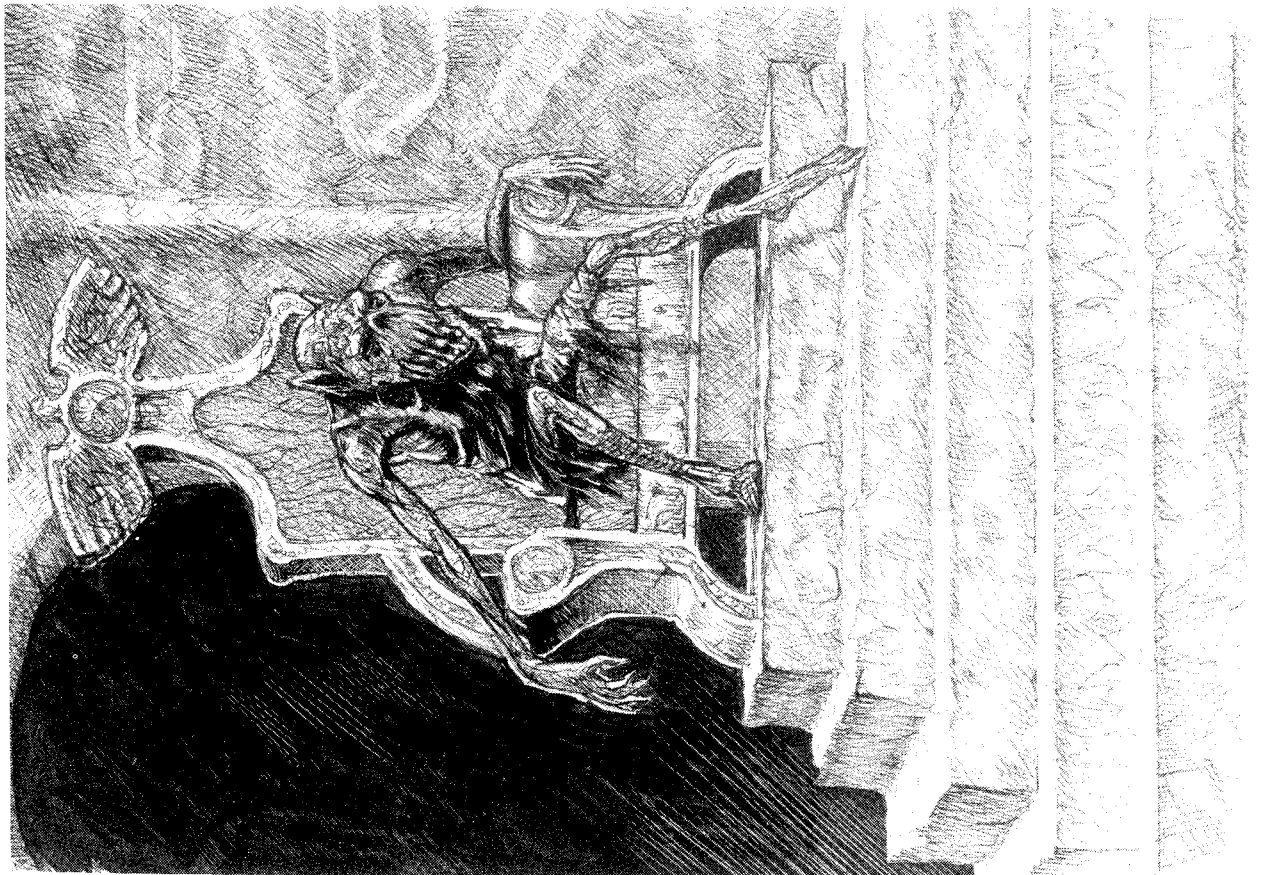
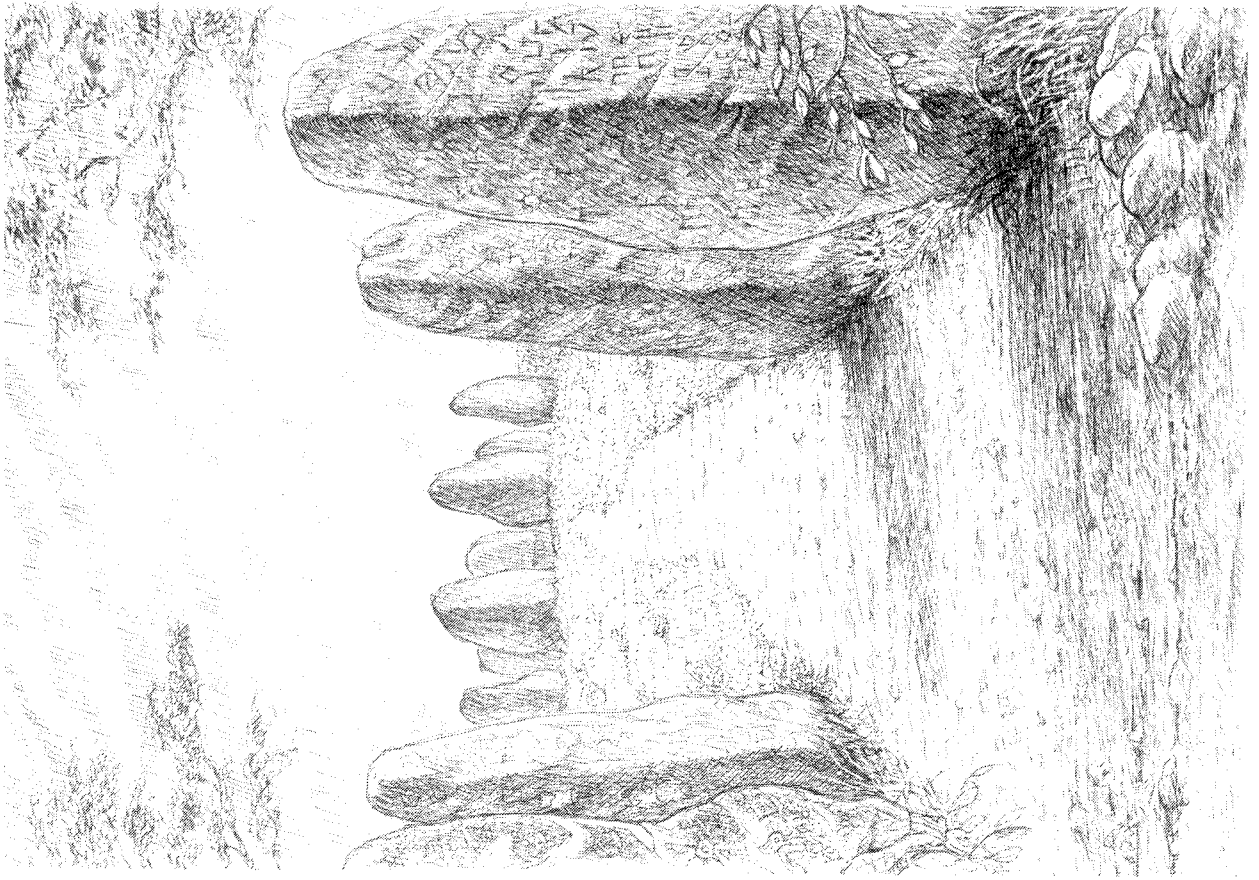
OV BLUPAX
ALIUNS



**Fire in the Mountains
Handout 8**

**Fire in the Mountains
Handout 10**

**Fire in the Mountains
Handout 9**



**Fire in the Mountains
Handout 11**

**Fire in the Mountains
Handout 12**

MONSTER AND TREASURE ROSTER

Area	Contents	Notes
Help Never Came		
<i>Mountains</i>		
Off road	Dead Dwarf	Handout 1. Jewelled scroll case (10 GC)
<i>The Waterfall Complex</i>		
1. Entrance		
2. Flooded Passageway		
3. Winch Room		
4. Passageway		
5. Guardroom		
6. Latrine		
7. Officers' Quarters		Handouts 2-3 behind chest
8. Passageway		Beastman skull on cairn, headless Beastman skeleton Handout 4 pinned under table
9. Mess Hall		
10. Kitchen		
11. Armoury		East door trapped. Secret door cannot be opened from this side
12. Flooded Cavern		Net across entrance to 1
13. Beastman Quarters	5 Lesser Beastmen	1 by entrance to 12, 4 inside
14. Temple	5 Greater Beastmen	clay skull on floor, 300 GC, 500 GC gem inside
	2 Lesser Beastmen	
15. Sloping Passage	1 Lesser Beastman	by passage to 13
16. Small Cavern	2 Lesser Beastmen	by fire under hole from 18
17. Passageway		pile of rubble, Beastman skull on cairn
18. Cavern		Smell of fish and voices from 16
19. Sloping Passage		faint daylight visible in side-branch faint light visible from 22
20. Cavern		lit by ward on 22 north exit passage 15ft drop to 21
21. Flooded Cavern		submerged passage to 12
22. Secret Workroom	dead Dwarf broken barrel	magical ward on door Handout 6 130 GC in sack, <i>Potion of Flight</i> , 3 doses
The Reavers' Trail		
<i>The Honest Trader</i>		
On Road	Merchant Caravan Outrider	
	Halfling Merchant	Handout 7 (10 GC to copy), local information
	12 Muleskinners	
	17 Mercenaries	
	1 Mercenary Sergeant	
<i>The Gypsies</i>		
Roadside	approx. 30 Gypsies	local information
<i>Optional Encounters</i>		
Forest	Deer Boar Wild Cat Giant Bats Army Ants Treeman Bandits	local information
The Lone Tower		
1. Stables	Bear and 2 cubs	
2. Oublette	Orc skeleton	
3. Guardroom		portcullis blocking door to 4; rusted solid
4. Inner Guardroom		
5. Lord's Quarters		floor dangerously rotten, pile of strange but nonmagical objects

Fire in the Mountains – Monster and Treasure Rosters

Area	Contents	Notes
secret room under stairs		2 skeletons, 8 gems @ 50GC, magic sword (I +5)
6. Landing		
7. Observatory		magic tripod, broken crystal, <i>Handouts 9-10</i>
8. Roof	many Rooks	jewelled scroll-case (75 GC), <i>Handout 8</i> , random treasure - see text.
9. Lookout Post		
10. Tower Roof	many Rooks	random treasure - see text.

The Twisted Lands

The Minotaur Caves

any time/place	2 Minotaurs	pile of rubble 2ft high
1. Entrance Passage		
2. Main Chamber		
3. Side Chamber	among debris	2 <i>Arrows of True Flight</i> , mail shirt, silver arrowhead pendant (10 GC)
4. Flooded Cave	chest	834 SS, 237 GC, silver dagger, gems 100, 150 GC, gold buckle 35 GC.

Monster Encounters

River	River Worm
Anywhere	Chaos Band
Forest	Bloodsedge
River or clearing	Chimera
Clearing	Basilisk

Chaotic Terrain

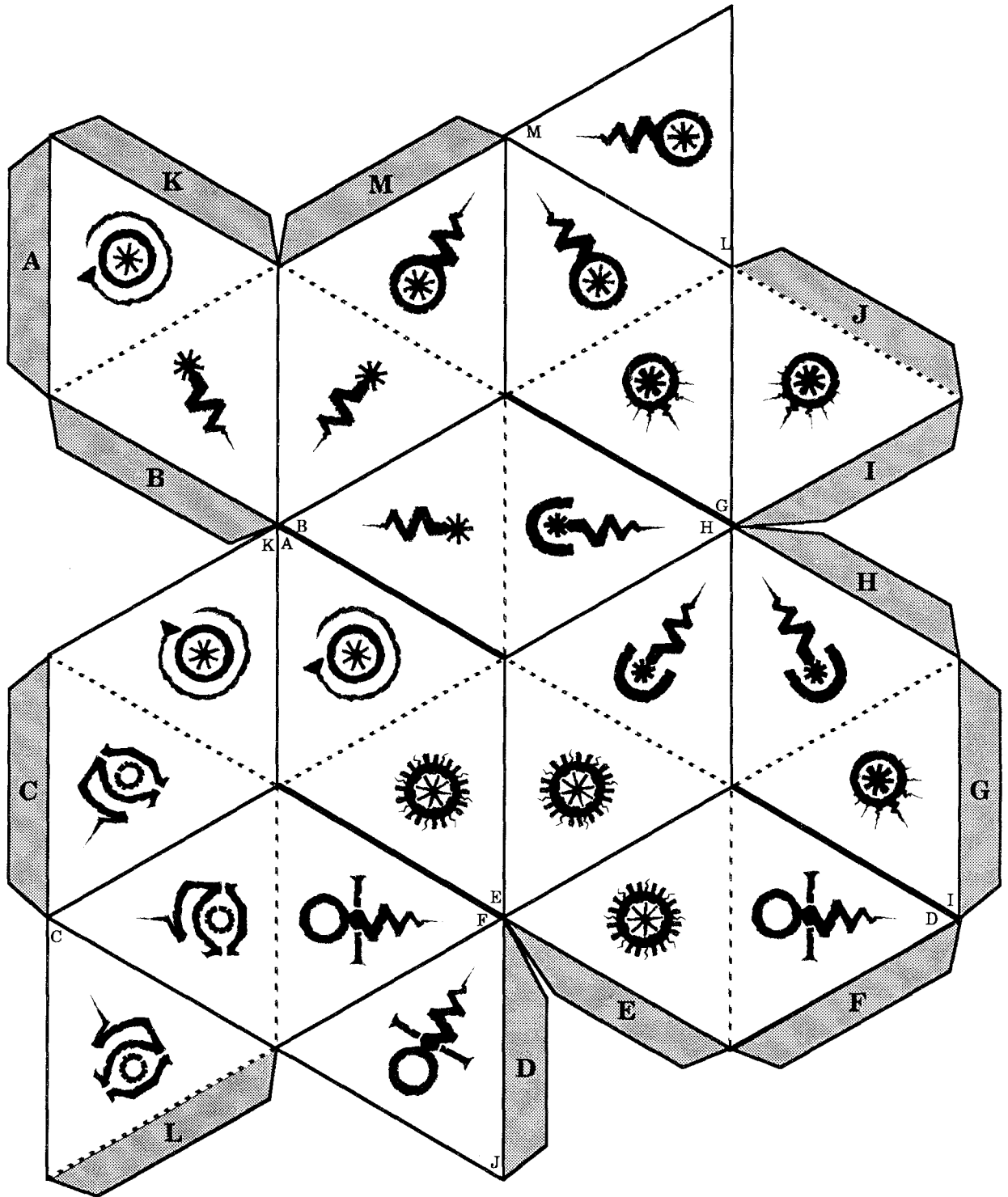
Forest	Glade of Gloom
River	Reversed River
River	Level Waterfall
River/Track	Sighing Bridge
Land	Rising Ground
Clearing	Cairn of Skulls
River	Dancing Rapids
Anywhere	Mystic Pillar
Anywhere	Ice Sheet
Land	Razorglass
Land	Crystal Forest

Leaving the Twisted Lands

Clearing	Hermit	local information (mostly worthless)
Clearing	Elves	information about stone circle

The Watchers on the Hill

Stone Circle	many undead Orcs	
In complex, any time/place	up to 20 Undead Lieutenants	
1. Entrance Hall		
2. Cave		hole in floor - 15ft drop
3-4. Blocked Passages		impenetrable cave-ins at south
5. Dumper	moulds (see text)	
6. Passage		
7. Anteroom		
8. Small Dormitory	among debris	jade otter (7 GC), gold dagger (30 GC)
9. Large Dormitory		
10. Flooded Cave		
11. Wine Cellar	moulds (see text) scattered on floor	gold ring (5 GC), silver armlet (2 GC), gold/garnet ear-ring (3 GC)
12. Vestry		
13-14. Stairways		tilted to east; 12ft drop in 14
15. Antechamber		doors to 16 locked and jammed
16. Altar Room		tilted to east; eastern side flooded <i>Crystal of Fire (Handout 13)</i>
17. Treasury	Torgoch chest	135 GC, <i>Banesword</i> vs Goblinoids
18. Oracle Room		magical altar/exit



How to build Handout 13, the Crystal of Fire

Glue or photocopy this sheet onto thin card. This should be about the same thickness as a plain postcard.

Cut round the outline and along all **heavy** lines.

Score plain internal **thin** lines on the front to

make 'mountain' folds. Score all internal **broken** lines on the back to make 'valleys.'

Glue the tabs to the underside of the indicated edges (Tab **A** to edge **A**, **B** to **B** etc). Leave tabs **L** and **M** until last, so that the final face is stuck down onto two tabs.

**Fire in the Mountains
Handout 13**

WARHAMMER FANTASY ROLE PLAY

DOOMSTONES



“The Orc Hordes surround us, their number is many. We sense the presence of a mighty artefact. Please send us aid. The thing they have must not remain with them, nor must our own secrets fall into their foul hands.”

The Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance — theirs, however, was a brief and bloody reign, and is now all but forgotten.

A chance discovery in the mountains puts the adventurers on the trail of the Bloodaxe Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire...

Designed for **Warhammer Fantasy Roleplay** adventurers, **Fire in the Mountains** is the first part of the **Doomstones Campaign**, a series of **WFRP** adventures set in the rugged Vaults mountains.

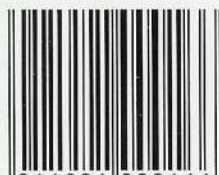
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**MANUFACTURED
IN GREAT BRITAIN**

