

# The Enemy of My Enemy...

## An Adventure for *SAVAGED*

It is one of those few and fractured times of peace, on Azeroth, a pause for breath between the wars that have engulfed the world since the opening of the Dark Portal nearly twenty years ago. But in that peace comes a jangling note of discord. An outpost has been lost, and treachery is suspected. Now, brave heroes must venture forth and discover what has happened, wondering if even their companions are trustworthy.

"The Enemy of My Enemy..." is an adventure for the **Savaged Warcraft** conversion for **Savage Worlds**. Since it has quite a bit of large-scale mass combat, it is recommended that at least the GM have previous experience with Savage Worlds, and at least a passing familiarity with Warcraft. The adventure is meant for a party of 3-6 high-level heroes, preferably at least one of the three major PC factions (The Alliance, the Horde and the Sentinels). For **Warcraft** buffs, this adventure takes place a few months after the defense of Mount Hyjal, between *Reign of Chaos* and *The Frozen Throne*. The three living armies have settled into an uneasy truce, looking always to the north and the threat of the Lich King.

A number of pregenerated characters, drawn from the Heroes of the computer game **Warcraft III**, are provided. If you wish to make your own characters, it's recommended that they advance them at least to Veteran (the premades are built on 55 experience apiece). They may then select one of the more elite units (45+ points) to have as a companion. Heroes should receive whatever basic equipment is needed for their character, and their weapons and armor should be upgraded twice on the faction-appropriate table. Companions should receive two level-ups from their listed statistics, and have one upgrade to weapons and armor.

## What's Going On

After the Night Elf homeland of Mt. Hyjal was narrowly saved by the combined forces of the Alliance, Horde and Sentinels, the three factions banded together to protect themselves against further incursions by the Lich King and his demonic allies. They combined their forces and sent a medium-sized garrison to establish an outpost on the shores of the northern continent of Northrend. After three months of steady communications and no trouble to speak of, the messenger birds from the outpost suddenly ceased a week ago. Since each faction sent messengers only to its own people, many from each faction suspect treachery from one of the other groups.

In truth, the Lich King finally became aware of the outpost, and sent two of his lieutenants to deal with it. Arak-arahm, an ancient Crypt Lord, took this opportunity to kill two birds with one stone. Arak-arahm's former Hive Queen exiled him when he dared to suggest cooperation with the Lich King. Not only that, but she has also managed to repel the attacks of the Lich King's armies. Arak-arahm took the Hive Queen captive by dark magics, and has since been manipulating the nerubian hive. He sent them to attack the outpost, suggesting that the southern forces were allied with the Lich King.

The second lieutenant is a Death Knight named Duncan Blackrose, a human who sold his soul to the Lich King for power. He has mustered a force of undead, and is waiting in the wings as a backup. Blackrose is content to let Arak-arahm have his vengeance, but he finds him unreliable, and is ready to step in and ensure that their mission succeeds.

## Introduction

The PCs are called to a council with the leaders of the armies of the continent of Kalimdor: Jaina Proudmoore, human sorceress and commander of the Alliance forces; Thrall, liberator of the orcish Horde; and Tyrande Whisperwind, priestess of Elune and founder of the Sentinels. The three are seated at the head of a briefing table, in an unusual show of solidarity. Together, they will explain to the PCs the situation with the outpost, and will answer any questions it is within their power to answer. The PCs are then given command of an expedition to find out what has happened to the outpost, and to reinforce the outpost and hold it against the Lich King. The PCs are each to choose a trusted lieutenant to voyage with them, and the fit for command (the character with the most Leadership Edges) of each group will be placed in charge of a unit of soldiers. Each faction has two units, and the players should put their heads together at this point and choose which unit each will take command of. If at all possible, have this be an in-character debate between the characters. Jaina, Thrall and Tyrande will intervene, but only to remind the characters to choose a balanced force of both melee and ranged combatants, suitable to defending a fort in the icy wilds of Northrend.

## Rumors of Treachery

Once everything is decided, the leaders will dismiss the Heroes, letting them know that they leave for Northrend in the morning. Allow them to make any preparations they feel necessary, such as additional adventuring gear (the expedition already has adequate food and communications prepared for it).

In the meantime, each faction will be approached by one of their members, who asks for a private conference with them. Alliance forces are approached by a grizzled, one-eyed knight, Horde members by a maimed orcish shaman, and the Sentinels by a dark-browed Druid in the bear-skin of the Order of the Talon. No matter who approaches them, they will have the possibility of treachery pointed out to them, and all the reasons why it would be unsurprising if they had tried something underhanded. The Alliance is most suspicious of the Horde, the Horde is wary of the Alliance, and the Sentinels don't trust any of these outlanders.

## A Long Journey

The party boards a large gnomish steamship and sets out for Northrend. The journey takes a week, and offers the opportunity for the party to get to know each other better. This is a mixed blessing: it's close quarters on the ship and each race has habits annoying to the others. The Alliance has a long history of distrust and hatred with the Horde, and if there are high elves in the party, the night elves will find their presence as distasteful as they find Alliance technology. The Horde's eating habits are considered disconcerting to most other races (orcs and trolls are carnivores, with a taste for blood-rare meat). The Sentinels are simply infuriating because of their arrogance and condescension.

The journey is otherwise uneventful, and after a week, the party arrives at the outpost.

## A Cold Welcome

The ship stops a ways out and prepares to send out a steam launch to the outpost. From a distance, the structures of the outpost seem undamaged, and all seems fine. The only strange note is the lack of any activity in the camp, and (should the players ask) that there is no smoke coming from any of the chimneys, in spite of the fact that the temperature is around -15 °C (5 °F).

The launch is small, and can't hold the entire party at once. It can safely manage eight people at once (tauren and Children of Cenarius count as one and a half, and mount animals count separately from their masters). The party needs to decide in what order they are going to ferry their party across. It takes three rounds for the steam launch to make the journey from ship to shore, and vice-versa.

Once the first party comes ashore, they will see the reason for the eerie stillness, and for the outpost's lack of communication. Bodies litter the ground, frozen nearly solid. All are soldiers of the various races, and they lie as shown on the map (a pink "body" denotes Alliance (human or dwarf), green is Horde (orc or troll), and violet is night elf. The original garrison was a mix of these five races. All of the bodies are armed and armored, and are facing towards each other in groups, as if attacking each other. Further inspection (and a successful Notice roll) will reveal that each died from some large thrust or slash.

If the party enters any of the buildings, they will find them empty, apparently abandoned in a hurry. Each has all of the basic amenities still in place for the building, but no extra gear is to be found in the War Mill or the Barracks. In the Command Post, there are three cages of messenger birds, a log book that shows the garrison as having been well-prepared, but no threats apparent, and an Ankh of Town Return. This magical device will teleport a party back to the Command Post, no matter their size.

Somebody in the party may think to search the area for further clues as to what attacked them. A successful Notice or Tracking roll will reveal that the ground is unusually churned up around the bodies. A raise on the roll will reveal the presence of odd tracks, some creature will spiky feet. If anyone who made the check specifically observes the glacier, they will notice similar marks in the ice, descending in three lines from the top of the glacier. A Common Knowledge roll at -4 suggests the undead spiders known as Crypt Fiends. However, a raise on the roll (or a Knowledge (Undead) roll) points out that the corpses are uneaten, and show no signs of having been reanimated. Both are unusual for undead forces.

## Ambush!

The nerubian forces have burrowed into the ground, and are lying in wait in the positions noted by spiders on the map. When anyone in the party announces the discovery of something, begins to set up defenses, or attempts to open the main gate, the nerubians will boil out of the ground and attack. Roll for surprise for the party, unless they were quietly warned ahead of time. There are twenty nerubian soldiers, with five webspinners scattered among the group to fill out the ranks.

Once engaged in battle, the soldiers will attempt to overwhelm the weakest targets first, giving themselves the advantage of numbers. Then they will begin to gang up on the greater threats. The webspinners will attempt to immobilize greater threats with their webs, targeting any flying troops first, followed by spellcasters and then mounted units. Once they have all those threats immobilized, they will begin killing the immobilized troops with the help of any nearby soldiers.

If all of the webspinners or half the soldiers are killed, make a Guts roll for the remaining troops. If they fail, they will conduct an orderly retreat up onto the glacier, and from there back to their hive (see **To Catch a Spider**, below). If there are any remaining flying units, a rear guard of one webspinner and four soldiers will attempt to ground them before retreating.

## Aftermath

Once the nerubians are defeated, the party can continue to explore the outpost, and figure out what happened. After a battle with the nerubians, it becomes fairly obvious that their sharp legs are what inflicted the wounds on the corpses. Further exploration will reveal that the small grouping of farms just outside the garrison itself was sacked, and the inhabitants killed and left where they fell. A Tracking roll will show a trail of nerubian tracks heading off to the north-east. Exploring the forest reveals a small clearing, where the Ancient sent to tend the night elves lies, killed by some kind of frost-weapon (the Death Knight's broadsword – he killed it in advance of the attack).

Anyone who succeeded at the Common Knowledge check to think of Crypt Fiends will note the similarities, but an examination of a nerubian corpse will reveal that this was clearly a living being, not an undead one: evidently these things are the creatures that the Lich King has animated into the Crypt Fiends.

Speaking of the Lich King, the PCs should make Common Knowledge checks. Success indicates that they need to dispose of the corpses. While they aren't decaying, they could be raised as skeletons by a necromancer.

If there are any surviving nerubians, they can be taken prisoner, and will not fight if held someplace secure (there are a half-dozen cells in the Command Post). There is a 1 in 6 chance that any given soldier will know enough of the tongue of Lordaeron (considered to be the common language) to be interrogated; webspinners all speak the tongue brokenly. If interrogated, they will reveal that their mistress "maintains Azjol-Nerub, and not bow your ally." If pressed, it will become clear that they think the party is in league with the Lich King. No matter what proof they are given to the contrary, they continue to see the party as allies of the Lich King. They will not reveal the location of their hive, saying only that it is nearby and too cleverly hidden to find.

## **To Catch a Spider**

The party will likely decide to track the nerubians to their lair (if they don't, have the nerubians attack a couple more times, sneaking in through holes in the defenses at night – they probably won't win, but it should make life inconvenient for the PCs). When the players do finally head after the nerubians, they will need to split their forces, since leaving the outpost defenseless is tactically idiotic on a variety of levels. Ideally, the PCs proceed alone or with some of their companions, leaving the troops and at least one companion to hold the garrison. Alternately, one or more of the PCs might volunteer to stay behind. If this is the case, give the players who are out of the action control of whatever allies are going along.

The trail from the glacier to the nerubian hive is somewhat concealed, but a Tracking roll at a net modifier of +0 will do to pick up their trail. Since the trail is fairly straight across the arid tundra of Northrend, it will take only five Tracking rolls to keep to the trail for the 25 miles to the nerubian hive. This area of Northrend is fairly deserted, but if you wanted to spice things up, it's possible that the party might have an encounter or two with polar bears, Ice or Frost Revenants, or a hunting party of Wendigo.

## **Come Into My Parlor...**

After about a day's travel, the party will come to a rocky area. The trail becomes tougher to follow here (-2). Success will lead the characters to a nearby outcropping, which conceals a cave opening. This is the entrance to the nerubian hive, and is guarded by two soldiers just inside the entrance.

Once inside, the party will want to make its way to the throne room. They will be hampered by skirmish groups of nerubian soldiers (parties of 5-7), who will attack for 2-3 rounds, then fall back along a side tunnel. Any tunnels that do not lead to the throne room will be held by 10-12 soldiers with ranged weapons, and will be blocked by deadfalls if it seems the defenders are losing. The nerubians will attempt to attack from ambush whenever they can, and they will concentrate their attacks first on any allies the characters have with them, especially those weak in melee combat.

It should be evident by this point that the characters are being herded towards the throne room. Arak-arahm has given orders to get the PCs to the throne room alive, preferably without their allies. He waits for them in the throne room, along with his elite guard of Crypt Fiends. The Hive Queen is also there, trapped in a web on the wall, and currently Stunned into submission.

Once the PCs are in the chamber, the Crypt Fiends will close all the entrances and attack. Arak-arahm wants to kill the PCs, and then reanimate them as his servants so that they can lead their troops into an all-out war on the nerubians. If the PCs can free the Hive Queen, she will fight on their side. The Crypt Lord and his minions have been able to observe the PCs capabilities, so they will try and counter whatever abilities they have seen the PCs to have. They will attempt to immobilize and subdue each of the PCs (generally attacking 2-1 on 2-3 characters each round), and then kill them for subsequent reanimation.

## **A New Ally**

If the characters defeat the Crypt Lord and free the Hive Queen, they will have her gratitude. She will order her soldiers to let them go, and warn them: Arak-arahm had an ally, one of the "servants of the Lich King". He was just here, and was leaving to prepare his own troops "just in case". By now the Lich King will know of the demise of his servant, and the outpost is in grave danger.

If the party found it, now would be a good time to use the Ankh of Town Portal. Otherwise, the Hive Queen is capable of sending them back, but it requires a ritual that takes several minutes. If the players are shrewd, they may ask the Hive Queen for help. She will agree, provided she is given a guarantee that none of the nations represented will take any more territory than their one outpost, and that she will receive aid in the future, should the Lich King attack her directly. In any case, it will take time for her to marshal her forces, and it's best if the players return to the outpost as soon as possible. If the players use the Ankh, they will appear just outside the Command Post. The Hive Queen's spell is somewhat less convenient – it lands them outside the gates to the garrison.

## Never Turn Your Back on a Fallen Foe

Duncan Blackrose has been busy. He stole the small coastal ship left with the first expedition, and has filled it with his undead cohort. His plan is to approach by sea, flying the flag of the Alliance. The subterfuge should work at least until he is close enough to launch his gargoyles to take the dock (which he will only do if the defenders seem suspicious; if they welcome the ship, he will simply sail in). From there he will launch an all-out attack on the outpost, holding back to deal with any Heroes.

If no PCs remained in camp, make a Mass Battle roll to determine how well the battle goes. Blackrose has a 908-point army, not including himself (he will not enter the battle until the PCs get there). The Undead get a +2 bonus for their surprise attack, plus whatever advantage of numbers they might have. The allied troops get a +1 bonus for their fortifications (or +2 if they were ordered to concentrate on holding the structures). Use the results of this roll to set up a plausible situation for when the PCs arrive. If the PCs had to come back via the Hive Queen's spell, do two rounds of Mass Battle calculations before the PCs arrive.

Once the PCs arrive, Blackrose will attempt to take them down, engaging the most dangerous himself as he activates the icy aura of his runesword (the *smite* power). If there are multiple PCs, he will disengage after a couple of rounds of battle and cast *zombie* on as many of the corpses as possible, raising skeletons to swarm the regular troops while he relocates the Abominations to deal with the heroes. All in all, it should be one hell of a tough fight for the PCs, unless they get very lucky, or have superior tactics on their side.

## Wrapping Things Up

Once the characters have dealt with the threat of Duncan Blackrose, they should be able to contact their superiors in Kalimdor and inform them of the situation. They will be congratulated for their efforts, and then they will be asked to stay on at the outpost, to guard against future incursions by the Lich King, and also to establish better relationships with the Hive Queen and her nerubian rebels. Even if they refuse this mixed honor, they will have made friends in high places.

# The Opposition

The statistics for all the opponents the characters will face are listed below. Some of these statistics are reprinted from the Savaged Warcraft rules for your convenience.

## **NERUBIAN, SOLDIER**

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8  
**Skills:** Climbing d12, Fighting d8, Guts d10, Intimidation d8, Stealth d6, Throwing d8  
**Special Abilities:** Claws (Str+1), Fearless, Immunity: mind control and Blight, Size +2  
**Pace:** 8; **Parry:** 6; **Toughness:** 10 (8)  
**Gear:** Spears (Str+2, 3/6/12), Chitin armor (+2)

## **NERUBIAN, WEBSPINNER**

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6  
**Skills:** Climbing d12, Fighting d6, Guts d10, Intimidation d8, Stealth d6, Throwing d8, Webbing d8  
**Special Abilities:** Claws (Str+1), Fearless, Immunity: mind control and Blight, Size +2  
**Pace:** 8; **Parry:** 6; **Toughness:** 7  
**Gear:** Spears (Str+2, 3/6/12),  
**Arcane Background (Webspinner):** Power Points – 20; Techniques: *paralyze, barrier, fly (web-drop)*



## **HIVE QUEEN**

**Attributes:** Agility d10, Smarts d10, Spirit d12, Strength d6, Vigor d10  
**Skills:** Climbing d10, Fighting d6, Intimidation d10, Notice d6, Persuasion d8, Spellcasting d12, Throwing d6, Webspinning d8.  
**Edges:** Arcane Background (Magic), Wizard, Rapid Recharge, Spell Aura, AB (Webspinner), Command, Natural Leader, Hold the Line!  
**Special Abilities:** Claws (Str+1), Fearless, Immunity: mind control and Blight, Size +2  
**Pace:** 8 **Parry:** 5 **Toughness:** 9 **Charisma:** -2 **Power Points:** 25  
**Arcane Magic:** *blast (spider swarm), boost/lower trait, offensive armor (frost armor), smite (frost), teleport*  
**Webspinning:** *barrier, paralyze*



## **ARAK-ARAHM**

**Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d10  
**Skills:** Climbing d18, Fighting d8, Intimidation d10, Notice d12, Spellcasting d12, Taunt d8  
**Edges:** Arcane Background (Magic), Necromancer, Wizard, Create Undead, Command  
**Special Abilities:** Claws (Str+1), Fearless, Immunity: mind control and Blight, Size +2, Undead  
**Pace:** 8 **Parry:** 6 **Toughness:** 11 **Power Points:** 25  
**Arcane Magic:** *barrier (frost web), blight, boost/lower trait, contact, life drain, puppet, summon (carrion beetle), zombie*

## **CRYPT FIEND**

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8  
**Skills:** Climbing d10, Fighting d8, Guts d10, Intimidate d8 Stealth d6, Throwing d6  
**Edges/Abilities:** Undead, Fearless, Claws (Str+1), Size +2  
**Pace:** 8; **Parry:** 6; **Toughness:** 10  
**Advancement:** Web (create a Net of webbing), Burrow (0, +8 to Stealth)



## **DUNCAN BLACKROSE**

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Faith d8, Fighting d10, Intimidation d8, Knowledge (battle) d8, Riding d8, Stealth d4

**Edges:** Command, Inspire, Fervor, Trademark Weapon (runblade), Arcane Background (Death Knight), Champion

**Special Abilities:** Fearless

**Pace:** 6 **Parry:** 9 **Toughness:** 12 **Power Points:** 20

**Death Knight:** *death coil, death pact, offensive armor (frost armor), smite (aura of undeath), zombie (must kill target)*

**Gear:** Runeblade (Str+4, AP 1), Enchanted proofed plate (+5, all areas), Enchanted small shield (+2 Parry/+2 Tough v. ranged)

- **Death Steed:** As Warhorse (SW p. 131), plus Undead. With chain mail barding (+2).

## **SKELTON WARRIOR [30]**

**Attributes:** Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidate d6, Notice d4

**Edges/Abilities:** Undead, Fearless, Claws (Str+1)

**Pace:** 6; **Parry:** 5; **Toughness:** 9 (7)

**Gear:** Sword (Str+3), Rotted Chain (+2)

## **CHOU [33]**

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d6, Guts d8, Intimidate d6, Notice d4

**Edges/Abilities:** Undead, Claws/Bite (Str+2)

**Pace:** 6; **Parry:** 5; **Toughness:** 8

**Advancement:** Frenzy, Fleet-footed, Regeneration (Cannibalize – Healing check when a corpse is consumed)

## **ABOMINATION [59]**

**Attributes:** Agility d4, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Intimidate d10

**Edges/Abilities:** Undead, Size +4, Large, Fearless, Improved Frenzy

**Pace:** 6; **Parry:** 6; **Toughness:** 14

**Gear:** Cleaver (Str+3)

**Advancement:** Berserk, Disease Cloud (-2; reduces Strength & Vigor by 1 die type for 2d6 days)

## **GARGOYLE [59]**

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10

**Skills:** Fighting d8, Intimidate d6, Throwing d6

**Edges/Abilities:** Size +1, Armor +3, Flight (8", Climb 4"), Claws (Str+2), Stone Form (Immobile, Fast Regeneration, +4 Armor)

**Pace:** 6; **Parry:** 6; **Toughness:** 11