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Stormcrows Gather



By John A. Turcotte

Stormcrows Gather

An AD&D Adventure for Character Levels 5-7

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Black be the night that locks around them,
They who chant of the Good and Light,
Black be the pinions that shall confound them,
Breaking their brains with a deadly fright.

Robert E. Howard, "Black Chant Imperial"

BACKGROUND

A brutal winter has fallen on the Land of Song. Weakened by incessant attacks throughout the autumn by humanoids and worse descending from the Trevärä Peaks, its hardy people now struggle against the unrelenting elements. An ancient enemy of the clans seeks to reassert her cold iron grip on the northern reaches. Sharp checks have been dealt against her and now the clans are holed up in their ancestral halls and strongholds. Waiting out the storms of ice and snow, they hope their meager stores will last.

The venerable jarl, Yngvar, is deeply troubled. Stormcrows are gathering over his dominion. Although the evil forces of Her Dark Majesty have been thrust back from his land for now, he is certain that they are massing to the north, waiting for the spring thaw to unleash a devastating strike against his starving and weary subjects.

Long ago, the ancestors of the clans worked mighty magics to forge four relics of great power to aid their descendants in dark times. These **War Horns of the Clans** worked mighty enchantments when sounded. They were last used during the Winter of Tears, more than seventy years ago, when the great jarl Hjalmar crushed Her Dark Majesty's forces in a terrible battle upon a frozen fjord. It is sung that her body was broken and cast through the ice; her fell host scattered into the trackless wastes. Yet wicked forces continue to muster under her grim banner. Surely she still lives, seething for vengeance against the proud and brave people of the Land of Song.

Since Hjalmar's victory, the legendary War Horns have been lost to time. Recently, two of the four have been recovered; the **Horn of the East**

from the Valley of the Sleeping Jarls, and the **Horn of the South** from beneath the wicked ruins of Black Townen. The horns of the West and North remain missing.

Yngvar has issued a call for heroes to scour the Land of Song and recover the lost War Horns. Can the relics be wrested from their hiding places before the mountain passes open to Her Dark Majesty's black host? What dangers lurk in the freezing sunless gulfs here at the roof of the world?

START

This module is the third in the **Her Dark Majesty** series, following Where the Fallen Jarls Sleep and Beneath Black Townen. It is not necessary to play either these modules in order to run this adventure; each installment of the series may be played independently of the others if the DM so chooses.

The party should number between six to eight members. If there are fewer or more player characters, the DM must adjust the encounters contained herein accordingly. Opportunities abound for a cautious and diplomatic party to collect henchmen and helpful advice along their journey. By the same token, heroes who spurn or insult the strong-willed people of the Land of Song will find gate and doors closed against them!

Yngvar will outfit the adventurers with whatever reasonable and necessary provisions they need for the journey, bearing in mind the relative paucity of resources and the modest wealth of the people. Heavy furs and cold-weather gear are a must. Yngvar will further send a faithful guide, Gregers, to lead the party on their search. Gregers is a 4th level chaotic good fighter (HP: 29; S: 13; I: 11; W: 11; D: 14; C: 15; CH:

13), familiar with the layout of the land. He is equipped with **+1 studded leather armor**, large wooden shield, spear, throwing axe and **+1 long sword**. If Gregers perished during play of the previous adventures, his place will be taken by his cousin Jens, who has identical characteristics.

If the party requests, Yngvar can also provide each party member with a warrior bodyguard. These 1st level neutral fighters are outfitted with leather armor, large wooden shields, spears and long swords. The Jarl's wise woman, Siri, will also provide each player character with an earthen jug containing two doses of a powerful honeyed brew equivalent to a **potion of extra healing** and each cleric in the party with two vials of holy water.

I. BEGINNING THE SEARCH

The Clans do not know the locations of the missing War Horns and Siri's consultations with the Ancestors have been fruitless. They can relate the following information to the heroes:

Tradition holds that the **Horn of the North** was last in the possession of Gudbrand Gray-Eyes, a nephew of Hjalmar. Gudbrand was a true hero; well-remembered in song. He was last seen over fifty years ago somewhere on the western coast of the Land, near Grimmin's Headland. It is said that he took part in the epic Battle of Åege, where the Clans fiercely repulsed an invasion by the mysterious Sea People. He appears in no further tales, but whether he perished in the battle is unknown.

The tales of the **Horn of the West** diverge. One line of epic poems tells that following the Winter of Tears, the great jarl Hjalmar awarded the Horn to a cousin, Thorvald Gnollhammer, the Chief of the rival Wolf Clan. It is said that

NOTES FOR THE DM

This module makes use of spells and magic items from UNEARTHED ARCANA, but does not indicate in the text whether NPC fighters are specialized with any weaponry. To the extent you the DM use specialization in your campaign, care should be taken to ensure that enemy fighters have specializations commensurate with the fighter PCs in your game.

Please note further that, except for the rare circumstance, only hit points are provided for the foes encountered herein. Unless otherwise indicated, all other statistics, including Armor Class, from the MONSTER MANUAL, MONSTER MANUAL II, FIEND FOLIO and DEITIES & DEMIGODS apply. For example, if the Encounter Key describes "two grugach (HP: 6, 5)" armed with long swords, the DM is to assume that the remainder of the stats conform to the "ELF, Grugach" entry in MONSTER MANUAL II, i.e., (AC: 6; MV: 15"; HD: 1+1; #ATT: 1; DM: 1-8; SD: 90% resistant to sleep and charm; AL: N(CN); XP: 65+2/hp).

Thorvald in turn passed the Horn to one of his sons. Thorvald, however, had twin sons, Kresten and Kristin. It is unclear which one possessed the relic. Kresten Shield-Breaker was a hero of great renown. It is sung that he fell in battle with the great beast Farfarsil in the foothills of the Marching Mountains more than forty years ago. Kristin Elf-Friend was last known to live near the Volkwood. If he were still alive today, he would be quite venerable.

Another set of songs, however, maintains that the trickster hero Ragnvold Rune-Stealer won the Horn of the West from Thorvald in a game of chance. Ragnvold's famed luck came to an end, however, when he sought to steal from the hoard of Hallakire, the great White Worm, and the Horn was lost with him.

BACKGROUND INFORMATION

This module presents the players with a wilderness adventure. The adventure is fairly free-form. Although the party members are given possible leads, the heroes may travel the length and breadth of the Land of Song if they so choose, the only limitation being one of time. It is imperative that the party find the missing relics before the break of spring, some eight weeks away.

In fact, only one of the poems will lead the party to the relics. The Horn of the North is indeed located at Grimmin's Headland (and still guarded by Gudbrand's mournful lover). The Horn of the West was left to the grugach of the Volkwood by Kristin Elf-friend. It has recently been stolen by villainous members of the Marten Clan (see THE HUNTERS, q.v.). They now hold the Horn in their longhouse outside Skalkegard.

The adventure takes place outdoors and the heroes must deal with the terrain, the harsh elements and the many and fierce inhabitants of this frigid, untamed wilderness. This scenario should be more than just a series of successive rolls on the provided encounter charts. It is incumbent upon the DM to flesh out the forbidding terrain and dangerous residents. The players will soon find that the elements are far and away their most dangerous foes. The Dungeon Master should familiarize himself with the "Adventures in the Outdoors" section of the DUNGEON MASTERS GUIDE with respect to movement and encounters. If Gregers/Jens is slain, the party stands an excellent chance of becoming lost.

As the heroes undertake their quest they will encounter two different groups of specific enemies above and beyond any dangerous wandering monsters. The first group is infernal in nature, and has been sent from a terrible place in the sunless north by Her Dark Majesty to either avenge the party's prior success at Black Townen, assuming that module was completed, or to prevent the remaining War Horns from falling into the Clans' hands (see THE HOUNDS, q.v.). The second group scours the Land on

behalf of the Marten Clan. The Martens seek the last War Horn for their own nefarious purposes (see THE HUNTERS, q.v.). It will be up to the DM's discretion to determine when and where these enemies encounter the party. It is recommended that THE HOUNDS begin the adventure at AREA 14, while THE HUNTERS begin at AREA 17.

THE HOUNDS: The heroes' success at the Valley of the Sleeping Jarls and Black Townen has drawn malevolent notice. **Kirsi**, Her Dark Majesty's right hand, will be unrelenting in her efforts to hunt the heroes down and to prevent the last two War Horns from being discovered. She has therefore sent a powerful servitor, a bone devil (HP: 48) to track down the party. The devil, which has taken the name **Toivonsurma** ("joy taker"), masquerades under the illusion of a tall emaciated woman wrapped in a pale sheet, barefoot despite the freezing temperatures. With it at all times is a pack of eight hell hounds (HD: 7, 6 (x2), 5 (x4), 4; HP: 39, 33, 28, 30, 25, 24, 17 (x2)). As a condition of its relative freedom in this world, Toivonsurma cannot use its **gate** ability.

The hounds are excellent trackers, and Toivonsurma's **illusion**, **charm** and **suggestion** abilities enable it to glean information about the heroes from unsuspecting clan members. The DM should decide when the devil picks up the party's trail. The PCs may also become aware that they are being hunted. The fiend is no fool; it knows already that the party is powerful. It will pursue the party and wait for the right moment to strike.

THE HUNTERS: The Marten Clan has a reputation for untrustworthiness and disgrace. These villains have allied themselves with Her Dark Majesty and seek to betray their cousins. The heroes may have encountered one traitorous member at Black Townen. Now a team of Marten Clan members compete against the heroes to recover the remaining War Horn.

These evil NPCs have already captured the Horn of the West from the grugach elves (See AREA 22), potentially setting in motion a tragic encounter between the elves and the PCs, and now pursue the last remaining relic. They will

certainly come into conflict with the heroes at some time. The DM should decide when and where the parties meet. The hunters are described as follows:

Torstein, a 6th level human fighter (AC: 1; HP: 44; S: 15; I: 8; W: 9; D: 13; C: 12; CH: 14; AL: NE), leads the band. He is an imposing bear-like warrior. He wears **+1 chain mail** (underneath heavy furs) and snowshoes. He bears a **+2 shield**, **+2 spear** and 2 throwing axes. He carries 50' of rope, a grappling hook, and a backpack that contains a bedroll, 2 large sacks, 2 flasks of oil, flint & steel, 3 torches, 112 gp and 54 sp and a small wooden box lined with lamb's wool that holds a **lens of detection**.

Kaspar, a 4th level human illusionist (AC: 6; HP: 12; S: 9; I: 16; W: 11; D: 16; C: 11; CH: 12; AL: CE) accompanies the team. Kaspar is tall and gaunt. He wears a gray hooded robe, heavy furs, snowshoes, a **+1 ring of protection** and is armed with a pair of daggers. In his belt pouch, he carries a **potion of extra healing**. He wears a backpack that holds his sleeping roll, his traveling spell books, spell components, 32 gp and 42 sp and a small silver mirror. These spell books contain all the spells he normally memorizes, plus **change self**, **darkness** and **mirror image**.

Kaspar has **phantom armor** cast, and the following spells normally memorized:

First level: chromatic orb, phantasmal force

Second level: detect magic, misdirection

Arfin, a 7th level human druid (AC: 7; HP: 37; S: 8; I: 11; W: 15; D: 12; C: 13; CH: 15; AL: N), is slight and handsome. He wears leather armor, heavy furs and bears a large wooden shield. He also wears a **brooch of shielding** (58 hit points remaining). He uses a **staff of striking** (12 charges left) in combat and carries a sling with 13 **+1 sling bullets** and 7 regular bullets. He wears heavy furs. In his belt pouch he keeps a **potion of animal control (avian)**. In his backpack, he carries a bedroll, 2 torches, two sprigs of mistletoe, a small pouch containing winter berries, a tallow candle and 20' of wine. His animal companions, a snowy owl (HP: 2) and

a snowshoe hare (HP: 3), accompany him at all times.

Arfin bears no love for Her Dark Majesty. He believes that his kinsmen are seeking the War Horns to improve the standing of the Clan, and is somewhat ambivalent about the quest. He has joined subsequent to the bloody events in Alvenmore (q.v.) and is unaware of how the Horn of the West was obtained. He will staunchly defend his kin against outsiders.

Arfin has **protection from fire** already cast upon himself, and has memorized the following spells:

First level: detect magic, detect poison, entangle, faerie fire, pass without trace, predict weather

Second level: barkskin, charm person or mammal, cure light wounds x2, heat metal

Third level: neutralize poison

Fourth level: dispel magic

Ylva, a 7th level human (wereweasel) fighter (AC: 7; HP: 53; S: 15; I: 13; W: 13; D: 11; C: 16; CH: 12; AL: NE (in wereweasel form: AC: 3; HP: 24; see NEW MONSTERS, q.v.)), is slender and pale. She is the most potent warrior in the group. She wears a **+1 cloak of protection** beneath her heavy furs and over her leather armor and a **ring of feather falling** at all times. She is armed with a **+2 long sword** and a **+1 dagger**. She also carries a pair of javelins. She does not wear snowshoes. Her backpack contains 50' of rope, a grappling hook, 6 iron spikes and a mallet, flint & steel, 12 gp and 65 sp, and a carefully wrapped ceramic jar that holds eight doses of Type B Insinuating Poison. If she has the opportunity, she will envenom the tips of her javelins and her sword. Note that if she shape-shifts, she heals 10-60% of her wounds (up to the hit point maximum of the new form), but suffers 1 hit point of initial damage as she bursts out of her leather armor.

Esben, a 5th level human magic-user (AC: 9; HP: 12; S: 11; I: 17; W: 13; D: 11; C: 9; CH: 10; AL: LE), is an old, frail and hoary man. He wears only heavy furs and snowshoes and fights with a

dagger if he must. He carries a **potion of polymorph (self)** and his spell components in his belt pouch. In his backpack, he carries his bedroll and traveling spell books. These contain the spells he normally memorizes, plus: **affect normal fires**, **identify** and **knock**. He also carries a bone scroll tube that contains a **scroll of protection from magic**.

Esben has **armor** cast each day and has memorized the following spells:

First level: magic missile, shield, sleep

Second level: darkness 15' radius, invisibility

Third level: fireball

The clan members have a sledge pulled by seven hardy war dogs (HP: 15, 14, 13, 12 (x2), 11, 9). The sledge holds additional furs, spare snowshoes, four large sacks, six shovels, five weeks worth of iron rations, two casks of brandy, firewood, three shovels and a sealskin tarp used for converting the sledge itself into a shelter.

II. TRAVEL AND ADVENTURE IN THE LAND OF SONG

A NOTE ABOUT THE MAPS: Two area maps are provided, one for the players' use and one for the Dungeon Master. The DM's map provides more detail and in the event of a discrepancy between the two maps, the DM's map controls. The heroes begin their adventure at Yngvar's Hall in Kerava.

The Land is a place of stark beauty and mystery; of dark and silent forests, ice-choked fjords and majestic, storm-enshrouded peaks, all beneath the eerily dancing Northern Lights. Settlements are small and scattered, their gates barred against the wilderness and winter.

RUMORS: Before leaving on their quest, the adventurers may seek to gather information from the folk at Yngvar's Hall. Moreover, adventurers seeking shelter or replenishment in one of the settlements may hear additional rumors. Those who make positive ENCOUNTER REACTION in Kerava and elsewhere rolls may learn 1-4 of the following rumors. Note that an (F) following the rumor indicates that the rumor is false.

1. A fierce monster raided the walls of Askainen. It was repelled, but a band of warriors led by the Bear Clan's headman, Eino, set out after it and never returned.
2. A many-headed fiend lays in wait in the freezing waters just off the shore of Kerava, creeping over the city's walls under the cover of night. (F)
3. The Handsome Folk have set up their winter camp on the shore south of Kerava. They

are a dangerous people and cannot be trusted, but they know many secrets denied to men.

4. The Gray Ladies haunt the fjord west of Beede. These ghosts of kind maidens are known to give counsel to those brave enough to seek their counsel. (F)
5. A massive host of gnolls has descended from the Trevärä Peaks, and is making way through the lowlands to Kerava even now! (F)
6. Avoid the Thornywood. That evil place is haunted by blood-drinking spirits!
7. Of all the people of the land, Viggo, the greatest skald of the Age best knows where the War Horns lay. He was last seen setting off from Madsband for the Köldgarden with a band of brave adventurers.
8. Her Dark Majesty dwells in the ghost city of Nälkäinen Kivenen, far to the north. No living feet tread its silent streets. (mostly true)
9. The ghosts of those who have died in this cursed winter gather at night around the walls of the towns, scratching at the gates and begging for entry. (mostly false)
10. A ruined city of unknown origin exists beyond the western reaches of the Land of Song, northwest of Beede. Who knows what riches and danger may be found there?
11. A ferocious monster wolf, Summer Eater, descends from the Trevärä Peaks each winter and roams the lands. It has devoured many brave heroes.

12. A mysterious group of standing stones exist on a bald hill north of Alastro. Weird lights and sounds have been seen there at night.
13. Beware the fossergrim. These handsome fairy folk dwell in waterfalls and seek to carry young maidens away!
14. Her Dark Majesty's forces have already taken Kikoinen and are marching under the cover of a perpetual blizzard towards Skalkegaard! (F)
15. Giants have been seen descending from the Howling Hills. They never dared to venture this far south when Yngvar was strong.
16. My sister fled her farm outside Alastro. She heard inhuman wailing and saw thin shapes floating through the clouds! (F)
17. The Shiverwood is an evil place. No amount of raiding has ever been successful in driving the shadows from those woods.
18. Yngvar's reach is short. Looters, bandits and worse now roam the lands unchecked. How long will the Clans allow him to retain his title?
19. A wise woman named Ulrike dwells in the wilderness outside Beede. Her advice can sometimes be purchased for a steep cost.
20. Hallakire, the White Worm has ravaged the southern coast of the Land of Song for decades. She lairs in a cave not far from Finstrom. No one has dared to challenge this dread beast for decades.

TRAVEL: Traveling overland during the winter is difficult. In addition to the elements, which are discussed in more detail below, the snowy terrain itself is treacherous to navigate. Mounts are of limited use. Any person slogging through the snow (often hip-deep) on foot or by mount moves at one-half speed. The inhabitants of the Land use snowshoes and skis to move quickly across the snow cover. After a full day of practice, a person wearing snowshoes or skis may travel across snow cover at 75% normal speed, rounded up.

The party will encounter snow-covered fields, dense forests, hills, valleys, fjords and mountainous terrain. For the purposes of this adventure, the party will cross three types of terrain: low, medium and high elevation.

Low elevation includes those areas from sea level to 200' altitude. These areas include the shoreline, fields, lowlands, scrub and valleys. The land here is largely low-lying fields with scattered copses of birch, oak and fir. Close to towns and along the shore and riverbanks, there are farms and hamlets. Party members not dressed accordingly in low elevation areas suffer 1 hit point of **exposure damage** per hour unless they find adequate cover (q.v.). This exposure damage cannot be healed by magic; it may only be regained through rest while sheltered or properly attired. Each day, there is a 20% chance of snow (lasting 1-6 hours, leaving 1" of snow per hour) and a 10% chance of sleet (which reduces snow cover by 1-6", but which cuts all movement rates in half during its duration). Every 4" of additional snow cover further reduces movement, aside from that using snowshoes and skis, by 1" (to a minimum of 1").

Medium Elevation includes the hills and steep rises from 200' to 2,000' elevation. These areas are thickly-wooded with conifers and birch. Occasional clearings provide a spectacular view of the land and sea below. Party members not dressed accordingly suffer 1-3 hit points of exposure damage per hour unless cover is found (q.v.). Each day, there is a 25% chance of snow (lasting 1-6 hours, leaving 1" of snow per hour) and a 10% chance of sleet (which reduces snow cover by 1-6 inches, but which cuts all movement rates in half during its duration). Every 4" of additional snow cover reduces movement by 1" (unless skis or snowshoes are employed, as above).

High Elevation areas are those 2,000' feet or greater in elevation. These steep areas are only lightly wooded, and the tree line is at 10,000 feet. Many peaks tower above the tree line, some attaining more than 20,000 feet in height. The tree growth here consists of stunted conifers, few more than 4' tall. Considerable snow and ice cover here makes travel treacherous. The views, however, are second to none. The party can see the snow-enshrouded Land of Song beneath them, deeply etched by rich blue fingers of the fjords. At night, the Northern Lights dance about the

tallest of the peaks, seeming to descend and crown the mountains.

It is exceedingly windy and freezing cold here, and if party members are not appropriately dressed, they will suffer 1-4 hit points of exposure damage per hour outside of cover (q.v.). All missile fire is at a -1 penalty to hit due to the winds, and ranges are halved. The high elevation areas are usually cloaked in clouds, and snow is 30% likely each day, lasting for 1-8 hours and leaving 1" of snow cover per hour. Every 4" of additional snow cover reduces movement by 1". Each day there is also a 40%

chance of wind gusts that blast the sheer faces of the peaks. These gusts last for 1-3 hours (removing 1-6" of snow cover per hour) and reduce all movement rates by one-half (except for those equipped with skis or snowshoes). Missile weapons may not be used during a gust, spells are at one-half normal range, and, if shelter cannot be found, inappropriately-dressed party members must save versus breath weapon or suffer an additional 2-8 hit points of exposure damage per hour. Note that it is possible to have both snow and wind gusts simultaneously, and exposure damage for both is cumulative.

Movement Rates: A party will move through the wilderness at the following rates:

Terrain Type	Afoot	Afoot (snowshoes/skis)	Mounted
Low Elevation	8 miles (2 hexes)	11 miles (3 hexes)	15 miles (4 hexes)
Medium Elevation	5 miles (1 hex)	8 miles (2 hexes)	11 miles (3 hexes)
High Elevation	2 miles (1/2 hex)	4 miles (1 hex)	6 miles (2 hexes)

Travel by water: It may occur to the party to make use of the fjords, rivers and sea to move more quickly. Saltwater travel in the winter is exceedingly dangerous, as any mariner will relate to them. The movement rates are as follows:

Method	River ¹	Fjord
Boat		
Oared	30 miles (8 hexes) ²	40 miles (10 hexes)
Sailed	50 miles (12 hexes) ²	50 miles (12 hexes)
Barge	15 miles (4 hexes) ²	25 miles (6 hexes)

¹ This includes waterways branching more than 1 hex from a major fjord

² This figure is for downstream speed. Upstream speed is 50% of the figure shown.

Note that if a blizzard or sleet storm is indicated (see **Encounters**, q.v.), any native crew will make for shore immediately. A ship caught in a blizzard in open sea (more than 1 hex from shore) has a 25% chance of sinking with all on board. At the DM's discretion, successful saving throws versus death magic may result in PCs somehow finding flotsam and being able to make their way to land. Sleet storms have only a 5% chance of such a calamitous effect. Note further that if any ship founders within a three hex radius of AREA 24, the selkies will save any drowning sailors and passengers, expecting a ransom to free such "guests."

Cover: During the journey, the party may seek cover for protection from attack or the elements. Plentiful cover exists in low elevations, and can be found with little effort. In medium elevations, the chance of finding cover is 40% per hour, increasing by an additional 10% per additional hour of searching. If a druid, dwarf or ranger is with the party, the base chance is increased to 80%. In high elevation areas, the party has a 10% cumulative chance, per hour, of finding cover. This chance is doubled if a druid, dwarf or ranger is with the party. For every three hours of searching for cover, the party's per day movement is reduced by one-fourth.

Encounters

This adventure contains two types of encounters; Numbered Encounter Areas and Wandering Monster Encounters. The Numbered Encounter Areas are described further in this module. Wandering Monster Encounters should be determined by random dice rolls as the party travels through the wilderness.

Every eight hours (morning, noon, night), there is a 1 in 10 chance of encountering a wandering monster. The encounters will vary according to the terrain, as provided on the tables below. The abbreviations M, MII and FF refer to the MONSTER MANUAL, MONSTER MANUAL II and the FIEND FOLIO, respectively, whereas NM refers to NEW MONSTERS, q.v.

Fields, Lowland and Valleys

00 Roll	Encounter
01-04	1-6 Titanotheres (M)
05-08	1-8 Wooly Mammoths (M)
09-12	Blizzard ¹
13-18	4-32 Gorecrows (NM)
19-22	2-5 Giant Badgers (M)
23-30	4-24 Wild Horses (M)
31-44	Herd Animals (M) ²
45-57	Men ³
58-62	6-36 Wolves (M)
63-68	4-24 Gnolls (M)
69-73	2-12 Wild Boars (M)
74-77	1-12 Wild Bulls (M)
78-83	2-5 Giant Boars (M)
84-88	1-6 Werewolves (M)
89-92	Sleet Storm ⁴
93-95	1-4 Giant Owls (M)
96-97	1-4 Glyptodonts ⁵
98-99	1-2 Wooly Rhino (M)
00	1 Snow Shark (Bulette) (M)

Hills

00 Roll	Encounter
01-03	1-3 Hill Giants (M)
04-07	1-4 Smilodons (M)
08-11	Blizzard ¹
12-15	3-24 Quaggoths (FF)
16-19	1-4 Giant Boars (M)
20-28	1-6 Brown Bears (M)
29-35	Herd Animals (M) ²
36-46	5-20 Dwarves (M)
47-57	Men ³
58-62	3-18 Dire Wolves (M)
63-71	6-36 Goblins (M)
72-77	4-40 Gnolls (M)
78-81	2-5 Cave Lions (M)
82-85	Sleet Storm ⁴
86-89	1-6 Trolls (M)
90-93	1 Giant Wolverine (M)
94-97	1-4 Hoar Foxes (FF)
98-99	2-8 Winter Wolves (M)
00	2-5 Perytons (M)

Mountains

00 Roll	Encounter
01-02	1-2 Frost Giants (M)
03-05	1-2 Galeb Duhrs (MII)
06-10	4-24 Quaggoths (FF)
11-20	2-8 Giant Rams (M)
21-31	4-40 Gnolls (M)
32-42	Herd Animals (M) ²
43-54	4-40 Dwarves (M)
55-64	1-2 Cave Bears (M)
65-73	6-36 Goblins (M)
74-80	Blizzard ¹
81-86	1-6 Hippogriffs (M)
87-91	1-8 Ice Trolls (FF)
92-94	1-4 Winter Wolves (M)
95-97	1-4 Tatzelworms (NM)
98-99	1-6 Yeti (M)
00	1-6 Giant Eagles (M)

Marsh

00 Roll	Encounter
01-02	1 Groaning Spirit (M)
03-05	1-6 Ice Trolls (FF)
06-09	Blizzard ¹
10-20	1-4 Wereboars (M)
21-31	2-8 Huge Spiders (M)
32-42	2-12 Ogres (M)
43-54	Herd Animals (M) ²
55-65	2-8 Wild Boars (M)
66-73	Men ³
74-79	Sleet Storm ⁴
80-85	1-6 Giant Weasels (M)
86-90	1-3 Giant Snake, Poisonous (M) ⁶
91-93	1-4 Hoar Foxes (FF)
94-96	1 Ooze, Crystal (MII)
97-98	1 Fog Giant (FF)
99-00	1 White Pudding (MII)

Ocean, Shoreline, Fjords⁹

00 Roll	Encounter
01-02	1 Fog Giant (FF)
03-05	1 Giant Squid (M) ¹⁰
06-09	1 Northern Bear (MII)
10-15	1-4 Scraggs (MII)
16-21	1-4 Giant Lobsters ¹¹
22-28	4-40 Sea Lions ¹²
29-50	10-100 Seals ¹³
51-63	Men ³
64-73	2-20 Walrus ¹⁴
74-80	Sleet Storm ⁴
81-86	10-40 Sahuagin (M)
87-91	1 Giant Sea Turtle (M)
92-95	2-20 Mermen (M)
96-97	1 Siren
98-99	Blizzard ¹
00	Ice Flow ¹⁵

Forests

00 Roll	Encounter
01	The White Stag ⁷
02-04	1 Forlarren (FF)
05-07	2-5 Wereboars (M)
08-10	1-4 Hoar Foxes (FF)
11-13	1-8 Irish Deer (M)
14-16	1-4 Giant Owls (M)
17-20	4-32 Gorecrows (NM)
21-25	1-2 Giant Porcupines (M)
26-29	1-10 Huge Spiders (M)
30-34	1-4 Glyptodons ⁵
35-39	2-8 Brown Bears (M)
40-46	3-12 Wild Boars (M)
47-53	2-8 Bulls (M)
54-60	2-20 Wolves (M)
61-64	Men ³
65-70	Herd Animal (M) ²
71-75	1-8 Black Bears (M)
76-78	4-24 Gnolls (M)
79-81	3-18 Dire Wolves (M)
82-84	2-5 Giant Boars (M)
85-87	1-3 Cave Lions (M)
88-90	1 Giant Lynx (M)
91-93	1-3 Trolls (M)
94-96	1-4 Giant Spiders (M)
97-99	1 Werebear (M)
00	10-40 Grugach Elves (MII) ⁸

Notes

1. A ferocious blizzard engulfs the party. The heroes should try to find adequate shelter *immediately*. All in the party, mounts included, must save versus breath weapon every hour they are without cover or suffer 2-8 hit points of exposure damage. Those who successfully save suffer only half damage (Note that a person not properly attired suffers double damage each hour (hardy mounts bred in the Land of Song are considered to be "properly attired")). Any person who suffers maximum damage any given hour is required to make a SYSTEM SHOCK SURVIVAL roll or perish. The blizzard will continue for 2-12 hours before relenting, leaving 3-5 inches of snow per hour in its wake.

Those exposed to the blizzard move at one-third their normal rate, the use of missile weapons is impossible, and spell casters must make a successful saving throw against petrification in order to successfully cast a spell. Note that if this encounter is rolled, and the party had cast *predict weather* earlier that day, the DM should reveal this encounter well in advance.

2. See the Herd Animal Encounters table, below, for this encounter type.

3. See the Man-Type Encounters table, below, for this encounter type. The following notes apply to this table:

a. These will either be clan members forced to pillage by the cruel winter, or fierce Köthic raiders from the East. From 3-30 berserkers will be encountered. For every 10 berserkers, there will be 1 1st level fighter; if 20 are encountered a 2nd level fighter will be present as well and if 30 are encountered, the party is led by a fierce 4th level war chief with two 3rd level bodyguards.

b. These hunters are braving the wilderness in an effort to bring food home to their starving families. There will be 2-20 0-level humans present. For every 10 hunters, a 1st level fighter will be present as well. For every 2 humans, there will be a fierce war dog accompanying them.

c. These 0-level humans will generally be seeking refuge at the nearest settlement, having been driven from their homes. There will be 4-24 of them, with a 50% chance of 1-6 children being present as well.

d. These cruel raiders will number from 12 to 30 (2d10+10). They seek to plunder in these times of trouble now that the jarl's reach is short. They will be led by a 3rd level fighter and, if 30 are encountered, a 5th level fighter will be present as well.

e. These cavemen are the despised "Red Paint People" who skulk amidst the western reaches of the Land. They have been driven by the cold to seek food

Herd Animal Encounters

Animal Type	Fields, etc.	Forest	Marsh	Hills	Mountains	Shore
3-18 feral pigs	01-14	01-34	01-22	01-18		01-25
3-12 mountain goats				19-40	01-60	
2-12 mule deer	15-29	35-69	23-43	41-58		26-50
4-48 wild sheep	30-45			59-80		51-75
3-30 goats	46-60		44-64	81-00	61-00	
2-8 elk	61-75	70-00	65-79			
2-20 reindeer	76-90					76-00
4-16 musk oxen	91-00		80-00			

Man-Type Encounters

Type	Fields, etc.	Forest	Marsh	Hills	Mountains	Shore
Berserkers (a)	01-21	01-18	01-17	01-18		01-26
Hunters (b)		19-40	18-52	19-40	01-60	27-47
Villagers (c)	22-50	41-60		41-61		48-79
Bandits (d)	51-79	61-86	53-77	62-83	61-00	80-00
Cavemen (e)	80-00	87-00	78-00	84-00		

and victims for their dread Black God of the Hills. There will be from 10-40 of these degenerate creatures, armed with flint weapons. For every 10 cavemen, there will be a 3rd level fighter among them. Any band of cavemen will be accompanied by 3-12 dire wolves.

4. This storm will dump 1-6" of precipitation, removing 2-12" of snow cover. All movement is reduced to 50% during the storm. Unless PCs seek cover they must save versus breath weapon or suffer 1-4 hit points of exposure damage per hour (those who are not dressed accordingly suffer maximum damage each hour). The storm will last for 1-3 hours.

5. These large herbivorous Pleistocene mammals are heavily armored and, although normally docile, will aggressively defend themselves with a club-like tail. Treat as an ankylosaurus (See MONSTER MANUAL), but with an armor class of 4.

6. These are white-furred and cold-loving varieties identical to their counterparts described in the MONSTER MANUAL.

7. This elusive and majestic beast sports an impressive seventeen-point rack of antlers. It is highly magical (AC: -7; MV: 48"; HD: 4+4; HP: 36; SD: Immune to **charm**, **hold** and **sleep**; MR: 50%), and will taunt would-be hunters, generally leading them deeper and deeper into dangerous areas of the forest (roll again on the Encounter Table) before vanishing from sight. If anyone were actually to kill this legendary animal, its hide and horns would be worth some 17,000 gp and the hunter would be ensured immortality in the songs of the Land. Unfortunately, the stag is also of divine creation, and a **geas** or **quest** may be in order.

8. If encountered in the Volkwood, this will be a war party seeking to avenge the theft of the

War Horn. There will be two dozen standard grugach (half armed with short bows and long swords; half with spears), four 1st level fighters, a pair of 2nd level fighters and a level 2/2 fighter/druid. The seven higher-level elves will all be mounted upon stags and a giant owl will accompany them. They will be most unfriendly, particularly if Clan members accompany the party; seeking to kill all human party members and capture, if possible, any demi-humans.

9. Includes areas within 1 hex of the shoreline.

10. If this encounter is called for inland, this creature will be trapped in the shallows of low tide.

11. Treat as giant crayfish (see MONSTER MANUAL).

12. These large pinnipeds (AC: 5; MV: 3"/18"; HD: 4; #ATT: 1; DM: 2-8) can be aggressive if threatened.

13. These animals (AC: 6; MV: 3"/15"; HD: 2; #ATT: 1; DM: 2-5) are widely hunted. Males will defend their harems. 10% of these encounters will be with 1-6 leopard seals instead. These 12' long, 800 pound predators (AC: 5; MV: 9"/18"; HD: 3+3; #ATT: 1; DM: 2-8) are not above hunting human (and demi-human) prey.

14. Anyone from the Land of Song can advise heroes to leave these large creatures (AC: 4; MV: 3'/12"; HD: 6; #ATT: 1; DM: 3-18) alone. The males' ivory tusks are valuable, worth 72 gp each.

15. These floating islands of ice are dangerous to water travel. Unless detected in time, these floes will inflict 4-16 hull points of damage to a ship if struck. If this encounter is indicated, the ship's helmsman must save versus petrification or strike a berg of ice.

Numbered Encounter Areas

1. GRIMMIN'S HEADLAND. This stark headland is blasted by frigid wind roaring inland from Frostfury Sound. The naked rock of the shore is dotted with cairns and mounds, crowned with rime and sea-grass. The gusts howl mournfully amidst the weathered tombs.

An epic history-making battle was fought here many years ago and mighty heroes fell, leaving their mark on the earth and sea. Druids and rangers will note that seabirds are absent. Adventurers seeking to penetrate the cairns face a daunting task; there are over one hundred here. Any henchmen are fearful of angering the dead. Whether their fear is justified is up to the DM's discretion, but a methodical dig into each of the cairns is sure to unearth a hungry draugr (see NEW MONSTERS, q.v.) at least.

If the party camps here at night, they will find that the dead are restless. By moonlight, tall heroes in gleaming mail and bright helms can dimly be seen battling an invading host swarming the shore from broad flat barges. The invaders are short but quick, wearing light baroque armor and fighting with bizarre weapons. The battles are completely silent and the figures fade in and out of view, never approaching party members. If confronted, or a bright light is directed upon them, these phantoms vanish.

Near midnight however, a ghostly apparition will confront the party, striding confidently into their camp. The figure wears an outlandish suit of armor and an odd broad helm with a rim. Its face is concealed by a frightful metal mask. It bears a long-bladed sword with an extended pommel. Although it does not speak, this figure challenges the highest-level fighter (or fighter sub-class) to a duel.

This **spectral samurai** (6th level; AC: 5; HP: 51; S: 14; I: 14; W: 13; D: 15; C: 16; CH: 16; #ATT: 1; DM: 3-14; SA: summon ki power (18/00 strength for one round/6 times per day), cause fear in all creatures 1 HD or less (save versus breath weapon or flee); SD: immune to fear; AL: LN) wears the equivalent of scale mail and fights

with a **+2 katana** (a katana is effectively a high-quality long sword that inflicts 1-10/1-12 points of damage) and saves as a 6th level fighter. If engaged by the challenged PC, it will battle fairly. If defeated in single combat and/or reduced to 0 HP, the samurai will bow deeply and gift his blade to the victor before vanishing.

If the challenged hero's companions take part in the battle or if he or she fights dishonorably (resorting to poison, etc.), one ghostly bushi (2nd level; AC: 7(6); HP: 2d10; #ATT: 1; DM: by weapon; SA: summon ki power (become 4th level fighters for one turn, gaining 2d10 temporary hit points for the duration/once per day); AL: LN) for each member in the party will spring up from the darkness and attack the offenders! They fight and save as if they were 2nd (or 4th if using their ki powers) level fighters and wear the equivalent of studded leather armor. One is armed with a naginata (inflicts 1-8 points of damage; 1-10 against size large), one with a tetsubo (1-8 points of damage), and the remainder with broad swords and small wooden shields. If defeated, they vanish together with all their gear.

If the party exhaustively searches the cairns, a process that will take 2d10+8 hours, they will find a particularly large burial mound that, curiously, has an opening sealed by an immense boulder (the other tombs are sealed beneath rock and earth). If the boulder is rolled aside (requiring a combine strength of 36), a narrow opening leading into a hollow area inside the mound is revealed. The cramped chamber is 14' in diameter and 7' high. The party will no doubt be shocked to see that the chamber is lit by a faintly shimmering white-blue light and that a beautiful warrior-maid clad in gleaming chain kneels by a stone bier. The remains of a fallen hero rest upon the slab, a great horn clearly visible on his breast.

The woman is Aslaug, the former lover of Gudbrand Grey-Eyes. Many years before the Battle of Åege, she came to claim him after a disastrous raid against the Red Paint People of the western wastes. She loved the mortal hero

and saved him instead, thereby forever forsaking her place in the Hall of Ancestors. Exiled to the land of the living, the lovers spent but a brief time together before Gudbrand fell repelling the invasion of the Sea People. Aslaug could not accompany him to the halls of his kin. She has raised the cairn in the manner of his people and remains here, honoring his last wish: to guard his bones and prevent the Horn from falling into the hands of the unworthy until Hjalmar himself comes to claim it!

Aslaug is mournful and not hostile. She will relate her sad tale to the heroes but will not permit the Horn to be taken under any circumstances, resolutely resorting to force of arms if necessary. The Horn can only be returned to Hjalmar, who is, of course, long dead. Aslaug will take all necessary acts to protect the horn, wearing it on her person and calling upon its powers if she must.

The Horn can be recovered short of combat. Unfortunately, it will require time, risk and a great deal of effort. First, Yngvar could himself come and lay claim to the Horn as the rightful jarl of the clans and Hjalmar's successor. Second, Hjalmar does have living descendants among the Wolf Clan in Beede who could obtain the Horn from Aslaug. Note that, in the interim, the Marten Clan team may learn of the Horn's location and strike directly. Moreover, if Yngvar leaves his stronghold, Kirsi will definitely strike, perhaps allying with treacherous Martens in an effort to slay the jarl and cast the clans into despair and disarray.

Aslaug has done little over the decades save mourn and watch the sea. If asked about the Horn of the West, Aslaug can inform the PCs only that she once feasted and sang at Thorvald Gnollhammer's hall and that his son Kristin was his favorite.

Aslaug is a **valkyrie** (AC: -2; MV: 15"; F12; HP: 100; #ATT: 2; DM: by weapon; SA: Strength of 18/00 (+3/+6); SD: +3 on saving throws versus mind-affecting spells; MR: 25%; AL: CN; XPV: 6700) and a daunting opponent, although she is much diminished since her expulsion from Gladsheim. If necessary, she fights with a **+2 long sword** and **+2 spear**, although she will seek

to drive seemingly avaricious PCs away rather than kill them, if she can. If reduced to 0 HP, she is released from this world and becomes incorporeal, seemingly blowing away to the north as if by an unfelt wind. Her gear and **+3 chain mail** remain behind. Note that her armor is specifically made for a woman and will ill-fit (and be quite embarrassing for) a male.

The **War Horn of the North** rests upon Gudbrand's chest. His remains still wear his **+3 scale mail** fashioned from blue dragon scales. This armor grants the wearer the effects of a **protection from lightning** spell once per day (at 11th level of ability). However, anyone who desecrates the remains in order to obtain the armor will be **cursed** (no save), suffering a permanent reduction of his or her Charisma to 3 until removed by a chaotic-aligned priest of at least 11th level of experience. Booty from his fallen enemies is kept here as well; many weird helmets and pieces of bizarre armor. Time and salty air have been unkind to this trove, but one piece remains, a beaten bronze shield. The thing is heavy; it is unwieldy and was probably ceremonial in nature. Its face bears an intricate design. Anyone with a Wisdom of 11 or better who carefully studies the design and who successfully rolls beneath their Wisdom score on a 1d20 realizes that it is a map of a portion of the Land's coastline and fjords. It depicts the way to AREA 4.

2. THE SHAGGY MEN. The rocky shores of the fjord are strewn with moss-covered boulders. Hidden in the jagged terrain, a quaggoth war party has camped here as they prepare to raid the nearby town of Beede. There are twenty-nine of these beasts (HP: 10 (x4), 9 (x3), 8 (x3), 7 (x4), 6 (x4), 5 (x3), 4 (x3), 3 (x5)), all armed with flint battle axes, and all hungry for battle. With them is a fierce leader (AC: 4; HD: 3; HP: 15) armed with a rough-hewn two-handed sword. The leader keeps a fearsome short-faced bear (treat as a northern bear (HP: 48)) with him at all times. Also accompanying the war party is their weather-witch, a 3rd level witch-doctor (HP: 11), armed with a club encrusted with the teeth of various carnivorous beasts (treat as a morning star) and soaked in a briny drug requiring those struck to save versus poison or suffer horrific



hallucinations for 1-4 turns. She has memorized the following spells:

Clerical Spells

first level: protection from good, resist cold

second level: silence 15' radius

Magic-user Spells

first level: affect normal fires, shield

second level: scare

The quaggoths have just crossed the fjord from the west and have with them a number of crude hide boats. They possess no treasure. The weather-witch's spellbook contains only the spells listed above. She carries on her person three doses of her drug in a bladder. On the western shore, nine others (HP: 9, 5 (x4), 4 (x3), 3) await the expected booty and slaves.

3. HAUNTED FJORD. The sea reaches long snaky fingers inland to this area, where a salt marsh lies encrusted with ice and snow. The place is forlorn; waters churn sluggishly through thick beds of kelp and tough tuberous plants.

This area is the haunt of a trio of **kelpies** (HP: 24, 23, 19), the so-called "Gray Ladies." They may well be encountered on the shore in the form of magnificent foam-gray mares. Anyone so foolish (or unfortunate) as to enter the freezing waters without adequate magical protection will suffer 1-2 hit points of damage per round and will be affected as if by a **slow** spell unless they make a successful saving throw versus paralyzation.

If successfully parleyed with (perhaps with the assistance of a **speak with plants** or **charm monster** spell), the kelpies can relate that Gudbrand Grey-Eyes fell at the Battle of Åege and that the Horn "never left Grimmin's

Headland." If questioned about the other Horn, they will suggest the "Sea People's ruins" (AREA 4) as a possible place to look. They also intimate that the "wise woman Ulrike" may know more about the location of the horns (AREA 5).

The kelpies' lair is located within the salt marsh itself, a mound of mud and vegetation accessed only from the water. The kelpies have secreted their treasure there: 2,000 ep, a **potion of longevity**, a **+3 mace** and a (sealed) scroll-case containing a **scroll of protection against water**.

4. MYSTERIOUS RUINS. This area is more completely described in the scenario "The Emperor's Lost Army," published in Footprints Number 9 (December 2006), available for free download at www.dragonsfoot.org.

5. ULRIKE'S HUT. A thin tendril of the fjord reaches through the stark hills. Spectacular cliffs overlook the deep swirling waters. Their sheer and wind-blasted edges form deep ravines. A thriving salt marsh has sprung up in these sheltered gullies. Ulrike keeps her hut in one such ravine, its position sometimes given away by smoke wafting up from her chimney. The roof of her hut is usually thronged with riotous gulls waiting to fight over her scraps. The hut itself is built on the end of a rickety-appearing (but quite sturdy) pier.

Although evil, this **greenhag** (HP: 43) is cunning and quick. She nearly always uses her **change self** ability to appear as a kindly, if rustic, old matron. Depending on the size of the party, she may attempt deception or even an ambush. She is greedy and will parley with wealthy-seeming adventurers, sending out her minions to track the party down after any business has taken place. She has a trio of marine scraggs (HP: 48, 43, 36) at her beck and call. These beasts typically lurk in the water beneath the pier.

Her hut is cramped and full of jars containing pickled herring, squid and much less pleasant things. She keeps an enormous cauldron simmering most of the time. A trapdoor in the floor leads directly into the frigid shallows below.

She uses this to dispose of bones and waste, but may use it for escape if sorely pressed.

If questioned about the location of the Horns, Ulrike will misdirect the PCs to the nearby salt marsh (AREA 3) and the Thornywood (AREA 10). If forced to reveal what she knows, she can relate that another band of heroes seeks the horns as well. Two weeks ago, she directed them to Alvenmore (AREA 6), where Kristin Gnollhammer is believed to have brought the Horn of the West. She further knows that a force of "shaggy men" has crossed the fjord west of Beede and is preparing to raid that settlement (AREA 2).

Her treasure is kept in a large ceramic jar clearly labeled "Innards." Within are a pair of otterskin bags. One holds mixed coins: 20 pp, 700 gp, and 300 sp. The other holds ten pearls: 500 gp, 400 gp, 300 gp, 200 gp (x5), and 100 gp (x2) in value. The contents of one of the jars radiates magic; it apparently contains pickled kelp. If this kelp is eaten, it will confer **water-breathing** upon the consumer for 6 hours. The jar contains seven doses worth in the jar.

6. ALVENMORE AND THE COURT OF BIRCH AND FIR. This area is described in more detail in SECTION III, below.

7. FROST GIANT. A **frost giant** (HP: 57) stalks the edges of these hills, hunting with his pack of seven dire wolves (HP: 18, 14, 13, 11, 10, 9 (x2)). The giant carries two throwing boulders and fights with a colossal battle axe. Over his shoulder, he hefts a massive auroch-skin bag that contains three rinds of hard cheese, a knife (treat as a short sword), a haunch of venison and a large leather sack that in turn holds a gold amulet in the form of a cod with pearl eyes worth 1,500 gp, a wrought gold drinking cup set with jasper worth 600 gp, and a wrought silver and gold torc worth 600 gp. The giant is typically overconfident and will demand a payment to allow the party to pass unmolested. It has no knowledge of the missing relics.



8. LURKERS IN THE SHIVERWOOD. This foreboding forest has little undergrowth. The pine and fir grow thick and block out much of the light, creating a perpetual gloom beneath their evergreen canopy.

The southern reach of the Shiverwood is thick with game seeking relief from the deep snow cover. It is also the lair of nine **kech** (HP: 31, 27 (x2), 23, 21, 19, 16, 15, 11). These malignant creatures fear raids from Alvenmore, and have laid numerous traps surrounding their lair. If the party enters this hex, there is a 1 in 4 chance that they will fall into one of the kech's traps. If they search the area, they stand a 1 in 6 chance per hour of triggering another (note that thieves can attempt to find and remove (disarm) the same). If a trap is indicated, consult the table below:

Roll Trap

- | | |
|----|--|
| 1. | Covered Pit: Save versus petrification or fall 15' (2d4 damage). |
| 2. | Snare: Save versus petrification or be jerked 8+d6 feet into the air and suspended (suffering 2-7 points of damage and trapped until freed). |
| 3. | Deadfall: Save versus petrification or suffer 2d6 damage. |
| 4. | Stake Trap: Save versus petrification or foot plunges into 3' pit with sharpened spike and held fast (1d4 damage and trapped until freed). |
| 5. | Net trap: Falls down over 8' x 8' area; all within must save versus petrification or be caught. It takes 5 rounds + 1 round per point of AC of the victim to escape. The net is woven around jagged hooks and teeth. Victims suffer 1 hit point of damage per round they struggle to escape. |
| 6. | Swinging Log: Attacks as a 3 HD creature, inflicting 1-12 points of damage on a successful hit. |

The kech will use hit and run tactics, swarming in (preferably by surprise), concentrating their attacks on a single victim or two and attempting to haul the body away deeper into the woods. They will attempt to lure pursuing parties into additional traps. They will take to the trees if threatened.

The creatures lair in a series of subterranean chambers beneath a massive, partially toppled tree (the specifics of this labyrinthine lair to be determined by the DM). The entrance is guarded by a pair of **mandragora** (HP: 12, 9). **Besmara**, the hoary matriarch (HD: 6; HP: 36) of the clan, never leaves these warrens. She has the spell-casting abilities of a level 5/5 witch-doctor and knows the following spells:

Cleric spells

- first level: cause fear, command, detect good
- second level: chant, silence 15' radius, wyvern watch
- third level: cause blindness

Magic-user spells

- first level: alarm, detect magic, shocking grasp, taunt
- second level: invisibility, ray of enfeeblement
- third level: dispel magic

Three **kampfull** (HP: 13, 11, 10) guard her personal burrow, hiding among the roots and growths. She hoards the ill-gotten wealth of her clan: 2,000 gp, 3,000 cp, and five gems: a moonstone worth 50 gp and four pieces of coral worth 100 gp each. Her spellbook contains the spells listed above, together with **affect normal fires**, **sleep**, **forget**, and **water breathing**.

If successfully parleyed with, or otherwise forced to talk, Besmara knows only that Clan members attacked the Court of Birch and Fir about two weeks ago and that the elves have been wroth with anger since. She can direct the party to Mikkell the fossergrim (AREA 15) as a source of possible information.

9. THE TINKER. A small camp has been set at the northwestern edge of the Thornywood. A covered wagon (without horse) serves as a windbreak for a small fire.

A human tinker can be found here. He will explain that he was traveling from Alastro to Beede when he lost his horse in a storm. He will politely yet oddly refuse aid from the party members, but will thank them for any offers. He seems blissfully unaware of the severity of his situation and will drop several references to hunkering down until spring. The party may well think he is mad.

In fact, the tinker, who calls himself Ruben, is a **firbolg** (HP: 67). He normally pulls the wagon

behind him and is, in fact, heading to Alvenmore (AREA 6). Rangers searching the general area may find disturbingly large footprints. Ruben is not normally hostile; his reaction will depend upon the party's actions and demeanor (ENCOUNTER REACTION ROLL if necessary). If a hostile reaction is called for, he will attempt to shoo the party off; on a neutral roll, he will attempt to sell the party some goods (see below); if a positive reaction is called for he will share information and sup with the heroes. If the party directly threaten him, he will defend himself to the utmost of his abilities.

The wagon contains four barrels of fresh water, a barrel filled with pickled herring, six casks of excellent brandy (20 gp value each), a wooden crate stuffed with hay holding three bottles of aged wine (30 gp each), another containing 40 lbs of smoked salmon, one more holds a dozen jars of pickled tomatoes and onions, a large sack containing dressed and salted pork, two 50' coils of rope, a short bow and 120 arrows, a trio of long swords in scabbards, two leather backpacks, seven large sacks (empty), twelve small sacks (also empty), one large and five small iron boxes (all with keys), a small wooden chest lined in velvet that holds a small silver mirror, a bulls eye lantern, a suit of leather barding, a saddle with silver trimmings and bells (worth 25 gp), a large cedar chest that holds two beaver fur coats (200 gp each), a fox fur cape (300 gp), a sealskin jacket (125 gp) and eight ermine pelts (4 gp each).

Ruben can relate that another group of heroes has been dispatched by the Marten Clan to find the War Horns. He knows that they were last seen traveling to the West. He can warn the heroes of the dangers of the southern end of the forest (AREA 10), tell them to avoid Ulrike and the Gray Ladies (AREAS 5 and 3) and advise them to seek the wisdom of his friend Ismo on the headland south of Kerava (AREA 25), but not to accept any gifts from him.

10. THE BLOOD-DRINKERS. The Thornywood lives up to its name, being an almost impenetrable thicket of tough briars and tangled evergreens. There is little snow cover within these thickets. However, travel is slow as the dense needle-

covered branches tear at the party as they pass. In this area a huge flock of 17 **stirges** (HP: 8 (X2), 7 (X3), 5 (X3), 4 (X2), 3 (X4), 2 (x3)) roosts. The withered and dry remains of past victims might be found, providing a clue to their deadly nature. These creatures have no treasure.

11. THE STANDING STONES. The southeastern-most hill is only lightly wooded. Its flattened summit is crowned with seven enormous menhirs. The standing stones are covered with odd spirals and mysterious glyphs far too weathered to be decipherable. Especially inquisitive PCs may note a telling mound in the center of the circle; in fact an earth-covered stone table. This is clearly an ancient altar, also covered with swirling spirals. Some remains of blue ochre still cling to the ancient designs. The DM should feel free to either expand upon the significance of this place or leave it as an enigmatic puzzle.

As the PCs approach the standing stones they will hear the sound of an infant wailing. If they follow the sound, they will be led into the scrub on the shoulders of the hill, and there they will be ambushed by a mated pair of leucroftas (HP: 28, 25). These master ventriloquists will attempt to lure the PCs into a narrow gulley between prickly thorn hedges before attacking from the rear.

If they can be tracked back to their lair, their **pup** (AC: 7; HD: 3; HP: 14; DM: 2-8) hides within a burrow. The lair is strewn with bones and possessions of former victims. A pair of battle axes, a broad sword, a pair of **+2 arrows** and 700 gp and 3,000 sp can be found.

12. THE LONGSHIPS. Two drakkars have been brought ashore here and overturned. A band of clansmen are camped beneath, waiting for better weather before making for Askainen.

There are thirty three members of the Whale Clan camped here, all 1st level fighters (HP: 10 (x2), 9 (x5), 8 (x4), 7 (x4), 6 (x3), 5 (x2), 4 (x5), 3 (x4), 2 (x4); AL: CN), together with their leader Valdemar, a 3rd level fighter (HP: 20; AL: N). The clansmen wear padded armor and are equipped with wooden shields and broadswords. Each also carries a spear.

Valdemar wears studded leather armor and bears a large wooden shield and a long sword.

The clan members can relate that huge packs of gnolls have been sighted along both banks of the fjord, and have made raids into Kirkoinen. They note that the gnolls steer clear of "The Hain" (AREA 13). They have also heard that trolls have been seen along the shore north of Three-Horn Mountain (AREA 18) and can direct the party to the lair of the White Worm (AREA 24).

They further relate a very odd tale that last winter, fishermen from Kikoinen, braving the Sigrfjord at night, reported a great black drakkar, without sail and rowed by unseen hands, circled in the freezing waters, dragging a long line behind it, dredging the floor of the fjord. The men fled back to shore.

The band may be willing to take the party as far as Finstrom upon a positive ENCOUNTER REACTION ROLL. However, if the result is neutral, they will insist that the party members pay 100 gp per person. Upon a fumbled reaction roll, these doughty warriors, already chomping at the bit to engage the enemies of the Clans, will make any excuse to come to blows!

The clansmen have little treasure, only 1-10 sp apiece, but have well over a month's worth of food and fresh water.

13. THE HAIN. Long a hideout for renegades and criminals, this miserable stretch of land consists of a thick and insect-infested salt marsh, replete with a maze of small islands full of dense evergreen growth. Travel is difficult here, although the ice helps. The snow-fleas, however, are very pleased to find warm-blooded prey. The frozen surface can be treacherous. There is a 1 in 6 chance per hex passed through that someone crashes through the ice into 4+1d4' deep water, suffering 1-2 points of damage per round while immersed and requiring a save against paralyzation to resist being affected as if by a **slow** spell. Anyone falling through must make a successful attack roll against AC 4 to pull him or herself out unaided.

Her Dark Majesty's agents have attempted to use the Hain as a base of operations against the settlement of Kirkoinen, not knowing that the inhabitants of the marsh have minds of their own. One of the larger islands is home to an **algoid** (HP: 28). Its lair is a steep "island" of dry land, thick with evergreens. It has a pair of willows it can animate nearby; several gnoll corpses are still entwined in their roots.

The algoid is still agitated by the intrusion of Her Dark Majesty's spies. It is likely to threaten first if its territory is invaded, but will not hesitate to follow through if the PCs refuse to back down. If seriously threatened, it will command one of the animated willows to tear open a curious snow-covered conical mound. To the party's dismay, this is a giant mud wasp lair, and nine angry giant wasps will emerge! The **wasps** (HP: 22, 19, 17, 15, 14, 12, 11 (x2), 7) will attack everything in sight, including the algoid and willows, but those creatures are immune to the wasps' venom. Amidst the gnolls' remains are seven battle axes, a trio of long bows and thirty seven arrows. A handful (12 sp) of silver pieces can be recovered.

The algoid has a personal cache of 3,000 sp, located in its lair, a damp grotto near the center of the island. The grotto's entrance is protected by a patch of green slime. The algoid is unlikely to parley with the party, but if communication is possible, it will relate that a band of "the Enemy's metal men" is camped in the Silverthorn Forest (AREA 14).

14. ENEMY CAMP. A steady biting wind howls down from the Teräva Peaks. The air is alive with dancing whirling motes of ice. Through the wintry gloom, tall inhuman shapes may be seen.

A force of 25 **Black Watch** members (HP: 15, 14 (x2), 12 (x4), 11(x3), 10 (x2), 9 (x3), 8 (x4), 7 (x2), 5, 4, 3; see NEW MONSTERS, q.v.) is camped here, awaiting further orders and preventing any incursions north by agents of the Clans. They are led by a captain (HP: 19) armed with a **+1 bastard sword**.

The force is overseen by a frightful presence; a figure in cruelly barbed and hooked armor of burnished bronze, his features hidden behind a



monstrous full helm fashioned to represent a fanged visage. The being rides astride an armored northern bear. The entire apparition is an illusion and the **bearded devil** (HP: 34) beneath, one Balro by name, hopes to curry favor with Her Dark Majesty by carrying out an evil mission into the Land of Song. Balro is armed with a **+1 military fork**. He carries with him a leaded glass bottle, stoppered with a brass plug. If the battle goes against him, he can dash the bottle against the ground, spilling the vile contents, from which arise thirteen **nupperibo** (HP: 8, 7 (x2), 6(x2), 5, 4 (x4), 3 (x2), 2).

The enemy forces guard a trio of massive wooden chests, covered with furs. Two of the chests contain fine woolen blankets and clothing. All are infested with disease-ridden fleas. Anyone handling these goods will become infected with an acute terminal gastro-intestinal disorder. Note that a **cure disease** spell cannot be used to cleanse the contents. The third chest contains nearly four hundred pounds of grain. The grain appears to be of excellent quality. It is, however,

thoroughly infected with a ghastly fungus cultivated in a pitiless place to the north. Any foodstuffs made from this grain are poisonous to eat (save at -1 or die).

Balro has been dispatched to sow misery and calamity. He will therefore be reluctant to retreat. If he faces certain destruction, however, he will teleport back to his mistress's holding. Like the rest of its kin dispatched on Her Dark Majesty's errands, it cannot use its **gate** ability. It has no treasure. Balro knows that the Horn of the West has been taken by the Marten Clan (AREA 17) and that Her Dark Majesty's Servants have been sent to fetch it, but it will not willingly part with this information.

15. THE FOSSERGRIM. A waterfall cascades down a frost-laced steep cliff, crashing into a deep foaming basin with a resounding roar that can be heard for more than a mile. The area here is lightly wooded; the ancient gnarled trees heavy with snow cover.

A hollow area exists behind the waterfall, the lair of a **fossergrim** (HP: 34; see NEW MONSTERS, q.v.). Mikkell by name, the creature claims to be very knowledgeable about the Land of Song and particularly about the War Horns. He knows 2-8 of the available rumors (q.v.) and can state with conviction that the Horn of the North can be found at Grimmin's Headland (AREA 1) and that the Horn of the West lies in Hallakire's Lair (AREA 24). He further knows that the great skald Viggo entered the Köldgarden (AREA 16) and neither he nor his party returned, that the elves of Alvenmore (AREA 6) are gearing for battle, that an evil fiend is stalking Yngvar's heroes (THE HOUNDS, q.v.) and that Her Dark Majesty has sent a contingent of troops south into the Land of Song (AREA 14). Whether or not Mikkell will part with this information depends upon the heroes' bearing.

He will certainly expect the party to dine on smoked sheep meat, sing (he has a fiddle and is an excellent player) and game with him. Although outwardly jovial, he is ruthlessly competitive and will seek to challenge perceived rivals (those male PCs with a Charisma of 15 or better) to matches of curling, ski races, wrestling, hammer throws or King's

Table. Note that if a comely female accompanies the party, he will seek any opportunity to carry her off to his private chambers, accessed only beneath the churning waters of the basin (the exact specifics of this area to be determined by the DM). In such a situation, he may invite the party to a drinking contest, making off with his quarry when the party is too inebriated to stop him. He himself can drink as much as any three men. If forced into combat, he will race to be within the spray of his waterfall, where he is much more powerful. He is armed with a pair of **+1 hand axes**.

Like all of his kind, he knows some magic. Mikkell can cast the following spells as a 5th level magic-user:

first level: dancing lights, sleep, unseen servant

second level: forget, levitate, pyrotechnics

third level: water breathing

Accessing the area behind the waterfall will leave the parties wet and shivering. The chamber however is surprisingly warm and well-lit by torchlight. The fossergrim has a great store of food and drink for guests, including a honeycomb of stupendous size that contains 2 uses of royal jelly (see Giant Bee, MONSTER MANUAL II); Mikkell further knows where the giant bee hive may be located). His private quarters, accessed only through the basin, hold his personal effects and the following treasure: 3,000 gp, a flask containing **oil of fumbling**, a **potion of stone giant strength**, and a **ring of faerie** (aligned to good). The entrance to this lair, however, is guarded by his pet, a **giant salmon** (AC: 6; MV: //18"; HD: 6; HP: 33; #ATT: 1; DM: 4-16; SA: swallow whole (as giant gar); XPV: 473).

16. THE SKALD AND HIS LOVER. The Köldgarden is aptly named. The steep-faced hills are thickly forested with frost-enshrouded birch and stunted pines. The tree cover does little to break up the icy wind that howls down from the Trevära Peaks.

Anyone entering the numbered hex will hear a thin song floating above the wind. Its source is difficult to locate due to the merciless gusts, and searchers will find themselves in snow-choked gulleys and hollows. Eventually, determined seekers will find **Viggo**, a 4th level (formerly 10th level) bard (AC: 5; B4 (F7/T8); HP: 50 (17); S: 16; I: 8; W: 15; D: 15; C: 14; CH: 18) of great renown. He wears **+2 leather armor** and **gauntlets of dexterity**, and carries a **+2 short sword of quickness**, a pair of daggers and a javelin. He bears a scroll with the spells **know alignment** and **protection from lightning**. His instrument of choice is the lute, and he has memorized the following spells:

first level: faerie fire, predict weather,
 speak with animals

second level: produce flame

Viggo is haggard and haunted. He is clearly suffering from exposure. He will report that he and his companions came under the spell of "Runa," a powerful witch. His lover, Dagrún, was enchanted so that she fades away and becomes intangible at sunrise, although he believes that she can still hear him (and hence his songs). At midnight, she reappears, but they have not yet found a way to break the curse. Of his traveling party, he knows little. Some, he claims, were turned into squirrels and scattered through the thickets. Others were swallowed by the earth. The witch's lair is nearby, he is sure, but he has been unable to locate it.

All of this is untrue. Viggo has a lover, but Dagrún is a **mara** (see NEW MONSTERS, q.v.) and he is under her **charm**. His companions have all been carried off to her lair and slain. Dagrún savors Viggo though, and has been feeding off him slowly each night. If the party waits until midnight, and the disconsolate bard will steadfastly refuse to leave the area, Dagrún will appear and seek to **charm** as many PCs as she can. Note that Viggo will furiously seek to defend her at any cost! If driven off, she will return to her lair and call upon her ice troll thralls to clear her woods of the intruders.

Her lair is especially difficult to discover. Less than two miles away, through a copse of dense

trees with curiously twisted branches, one steep slate cliff face features a round hoar-frost-covered door with faded runes. Crows squawk and flitter about the cliff. Not more than a dozen paces away, a frozen waterfall decorates the rock face. The entry portal (and, indeed, all the doors within the complex) are stuck, requiring a successful OPEN DOORS roll. See **Map A** for details of Dagrún's lair. Note that the creature is aware of all that transpires within the tomb complex.

A. ANTECHAMBER: The air within is surprisingly colder than that outside. A short hall debouches into a square chamber. The walls are covered with faded ochre; surely bright frescoes were once painted here. A stone portal is set into the center of each wall.

Each of the portals bear faint runes. The northern portal references "Faithful Adalsteinn," the southern "Loyal Adalbjorg," and the eastern, "Hjörtur, Hunter of hell's wolves and Master of the Western Holding." Beyond the northern and southern portals are small chambers holding only a stone bier and the remains of an armored human body. These chambers hold the remains of the trusted bodyguards of the mighty chief interred in this tomb. Willingly joining him in death, they eternally watch the tomb against despoilers. However, the chief never expected a violation from within. His evil bride Dagrún now rules the area and the watchers are powerless to stop her or the ice trolls she commands. If anyone other than Dagrún or the trolls opens the secret door on the eastern wall or attempts to leave the tomb with treasure taken from AREA H, the spirits rise. Each is as powerful as a wraith (HP: 24, 21), but their touch causes **fear** (as the wand) rather than energy drain, and they cannot be turned. The remains are little more than dust and bones with the remnants of ring mail. They have no treasure.

B. PIT: The walls of the short hall were once lushly decorated, although the ochre has faded and peeled. The remains of a sylvan hunting scene can still be made out.

In the center of the hall is a 10' wide stone block that pivots if more than 80 lbs are placed upon

it, depositing the victims into a 20' deep pit, with the bottom 8' filled with bone-chilling water, before shutting. Damage from the fall is 2d4 and the cold water inflicts 1 hit point of damage per round. Anyone armored may drown if not rescued in time. The door on the far side of the pit is a false door and only opens onto a blank stone wall.

C. FALSE TOMB: The faded paints are brighter in this room than elsewhere. The ceiling is in a rough approximation of a dome and was clearly once decorated to depict a sunny blue sky. Stone portals are set into each of the walls. The faded runes can be made out. The northern portal reads, "Here Hjortur rests until the end of the world." The southern portal gives praise to "Dagrun, the most faithful of wives." The eastern portal names its occupant as "Gudlaug, devoted daughter." The walls are decorated to depict lofty snow-covered peaks. Men in horseback range about the peaks, warring and hunting with hawks.

The northern and southern burial chambers are empty and deliberately decorated as if the rooms have been pillaged. Pieces of bone are spilled across the bier and onto the floor, shreds of burial shrouds are strewn about, etc.

The eastern door is trapped. If opened, an iron spear lunges out, attacking as a 6 HD monster and inflicting 2-12 hit points of damage on a successful strike. The spearhead is rusted. Anyone struck has a 5% chance per point of damage inflicted to contract an acute blood disease. There is nothing else in the trapped chamber.

A secret door might be discovered in the east wall 5' south of the trapped portal. This door is also trapped, however. The stone door slides up. Anyone opening the portal is subject to an attack by a scything blade that sweeps out 3' in front of the revealed opening. Anyone standing in the area is automatically struck for 2-8 points of damage with a chance to contract a disease as above, and the victim must save versus petrification or be hobbled (at one-half movement) until the damage is fully healed. Except for the trap mechanism, the small chamber beyond is empty.

Another secret door might be found in the southern wall, cunningly secreted where two painted peaks come together.

D. CHAMBER OF REPAST: A sloping hallway leads down to this area, which is filled with rubble. The air is dank. The remains of furniture, barrels, crockery and crates are scattered about. Once this chamber held a great store of water, wine, honeyed mead and other offerings to the chief, gifts for his entrance to the halls of his ancestors. The trolls in AREA E made short work of the goods that survived the ages. The entrance in the southern wall appears to be natural; there is no stonework, rather it is a rough tunnel in the earth. The portal in the western hall is ajar; the chamber beyond has been similarly looted. The eastern portal is unmarked.

E. ICE CAVERN: The earthen tunnel opens into a large natural cavern. The air is quite cold and the stone is slick with glistening ice. The sound of flowing water comes from the west and a frozen stream bisects the rough floor of the cave.

The ice covering the stream is not thick and the stream varies in depth from 2'-4'. This is a water-created cave system. A waterfall drops 8' from the ceiling in the western end of the cavern, feeding a pool sluggish with slush and ice.

This room houses Dagrun's charmed thralls, seven **ice trolls** (HP: 14, 13, 12, 11, 8, 6, 5) who obey her every command. She doesn't allow them to keep treasure. The gnawed and broken bones of Viggo's men are scattered throughout this area.

F. ETERNAL GUARDIANS: Beyond the stone portal a hallway stretches out into the stygian darkness, seeming to lead to a larger space to the east. A pair of alcoves flank the hall. Each contains a lifelike wooden sculpture of a heavily armed warrior.

The statues radiate magic, but neither will animate in any way. The spirits that inhabit the statues hope the heroes can rid the tomb of its evil stain. Any non evil-aligned fighter PC (or fighter sub-class) that passes receives the benefit of a **bless** spell. Beyond the statues is a

30' deep pit with a trapdoor that snaps shut and locks after dropping its victims into its depths. The guardian spirits will prevent the pit from opening under any recipients of their blessing, but will not be so charitable to others.

G. TRUE TOMB: The decorations in this tomb were once spectacular, no doubt, but the passing of long winters has undone the artists' work. Pale, ghostly images of battle scenes are all that remain. At the far end of the chamber is a life-size wooden statue depicting a doughty warrior hefting a spear.

Dagrun allows her thrall, a half-strength **mara** (HP: 21) to haunt this chamber. This pitiful creature was once a ranger of some renown, but has been reduced to a pallid slaving monstrosity. If the battle goes well for her thrall, Dagrun will enter the battle. If they have not yet been engaged, she calls her trolls to her aid (note that the guardian spirits are also forced to do her bidding and will not open the pit beneath her servitors). Otherwise, she will await the intruders in AREA I. Note that if the PCs have not closed portals behind them, Dahrun will summon a swarm of crows to defend her. The swarm, making the chamber thick with furious swooping bodies, will make spell-casting impossible. Note further her minions' penchant for attacking their victims' eyes (see MONSTER MANUAL II).

H. FINAL REWARD: The slab covering the entryway names the occupant within as "Hjortur, Defender of the People," and goes on to name a long list of accomplishments, beasts slain, deeds undertaken, and boasts fulfilled. A massive overturned boat dominates the chamber. The craft is well-made. The walls here have been spared much of the damage of time. Still, what were once rich tapestries have been reduced to moldering piles. Ceramic pots and lacquered wooden chests surround the boat.

The craft is a miniature longship. It is far too large to fit through the doorway (it was constructed within the chamber). The pots are stoppered and contain supplies for the chief in his voyage to the Halls of the Ancestors: honey, mead, water, salt and pickled herring. One pot

contains seven doses of a pungent balm equivalent to **Keoghtom's Ointment**.

The overturned boat covers a stone bier. The remains of a massive armored man rests atop the slab. Once he wore furs and vividly-colored clothes, but these have withered away. He is largely covered by a massive shield. The device depicts on its face a brave hero battling animal-headed demons and fiends. **Hjortur's Shield** is a potent magic item. Normally a **+1 large metal shield**, when hefted by a fighter (or fighter sub-class), it is **+2/+4 against lower planes creatures** (including daemons, demons, demodands, devils, mephitis, etc.). Moreover, a member of that class may invoke a **protection from evil** spell as if they were a 9th level cleric once per day when hefting the shield. Beneath the shield, the remains still grasp a spear with a fierce iron head. This is a **+3 spear**. The figure wears a coat of **+2 scale mail**. If the party destroys Dagrun, Hjortur's shade will bear them no ill will for despoiling his remains.

I. DAGRUN'S TOMB: The portal barring entry into this chamber names the occupant beyond as "Dagrun, faithful beyond death." If only that were true; Dagrun did not willingly follow her husband to the grave and her greedy spirit lived on after her ritual murder. This room features a bare stone slab. Stoppered pots and casks circle the bier.

The casks and pots contain much of the same contents as those in her husband's tomb (AREA H), but also contain perfume and fine women's clothing.

Dagrun (HP: 37) will be found here as a last resort, hovering above the entry in moth form to strike from surprise. If cornered here, she will battle until reduced to 0 hit points. At that point, she is reduced to a fine mist that flows to the funereal bier and sinks beneath it. A close examination finds several small holes bored into the stone base. If the entire slab is wrenched out of the floor (requiring a successful BEND BARS roll), a 4' deep hollow area beneath will be revealed. Dagrun will be here, regenerating amidst her personal treasure and the wizened remains of past lovers. Her treasure consists of

4,000 gp, 300 pp, a **periapt of wound closure**, a **philter of glibness**, a scroll containing **charm monster** and a **scroll of protection from lycanthropes**.

If Viggo can be freed of the mara's charm, he may be willing to accompany the party on such a notable quest. He knows all of the rumors available to the people of the Land of Song (q.v.), and knows that the Horn of the West is held by Tallemaja, the Lady of Oak and Ash (AREA 6).

17. THE HOUSE OF MARTEN. The Marten Clan maintains its stronghold just outside Skalkegarde. This area is described in more detail in SECTION IV, below.

18. TROLL CAMP. A **giant troll** (HP: 46) armed with a massive maul and three of its smaller kin (HP: 38, 27, 24) have made a camp here on the icy shore after killing a pod of walruses. The snow and slick rocks glisten with frozen blood. The monsters are greedily gnawing on the bones when encountered, but are always game for fresher meat. The trolls have taken their prey's tusks, 48 pounds (192 gp) worth. The giant troll carries a large sealskin sack holding 1,000 sp, an entire cod and a gold torc set with peridots worth 1,000 gp.

19. SUMMER-EATER. The snow-covered lowlands are the winter hunting ground for this legendary beast, a gigantic and fearsome winter wolf as tall as a horse, and far more massive (AC: 4; HD: 6; HP: 48; #ATT: 1; DM: 4-16; SA: Breath weapon, attack at +2 to hit; XPV: 638). This beast will be encountered in the numbered hex and on a 1 in 8 in the surrounding hexes. Each week, the beast will move one hex to the southwest (and haunt the hexes around this new area), until it is virtually at Kerava's walls by the break of spring.

If slain, its pelt is worth 7,500 gp. The beast is fearless, but canny and will not directly engage a large well-armed opponent, preferring to turn the tables and stalk them through the icy gloom, waiting for an opportune moment to strike.

20. FARFARSIL'S LAIR. This monster, a **dragonne** (HP: 59) has long raided the surrounding area

from its aerie in the stark wind-blasted hills east of Madsbad. His lair is difficult to reach, high on the rim of a hill and surrounded by a fierce tangle of briars. He is present 30% of the time, and the chance of his return is a cumulative 10% per hour. Each hour spent in this hex, there is a 1 in 12 chance that Farfarsil is spotted in the air. Unless the party finds cover, the beast will spy them as well. He is far too canny to engage an armed group in the open. Rather, he will wait until the party attempts the ascent to his lair, so that he can strike from advantage.

See **Map B**. The area surrounding his lair is littered with bones, some tangled in the hanging thorns surrounding the cave entrance, dangling like discarded toys. The cliff face rises at the end of a blind canyon. There is no easy path; the face of the hill, aside from the thorny growths, is nearly sheer. Due to the ice, it is counted as a "slightly slippery" surface for purposes of climbing (c.f. DUNGEON MASTERS GUIDE).

A. CAVE MOUTH: The lip of the cave is a level shelf some 52' up the cliff face. The tunnel mouth features thick icicles and frost-bearded briars. If Farfarsil has been awaiting the heroes, he will either strike now, winging down from atop the summit, or he will be just inside the tunnel and will rush out when the first intruder clambers over the cliff edge.

B. GRISLY REMAINS: This large cavern is strewn with bones. The air is thick with a musky scent.

C. WASTE PIT: The cave slopes downward and spirals slightly to the east. The air is particularly foul here. The sunken 13' pit at the tunnels' end serves as a pit for the indigestible parts and the dragonnes' waste. There is no treasure here; strong-stomached PCs who descend into the mess will, however, find 14 rot grubs.

D. NEST: **Farfarsil's mate** (HP: 41) and a pair of **dragonne pups** (AC: 8/4; HD: 5; HP: 25, 20; #ATT: 3; DM: 1-4/1-4/2-9; SA: roar 6" range (save v. paralyzation or lose 1-3 points of strength); XPV: 165 + 5/hp) lair here. The rock walls and floor are covered with twigs, dry grasses, vines, and skins, forming a massive nest. A pair of giant boar carcasses are strewn about. The female

will attack at +1 to hit and +1 per die of damage if the cubs are harmed. She will fight to the death to defend her cubs.

E. DEN: This high-ceilinged (19') cavern is littered with bones. The floor is worn smooth and a pile of treasure has been mounded in the center of the chamber. An entire wild horse (partially eaten) lies on the floor just before the entrance.

Amidst the mess are a **+2 war hammer**, a **javelin of lightning**, 5,000 sp, 8,000 cp, a silver diadem set with tourmaline worth 2,300 gp, a gold drinking cup set with amethysts worth 1,400 gp, and a silver amulet set with a spectacular star sapphire worth 4,200 gp. A tattered backpack holds a trio of scrolls. The first contains **airy water**, **detect invisibility**, **enlarge**, **flaming sphere**, **hold portal**, and **item**. The second contains a **scroll of protection from cold**. The third holds **find traps**, **light** and **neutralize poison**.

Well-concealed in the rough ceiling is a natural chimney that climbs some 34' above the cavern's ceiling to a small 9' diameter cave. With his wings and claws, Farfarsil is an excellent climber. Powerful adventurers may force him to ascend to this last redoubt, where he will await any adversaries; attacking those determined enough to scale the formation at a +2 bonus due to his superior position.

21. EINO'S BANE. Scattered farms lay abandoned and empty outside the bounds of Askainen. The settlements have suffered from neglect, roofs collapsing under snow, and fences knocked down. The inhabitants have been driven off to hide behind the town's walls or have succumbed to the brutal winter. The wind moans through the haunted remains.

One of these hamlets houses a beast drawn out of its normal haunt by the unnatural cold and the unrelenting malice of Her Dark Majesty. This young remorhaz (HD: 9; HP: 51) holes up in a barn near the hamlet's center. It nests amidst downed beams, fence posts and the frozen remains of the Askainen warriors. Eino's broken body lies atop his **+2 large wooden shield**. The monster has no other treasure. The Bear Clan

would be most grateful if their headman's body were to be returned.

22. THE DEVIL BIRDS. A flock of devil birds (see NEW MONSTERS, q.v.), normally haunting the blasted heaths to the northwest, have been driven by the harsh winter into the Land of Song. Seven of these creatures (HP: 16 (x2), 15, 14 (x2), 12, 9) stalk this area. Unless the party surprises these predators, they will immediately flatten themselves into the snow and seek to attack from surprise.

23. THE MAMMOTH HUNTERS. A herd of **mammoths**, four adults and one young (HP: 60, 58, 54, 51, 27), forage in this area, using their massive tusks to uproot trees and uncover growths hidden beneath the snow cover. They are wary, and seem nervous. Cautious and observant heroes may spy a force of human hunters converging on the herd.

Thirteen **hunters** (0-level; HP: 4 (x5), 3 (x4), 2 (x2), 1 (x2); AL: N) armed with spears and accompanied by seven **wolfhounds** (as war-dogs, HP: 14, 11, 10, 9, 7, 6, 4) stalk the herd, seeking to drive them into covered pits less than an eighth of a mile away. On a pre-arranged signal, half of the force, brandishing torches, will rush the animals to cause them to stampede. The other hunters line the escape path, hoping to funnel at least one mammoth into a pit. Woe to any heroes who find themselves in the stampeding mammoths' path.

The pits are fairly easy to detect (4 in 6 normally), although PCs fleeing ahead of a stampede have only a 2 in 6 chance, due to exigent circumstances. Falling into the pits inflicts 3-18 points of damage and, obviously, anyone in a pit if a mammoth tumbles in will be slain! The mammoths each have a 1 in 6 chance of stumbling into a pit during their mad rush.

The hunters will move in to finish any captured prey. If the PCs assist in the hunt, they will be entitled to their fair share of meat (which will be as much as they can carry). The hunting party, comprised of members of various lesser clans, will lament the dark times that have befallen the Land of Song. They can relate that

Summer-Eater, a monstrous wolf, has descended from the Marching Mountains to haunt the fields east of Askainen (AREA 19) and that fierce beasts are raiding the land just west of the Seven Maidens (AREA 22).

24. HAUNT OF THE WHITE WORM. This area is described in more detail in SECTION V, below.

25. CAMP OF THE HANDSOME FOLK. The stark rocky shore is blasted by winds and snow. Incredibly and inexplicably, a largish camp of sturdy hide tents has been set up in the tall beach grass, the brightly colored fabrics at odds with the unrelenting gray of the winter sea. Many dark-haired men and women, and a few children as well, seem to have set up a semi-permanent settlement here. The people are clearly not members of the Clans; they are smallish, with dark hair and eyes. All are remarkably well-shaped and handsome. Curiously, there is no sign of campfires or of food. The people seem oddly indifferent to the cold.

Although initially guarded, the folk will prove to be friendly if the party makes an effort to parley with them. If, however, the party takes a hostile or insulting tact, the people will seek to immediately evict them, forcibly if necessary.

In fact, the people here are selkies. They have weathered out the winter on this southern shore each year for several decades. The Clan members view the "Handsome Folk" with suspicion, but they are generally considered as a fair people. It is their propensity for tricks and mischief that keeps the people of the Land

guarded against them. The Jarl knows of their winter camp and permits it, as the selkies secretly assist his fisherman by increasing their catch. There are 22 **selkies** here (HP: 26, 25, 24, 23, 20, 19, 18 (x4), 17 (x2), 15 (x2), 14 (x2), 13, 12, 11 (x2), 9, 6). They have set up an even dozen tents. At any given time, 3-12 are off-shore in seal form. The selkies' leader, **Ismo**, has spellcasting ability (see MONSTER MANUAL II for more details). He bears a **+1 dagger, +2 vs. creatures smaller than man-sized**.

If the party is able to attain the selkies' favor, they will dine with the party and share songs. Note that the selkies eat their fish and shellfish raw and seem content to drink seawater. Ismo can relate general information about Hallakire's Lair (AREA 24 and SECTION V, below). The selkies have long suffered the depredations of the White Worm, and may assist the party if they seem capable of mounting a serious assault on Hallakire's lair, although they would be loathe to directly fight the beast. Ismo may be willing to let the party wear **selkie cloaks** (see NEW MAGIC ITEMS, q.v.); he has six to share. He may not be as forthcoming as perhaps he should be about the possible side effects of these items. He further believes that the great skald Viggo could assist the party in tracking down the relics (AREA 16).

The selkies have a more permanent lair offshore, but Ismo has brought some treasure with him, kept in an iron chest buried beneath his tent. He bears the copper key. The chest contains 600 gp, 1,800 sp, a **potion of sweetwater** and an **amulet of proof against detection and location**.

III. ALVENMORE AND THE COURT OF BIRCH AND FIR

The Volkwood contains the secret stronghold of the elves. This portion of the adventure poses a particularly difficult challenge for the PCs. Indeed, it may prove to be the hardest. The party may be loathe to directly engage elves with force, even the notoriously hostile grugach. Moreover, the parties will come to blows through no fault of the heroes, but rather due to treachery. The xenophobic elves, however, will show no quarter, thus compounding the tragedy by forcing the party's hand. The party will likely be torn by the probable moral dilemma of attempting to resolve the matter through stealth and non-lethal means, while the elves will not be so constrained.

Less than two weeks ago, a band of clan members approached the elves and sought audience with Tallemaja, the Lady of the Court of Birch and Fir. They bore gifts and asserted kinship with Kristin Elf-friend. Overcoming their natural suspicions, the elves allowed the clan members to visit Alvenmore, their holding in the center of the wood, the first humans to visit in many decades. After breaking bread with the Lady, however, a vile treachery occurred as the Marten villains attacked the elves and fled with the War Horn of the West, leaving dead and wounded in their wake (see THE HUNTERS, q.v.).

This most foul insult has infuriated the already hyper-vigilant elves. By the edict of the Lady, the borders of the Volkwood are closed to outsiders and humans are to be attacked on sight! Accordingly, heroes entering the Volkwood are certain to be confronted by an angry force of grugach who will launch an offensive without warning.

The Volkwood is an old forest. The trees are dense and moss-covered; there is little undergrowth and virtually no snow cover within its bounds. Animal life is plentiful. For every hour spent within the Volkwood, there is a 1 in 4 chance of encountering a grugach scout. The scout, being invisible in natural cover, will immediately seek out a patrol and, unless the party is able to cover its tracks, within 1d6+5 turns, a war party of grugach will surround the party, hoping to attack from surprise.

The grugach war party is comprised of the following: 13 **bowmen** (HP: 9 (x2), 8, 7 (x2), 6 (x2), 4, 3 (x3), 2 (x2)) armed with short bows and long knives (treat as short swords), 12 **footmen** (AC: 5; HP: 8, 7, 6 (x3), 4 (x5), 2 (x2)) bearing wooden shields and armed with spears, four **1st level fighters** (AC: 4; HP: 10 (x2), 8, 5) wearing chain mail, bearing shields and armed with short bows and long swords, a pair of **2nd level fighters** (HP: 13, 11) similarly armed and armored, and a **level 3/3 fighter/druid** female wearing **+2 leather armor** (AC: 4 with DEX; HP: 19), a **+1 ring of protection**, armed with a **+1 short bow** and a spear. She has memorized the following spells:

first level: entangle, faerie fire, speak with animals

second level: cure light wounds, warp wood

third level: summon insects

The first volley of arrows from the bowmen will all be envenomed with an insinuating poison, a sappy paste that requires a saving throw versus poison at +1 or the victim will be paralyzed for 1-4 turns. The seven higher-level elves will all be mounted upon **stags** (AC: 5; MV: 18"; HD: 1+1; HP: 5 each; #ATT: 1; DM: 1-4) and have no difficulty using their bows while mounted. Note that when fighting in such dense tree growth, cover is plentiful. The war party will not demonstrate mercy to any human in the group; demi-humans will be permitted to surrender and will be bound and brought to the Lady for her judgment. It is possible, although unlikely, that demi-human heroes may be able to parley with the elves. However, the elves will only discuss

their right of vengeance and only upon a truly eloquent and convincing plea (DM's discretion) will the war party refrain from slaying all human heroes outright.

Alvenmore: Alvenmore itself is located on a small lake (not shown on the area maps) secreted within the depths of the Volkwood (its precise location to be determined by the DM). It was designed to be difficult for even a determined enemy to take. The stronghold, disingenuously referred to as the "Lake House" by the grugach themselves, is a wooden fort built upon stilts within the lake itself! The structure is connected to the shore by a 90' long wooden dock.

Of course, the lake is frozen, so it is possible to access the Lake House from the ice, but they will be terribly exposed to the sharp-eyed watchers. Magical invisibility or concealment may be necessary. Note that few windows face north, however.

Immediately beneath the Lake House, which is raised 8' above the ice, is a rough dome constructed of saplings and logs, home to six **giant beavers** (HP: 23, 22, 19, 18, 16 (x2)). These creatures are fast friends of the Lady and will warn (by percussive tail slaps on the ice) of intruders, although the bitter cold generally keeps them in their lodge.

ENCOUNTER KEY: Refer to Map C.

1. DOCK. This wide wooden dock extends out into the frozen lake. The pilings are neither bent nor swayed by the ice. A pair of spindly willows flank the dock. Indeed, a band of nixies that live in the center of the lake take care of the dock for the Lady. Four **grugach sentries** armed with shields and spears (HP: 9 (x2), 7, 6) stand guard here at all times, rotating shifts with guards within the fort itself.

The larger of willows shows signs of fire damage. It is, in fact, a 12 HD **treant** (HP: 61 (28 remaining)) still wounded by the Marten Clan's magic-user. Its companion is 8 HD (HP: 42). Note that if the larger treant is again attacked with fire, it will go berserk, directing all its attacks against the fire-user and ignoring any defense,

effectively becoming 3 armor classes worse, but attacking at a +3 to hit bonus.

2. PIER. A T-shaped juncture provides a pair of steps that lead down to the ice. No doubt, boats are kept here during warmer times. Any intruders making their way to the fort proper will come under fire from the archers in AREA 7.

3. GUARD HALL. A stout set of oak doors bound with copper bar entry into the fort. The portals bear stylized trees and elvish runes naming this place as Alvenmore, the seat of the Court of Birch and Fir. Beyond is a high-ceilinged hall. The ceiling is painted to resemble a summer night sky. Four guards armed with shields and spears (HP: 8, 7, 6, 5), their commander (AC: 3; F3; HP: 16), outfitted in elfin chain and armed with a **+1 shield** and **+1 spear**, and a cooshee (HP: 20) guard this area and prevent unauthorized entry.

4. GUARD ROOM. This area serves as a barracks for the guards at AREAS 1 and 3. Six **guards** are resting here (HP: 8, 6, 5 (x2), 4 (x2)). All have shields and spears within easy reach. A set of stairs leads up to AREA 7.

5. ARMORY. This door is locked (the keys held by the commander at AREA 8). The elves keep their arms here in neat order and repair. The room contains three dozen long swords, fifty spears, twenty short bows and hundreds of arrows.

6. BOATHOUSE. A pair of long wooden boats are hung upside-down from the ceiling. They are of excellent make, cunningly fashioned with prows reminiscent of swans. A single grugach is here (HP: 4) working on a wooden canoe.

7. LOOKOUT. This watch tower has arrow slits looking out onto the dock and into the courtyard of the stronghold. A dozen short bows hang from the rafters, as do several dozen quivers full of arrows.

Nine **grugach** (HP: 6 (x2), 5 (x2), 4 (x2), 3 (x3)) man the tower, ready to take down the bows at an instant's notice. They are also armed with daggers. A **2nd level fighter** (AC: 4; HP: 14; SA: +1/+1 due to STR, +2 to hit with missiles due to

DEX) wearing chain mail and armed with a short bow and long sword oversees the guards. Each archer bears a small clay container holding 6 doses of the sappy poison used by the war party (q.v.) in the Volkwood.

8. COMMANDER'S CHAMBERS. The commander of the guards, a **4th level fighter** (AC: 1 (0 with DEX); HP: 26; SA: +1/+2 due to STR) wears **+1 elfin chain** and bears a **+1 shield** into combat. He is armed with a **+1 spear** and a **+1 short bow**. He has 6 **+2 arrows**. He also carries a clay container of poisonous sap for his arrows. He keeps his trained **great snowy owl** with him (AC: 5; MV: 1"/27"; HD: 1+1; HP: 6; #ATT: 3; DM: 1-2/1-2/1; SA: plummet attack +2 to hit for double damage). If the alarm is sounded, he will go to AREA 7 to aid in any missile fire and will direct the defense of the holding.

A ladder leads to a trapdoor in the ceiling. The roof may be accessed from here. The Lady's giant owl (see AREA 26) keeps a nest here. If necessary, additional defenders can man the rooftop.

9. COURTYARD. The door securing entry into the Courtyard is of recent repair, the original broken by the Marten Clan "heroes." The central area of the stronghold is open. The wooden floor of the courtyard is kept clear of snow. The walls are 8' high, although they are not manned. A pair of **cooshee** (HP: 19, 11) gambol and frolic here. They will be naturally suspicious of strangers, but not overly hostile absent a command from the elves. A wide circular area shows signs of scorch-marks.

10. EASTERN WATCHTOWER. Stairs lead up to the top of the three-storey tower. From here, a pair of **grugach** (HP: 8, 4) keep watch. They are each armed with short bows and daggers. They have four score arrows available.

11. WESTERN WATCHTOWER. This area is identical to AREA 10.

12. STOREROOM. The door to this area is kept locked. It contains supplies for the fort including oils, soaps and lyes, tools, rope, lumber, ladders and other needs. The individual store rooms off of the main area are not locked. Room A

contains two dozen sacks stuffed with grain. Room B contains a large supply of smoked fish. Room C contains barrels of dried fruit and vegetables.

13. HALL OF HONOR. Double doors lead into this high-ceiling hall. Seven cherry doors, with elaborately carved frames, each depicting wreaths of leaves (and each depicting leaves from a different type of tree) lead off from the hall. A rough door has been hung at the end of the hall, it alone is of different make (the original portal destroyed by the Marten Clan raiders). A single grugach guard, a **2nd level fighter** (AC: 3 with DEX; HP: 9; SA: +1 on damage due to STR) clad in elfin chain and shield and bearing a spear, and a **giant raccoon** (HP: 18) guard entry into the Lady's court. AREAS 13A-13F are all small sparsely-furnished chambers. In the spring and summer, these are often converted into guest rooms and waiting chambers.

14. THE SMITH'S ROOM. This room contains a large stack of firewood, several complete felled trees and a great store of worked wood. Various wood-working tools are hung from the walls and rafters.

A trio of **grugach** (HP: 7, 5, 4; SA: All gain +1/+1 due to strength) armed with hand axes, accompany the Master Woodsmith, a **4th level fighter/5th level druid** (AC: -2 with DEX; HP: 31; SA: +1/+3 due to STR) who wears **+2 elfin chainmail** and bears a **+2 wooden buckler**. He wears a **+2 dagger** at his hip and **+2 spear, +4 versus goblins and goblinoids** (goblins, hobgoblins, bugbears, norkers and nilbogs) is nearby. The weapon inflicts double damage upon any true goblin and can detect their kind with a range of 60'. The smith is choosing select pieces to rebuild the Lady's throne, which was damaged during the recent treachery (see AREA 15). The smith has memorized the following spells:

first level:	animal friendship, detect magic, faerie fire, locate animals, shillelagh, speak with animals
second level:	barkskin, charm person or mammal, heat metal, obscurement, warp wood

third level: know alignment, protection from fire

The smith is accompanied at all times by his pet, a giant otter (HP: 28). He keeps a Spartan living area in the rear of the area, decorated only by wonderful carvings and wooden busts he intends to present to others.

15. THE COURT OF BIRCH AND FIR. The chamber is fantastic. The walls are intricately worked to depict tall, actual trees rising to support the ceiling, where inlaid woods and semi-precious stones have been used to create the effect of a canopy populated by a myriad of colorful birds. The walls of the chamber are decorated with rich and intricate tapestries depicting sylvan scenes. At the far end of the chamber, a tall chair is set atop a stage of sorts. There are signs of violence in the room; the chair is burned and rent. Portions of the wall behind the chair are scarred as well. The remains of broken furniture have been removed to the corners of the room.

Disturbing stains can be found on the floor. The once-impressive hall of the grugach is empty; the furniture removed to be repaired and Her Lady's throne ruined. No one is present; the Lady is meeting in her council chambers (AREA 24).

16. PRIVATE MEETING ROOM. A pair of **1st level fighters** (AC: 4; HP: 9, 6) armed with long swords stand guard outside the stout door to this chamber (the portal is barred from the inside). The room itself is somewhat stark. It features only a square table and leather-bound chairs. A baroque lantern with rose-colored lenses hangs from the ceiling.

The Lady's consort, Hinrik, is here, together with an advisor. They have a map of the Land of the Song (that centrally features the Volkwood). Hinrik is a **4th level fighter/5th level druid** (AC: 2 with DEX; HP: 21; SA: +1/+1 due to STR) wearing **+2 studded leather armor**, a **ring of jumping** and a **+1 wooden shield** and armed with a **+2 spear**. He wears **boots of water walking** (as the ring of the same name). He has memorized the following spells:

first level: animal friendship, detect magic, detect poison, entangle, faerie fire, predict weather

second level: barkskin, cure light wounds x2, heat metal, produce flame

third level: cure disease, summon insects

The advisor is a **2nd level fighter/2nd level druid** (AC: 5 with DEX; HP: 11) wearing leather armor and a **+1 wooden shield**, and bearing a scimitar. She has memorized the following spells:

first level: detect balance, detect snares & pits, invisibility to animals, predict weather

second level: goodberry, reflecting pool, slow poison

Hinrik's pet **elfin cat** (HP: 18) is currently curled up at his feet. If pressed, the elves might make use of the secret trap door in the floor to drop 8' onto the ice beneath the fort.

17. GUARD HALL. A steep set of stairs leads to AREA 24. Five **nisse** (see NEW MONSTERS, q.v.; AC: 0; HP: 6, 5 (x2), 4, 3) stand alert on the bottom half of the stairs while 3 **grugach** (2nd level fighters; AC: 2; HP: 21, 20, 16; SA: +1/+1 due to strength) guard the top half. The nisse are here on behalf of their prince (AREA 24) and the elves are all that remain of the Lady's personal bodyguard.

The nisse are all armed with long silver-edged **+1 daggers** and a trio of darts. The darts are tipped with a dried insinuating poison that requires victims to save versus poison or swoon into a dreamless sleep for 2-8 turns. They each wear shirts of fine chain and bear bucklers depicting their prince's coat of arms, a white faerie dragon rampant on a field of violet. Note that the chain shirts and bucklers are large enough only for small children, and are valuable perhaps as novelties, but little more.

The elves each wear **+1 elfin chain** and bear **+1 small wooden shields**. Each is armed with a **+1 long sword**. Sounds of combat in this area will alert the inhabitants of AREA 24.

18. PANTRY. This area provides the supplies for the living areas of the fort, including dried, salted and pickled foods, as well as linens, cutlery and barrels of water. Room A holds a dozen casks of wine of excellent quality, while Room B holds the Lady's private store of brandies.

19. SERVANT'S QUARTERS. Eight unarmed **elves** (HP: 6, 5 (x4), 4 (x2), 2) quarter here and are kept busy working in the kitchen and dining room and with cleaning the living quarters. They have no treasure.

20. KITCHEN. This room is alive with activity as the stronghold's staff keeps the soldiers and the especially hungry guest (AREA 22) well-served. Six **elves** (HP: 5 (x2), 4, 3 (x3)) scurry about, chopping dried vegetables, tending to a pot of onion stew and roasting a haunch of venison. While unarmed, they will make use of the many utensils (knives, cleavers) as weapons if dire need arises.

21. GARDEROBE. This room is unoccupied.

22. DINING HALL. This area is boisterous. A **korred** (HP: 26) has journeyed here to allegedly assist the **grugach**, but also to sample the Lady's legendary stores of wine and brandy. He currently leads fourteen **grugach elves** (HP: 9, 8, 6 (x4), 5 (x4), 4 (x3), 3) in a rowdy and garrulous song. The elves are all armed with long swords, although none have their weapons at the ready. The Lady's Master Brewsmith, a **3rd level druid** (HP: 19), is also here. He is unarmed, but carries **potions of polymorph self** and **speed** on his person. He knows the following spells:

first level: animal friendship, detect magic, faerie fire, purify water, speak with animals

second level: charm person or mammal, cure light wounds, obscurement

third level: neutralize poison

The 'Smith, allowing himself to be swayed by the korred's lusty enthusiasm, has unveiled the Lady's latest batch of black cherry brandy. As a result, all the elves except himself are intoxicated and fight at -2 to hit. The korred is

unaffected. The korred carries a **wineskin of holding**, which holds 6 gallons of liquid. The korred, Sour Tam by name, has with him a pair of shears and a wondrous roll of ribbon which, at his command (and only his command) can envelop one enemy as a **rope of entanglement**. The ribbon is not as sturdy; it can be broken by a successful BEND BARS/LIFT GATES roll, or cut (AC: 8; HP: 20).

23. BARRACKS. Eleven **grugach** (HP: 8, 7 (x2), 6 (x2), 5 (x5), 3) rest here until they are called to duty on the next shift. With them is a **3rd level commander** (HP: 16). All have weapons (long swords and spears) nearby. There are bunks sufficient for twenty-five troops and each bunk has a collection of foot lockers. These small chests hold personal items and clothing. No treasure is kept in the barracks.

24. COUNCIL CHAMBERS. This room is impressive. It is dominated by a massive wooden table. Its top has been worked to depict a large and accurate map of the Volkwood. Major paths and fairy roads are depicted. Lakes, ponds and streams are shown with inlaid azurite, dense growth with malachite and highlands within the forest's reach with moss agate. Tallemaja, the Lady of Birch and Fir, is here together with Sindri, a nisse prince from the northwest who has come in the Lady's time of need. Tallemaja is a **4th level fighter/8th level druid** (AC: 7; HP: 34; S: 16; I: 15; W: 16; D: 9; C: 9; CH: 17); she wears **boots** and **cloak of elvenkind** and a **+3 ring of protection**. She is armed with a **staff of swarming insects** (19 charges remaining) and a **scroll of protection from non-magical missiles**. She bears a **+2 dagger/+3 versus spell-casters** at all times. She carries the key to AREA 26.

She has memorized the following spells:

- first level: animal friendship, detect magic, entangle, faerie fire, invisibility to animals, speak with animals
- second level: barkskin, charm person or mammal, cure light wounds, flame blade, obscurement, warp wood
- third level: hold animal, know alignment, water breathing
- fourth level: cure serious wounds, dispel magic

With her is her personal counsel, Ragnheider, a **sirine** (HD: 5; HP: 23). She is unarmed. Sindri is a noble of his kind (AC: -2; HD: 3; HP: 16; MR: 25%). He wears ultra-fine silver chain, equivalent to +1 (too small for use), under a silken doublet. He is armed with a **+2 longtooth dagger** and wears a **ring of the northern lights** (see NEW MAGIC ITEMS). In addition to all the natural abilities of his kind, he can cast spells as a 5th level magic-user and has memorized the following spells:

- first level: charm person, protection from evil, unseen servant
- second level: irritation, Tasha's uncontrollable hideous laughter
- third level: dispel magic

Tallemaja and Sindri are in the midst of discussing the present situation. She is terrible in her wrath. It was she who welcomed Kristin Elf-friend and allowed him to take one of her handmaidens as a wife; raising his child as her own (SEE AREA 25). Believing the visiting clan members' tale, she invited them into Alvenmore. The vile treachery is a direct affront to her and has placed her in a delicate situation with her own xenophobic people. If, however, Tallemaja is slain, the Volkwood will be a deadly place for any human for centuries to come.

Sindri is a great noble of his kind. He will not fight to the death and will instead seek to bargain his way out of a bad situation. Note

that if he is slain, his slayers will have earned the enmity of fairy-kind within the Land of Song.

The table is conceivably worth 12,500 gp if it could ever be removed.

25. THE LADY'S SITTING ROOM. This room is richly decorated and well-lit by wide windows. The floor is covered with elaborate rugs and ornate silk tapestries cover the walls. Elaborately-carved furniture is tastefully placed around the room.

A slender woman is curled up on the seat of one of the fancy chairs. This is Syrsa Kristindottir, Kristin Elf-friend's half-elven child and the ward of Tallemaja. She is a **2nd level druid** (HP: 12; S: 8; I: 12; W: 16; D: 11; C: 8; CH: 16). She is unarmored and unarmed. She knows the following spells:

- first level: detect magic, invisibility to animals, predict weather, speak with animals
- second level: cure light wounds x2, reflecting pool

Her pet, a **giant ermine** (as a giant weasel, HP: 14) will vigorously defend her if she is attacked. The creature wears a fine silver chain set with amber (worth 350 gp) around its neck.

500 gp worth of furs and pelts can be recovered here; together with 1,200 gp worth of silks and woven tapestries.

26. PRIVATE QUARTERS. The door to this room is locked. If opened, a gust of cold air embraces those who enter. The windows are wide open and Tallemaja's trained giant owl (HP: 22) often lurks here (80% during the daylight hours). It will viciously attack anyone who enters unaccompanied by Tallemaja or Syrsa.

Compared to the sitting room, this area is rather plain. Save for a single tapestry, the walls are unadorned and simple woven rugs cover the wooden floor. The bed, however, is large and covered by a giant fur blanket. The blanket is made from owlbear pelts and is worth 800 gp.

The tapestry depicts a sylvan scene: a deep wooded grotto lit by amber lanterns. Elves cavort amidst a cloud of enormous fireflies. The whole is made of tenebrous worm silk and worth 5,000 gp. It depicts the grugach safehouse of Alvenheim, far to the southeast. The tapestry radiates magic; it has three functions, each triggered by a specific command phrase. First, it may be used to summon 2-4 firefriends once per day. These creatures will be friendly to the summoner and will remain for 1-3 turns. Second, the tapestry can function as a **magic font** for 1 turn + 1 turn/3 levels of the character speaking the correct phrase. This function may be used once per day. Lastly, it may be used as a one-way gate to Alvenheim once per month, the gate briefly opening (for 6 segments only) once the command phrase is spoken.

27. GUEST ROOM. This chamber is well-appointed. A small narrow bed stands between rose-colored windows of etched glass. A luxurious carpet covers the floor. An ornate copper brazier depicting a fish warms the room, the simmering coals piled in its gaping mouth.

The grugach have few guests; the room is little-used. Sidri, the nisse prince, has been allowed to stay here. He keeps a small traveling chest that is cunningly trapped. The lid of the chest depicts (accurately) a constellation known in

the Land of Song as The Sleigh. All nine stars can be depressed slightly. If the right combination of three stars is depressed as the chest is opened, the trap is disarmed. Otherwise, a vial shatters and a powerful sleep gas gushes out filling a 1" x 1" x 1" area, requiring all in the area of effect to save versus poison at -2 or fall into a catatonic slumber for 8-32 hours. The chest holds Sidri's personal effects, a crystal vial (worth 50 gp) holding a precious cologne (worth 120 gp), 100 pp and a **folding boat**.

28. GARDEROBE. This area is unoccupied.

Note, since very nearly anything is conceivable in an ADVANCED DUNGEONS & DRAGONS game, it is not impossible that a particularly clever or eloquent party might be able to persuade Tallemaja that the Martens have betrayed the human clans as well. Whether such a dialogue can ever be successful is up to the Dungeon Master. Even if successful however, Tallemaja will insist upon a *weregild* for each of her people slain as well as the chief of the Marten Clan delivered to her for justice! Since the clans would never agree to the latter, perhaps she would settle on a lesser token of forgiveness, such as Besmara's hide (AREA 8) or Summer Eater's teeth (AREA 19).

IV. THE HOUSE OF MARTEN

The stronghold of the Marten Clan perches atop a steep artificial mound overlooking Skalkegard. The Marten clan members live in large numbers in an around the town. The clan fortress houses the chief and his retainers. The longhouse is constructed of heavy timbers, treated to resist fire. The structure is one storey tall, with a sharply-angled roof to deflect snow, and is windowless. The only visible entrance is a pair of strong iron-bound portals. A large wooden totem has been hung above the gates. An attached wooden palisade shields a small open space. Numerous smoking chimneys sprout from the structure like horns.

The fort may only be reached by a narrow path that cuts back and forth up the mound as it

approaches. A lone watch fire burns fitfully in the wind immediately before the entry, silhouetting a trio of sentries.

The berserker guards (HP: 7, 5, 4) are not particularly watchful. They are tightly bundled against the cold. They are armed with spears and hand axes. Heroes can easily access the summit of the mound from the rear. A frontal assault on the stronghold will be difficult; the front portals are barred from the inside, as is the smaller door leading from the courtyard (AREA 13) to the interior of the structure.

ENCOUNTER KEY

Refer to **Map D**

FIRST LEVEL

1. ARMORY. This chamber contains eighteen large hide shields decorated with the totems of the Marten Clan. The clan members keep their arms here: thirty seven spears, nineteen javelins, twenty nine long swords, fourteen battle axes and seven hand axes.

2. CLOAK ROOM. This room holds the cloaks and gear of clan members who visit the longhouse. The chamber contains thirty eight fur cloaks, two dozen boots, eleven pairs of skis and seven snowshoes.

3. THE HALL OF MARTEN. This vaulted hall is dominated by a massive dual-faced hearth. The air is thick with smoke and the stench of spilled alcohol. Tables and chairs are scattered about. This is the common area of the hall; Marten Clan members gather here, drinking mead and beer and trading boasts and songs.

The clan members are celebrating the recovery of one of the War Horns and the anticipated return of the second. There are sixteen **berserkers** here (HP: 7 (x2), 6 (x2), 5 (x7), 4 (x4), 3), all unarmored. Their weapons, however, are never far from reach. Half are armed with battle axes, and the remainder are armed with spears and long swords in even numbers. With them are **two 1st level fighter berserkers** (HP: 6, 5) and a **3rd level fighter berserker** (HP: 14), all are armed with battle axes. Also present are nine women (noncombatants) who will flee at the first sign of combat –likely to warn the chief in AREA 4. Everyone in the room is moderately intoxicated (see DUNGEON MASTERS GUIDE).

Nine casks of beer (and seven empty containers) are stacked in the southeast corner. An entire cooked boar occupies a large table, and all manner of roots and tubers are heaped onto great plates, next to stacked wheels of cheese. The Martens certainly seem to be enjoying an excess of plenty not possessed by their fellow clan members this bleak winter.

4. AUDIENCE HALL. This high-ceilinged room is equally smoky and full. The heads of stags, bears and aurochs adorn the walls. The mounted head of a cave lion is mounted in a place of honor above the A great crowd is gathered around the fireplace at the far end of the chamber. All hold full tankards, raised in a toast. The following persons are present:

Five **berserkers** (HP: 7, 5 (x2), 4, 3). Three bear battle axes and the remainder are armed with long swords;

Two **1st level berserker fighters** (HP: 7, 6), armed with long swords;

One **2nd level berserker fighter** (HP: 11), bearing a hide shield and a battle axe. A pair of throwing axes hang at his belt.

One **4th level berserker fighter** (wereweasel) (HP: 23 (18 in were form)) armed with a **+1 long sword** and a throwing hammer.

One **6th level berserker sub-chief**, Hemming's son Haakon (**wereweasel**) (F6, HP: 36 (20 in were form)), wearing leather armor and bearing a **+2 axe of hurling** and a **+1 spear**.

One **duergar** guest (AC: 2; HD: 5; HP: 27), who wears a suit of **+1 plate mail** and carries a **+2 short sword** on his belt. He also carries a **potion of human control** and a **potion of gaseous form**. He wears seven gold bands in his beard, each worth 20 gp, and a silver ring fashioned to represent a serpent bearing a single ruby in its mouth worth 450 gp. He also bears a small copper key to the locked coffer in AREA 10.

Hemming Swiftdart, Chief of the Marten Clan, is a 9th level human (wereweasel) berserker fighter (AC: 3 with DEX; HP: 57; S: 15; I: 13; W: 12; D: 17; C: 13; CH: 16 (wereweasel form: AC: 0; HP: 28)). He is armed with a **battle axe of dancing** (as the sword of the same name), a **+2 dagger**, a hand axe and bears a **+3 medium wooden shield** strapped to his back. He wears hide armor (treat as padded). Around his neck on a silver chain, he openly wears the **War Horn of the West** (see NEW MAGIC ITEMS, q.v.). He carries on his person a **potion of sweetwater**, a **potion of extra healing** and a ceramic jar containing a

venomous paste (3 doses). If forewarned, he will coat his hand axe and will seek to hurl it at an opponent before entering combat. The poison requires a successful saving throw at a -2 penalty, or the victim is paralyzed for 2-16 rounds, suffering 1 point of damage per round during that duration. He also bears a ring with three iron keys (to AREA 6A, the door to Dungeon Level, AREA 3 2 and to the door in Dungeon Level, AREA 2). He wears a gold torc decorated with hunting martens worth 500 gp (and absolutely unsellable within the bounds of the Land of Song).

Three women (non-combatants) are also here, entertaining the Chief, his inner circle and his guest.

If the party is able to enter the room without first having the alarm raised, the occupants will not have their weapons at the ready. The lycanthropes will retain human form until at least the third round of combat, unless death or defeat are imminent.

The chamber contains four tables, seven leather-upholstered chairs, and multiple benches. A stack of cut birch is piled beside the blazing hearth. Four large kegs of ale have been opened, and massive trays bear piles of aged cheese, sausage, dried meats, legs of lambs and bread. The duergar have brought a weird brandy with them in a dark-stained cask that appears to be wood, but from an unidentifiable type. The brandy is quite good, and the whole is worth 200 gp. The occupants are all drinking from fine cups. Three are made of solid gold and worth 250 gp, four are made from silver and worth 125 gp each, six are bronze and worth 20 gp. Hemming's sub-chief, the duergar guest and one of the women drink from silver cups set with garnets worth 350 gp each. Hemming himself drinks from a cup fashioned from a human skull, plated in gold and set with amethysts worth 1,200 gp.

5. HALL OF HONOR. The walls of this hall are hung with intricate tapestries depicting scenes of hunting and fishing. The fearsome jaws of fearsome sea creatures (sharks) decorate the heavy doors.

Three **berserkers** (HP: 5 each) armed with long swords guard the chambers of the chief and his lady.

6. CHIEFTAIN'S QUARTERS. The bolt has been drawn across this door. The dark-paneled chamber beyond is impressive. A fire burns merrily in the hearth and a large bed in the northeast corner is piled with furs (worth 200 gp). An impressive tapestry hangs above the bed, heroes bearing the Marten Clan totem have brought a magnificent white stag to bay (the tapestry is worth 175 gp). A massive oak chair faces the fire, a luxurious white fur thrown across it. Bearskins cover the floor.

A young non-combatant woman is wrapped up in the white fur (a winter wolf pelt worth 3,500 gp), wearing a silver chain depicting a line of cavorting bears (worth 450 gp) and nothing else. She drinks wine from a golden cup (worth 200 gp). She will be most distressed to be found; for she fears the Lady of the House at least as much as intruders. The chamber also contains six bottles of wine and a silver plate (worth 30 gp) bears cheese and dried apples.

The trapdoor is hidden by a bearskin rug, atop which sits a small trunk containing men's clothing. The door can be pulled aside to reveal a ladder leading down to AREA 7 of the Dungeon Level.

The door to Area A is locked and Hemming bears the key. Within is a suit of **+2 chain mail** and a wicked helmet and faceplate fashioned for Hemming by the gray dwarves. Also kept here is the ceremonial girdle and cloak of the Marten Chief. The girdle is fashioned from handsome red leather, studded with silver and bound with a thick gold buckle. It is worth 700 gp. The cloak boasts gold buttons and giant weasel fur trim; the whole is worth 2,500 gp. Note that neither item can be sold within the bounds of the Land of Song. An unlocked chest within the chamber contains 4,000 cp, 500 sp, and 80 gp.

7. LADY'S CHAMBERS. The door to this chamber is also barred. Within, the chief's wife, his daughter and her handmaidens sit before the fire, also celebrating the return of the War Horn

and the lady's expected future role as the lady of the land. This room is smaller than the chief's but is even more richly decorated. Her bed is covered in mink furs.

Although the twelve-year old daughter is non-combative, the chief's wife and her handmaidens are quite capable of defense, for they are berserkers themselves! The chief's wife Kjellfrid is a **4th level berserker fighter** and a **wereweasel** (HP: 29 (24 in were form)), and her two handmaidens are **2nd and 1st level berserker fighters**, respectively (HP: 13, 5). All are unarmored, but the lady of the house keeps a slim blade concealed beneath her skirt (treat as a short sword), and each of her handmaidens are armed with knives. Sleeping under the furs on the bed is the lady's pet, a **giant weasel** (HP: 17).

The lady's mink blanket is worth 1,400 gp; there are six other valuable furs worth 80, 65, 40 (x2), 20 and 10 gp. The lady wears a wrought gold brooch set with amber worth 420 gp and three gold rings worth 20, 35 and 550 gp, the latter set with a topaz. She further carries a tortoiseshell brush inlaid with mother-of-pearl worth 20 gp and an ivory comb worth 15 gp. The handmaidens each wear gold rings worth 20 gp and she with 13 hit points has a small pouch with 8 gp concealed within her bodice. The chief's daughter wears a gold necklace with a single large pearl worth 200 gp.

8. KITCHEN. Seven non-combatant thralls are kept busy in the kitchen, catering to the revelry in AREAS 3 and 4. They will flee or cower at the first sign of danger. This room contains a blazing hearth and all manner of foodstuffs in various states of preparation. A narrow flight of wooden stairs descends to Dungeon Level, AREA 1.

9. GARDEROBE. This room is unoccupied.

10. GUEST ROOM. This spacious chamber beyond is Spartan and clean, the two beds fastidiously made and an efficient fire burning in the hearth.

Two **duergar** (AC: 4(3); HD: 3; HP: 16, 14) are here, awaiting their leader who sups with the

Chief at AREA 4. They are each clad in **+1 chainmail** and have shields nearby. Each is armed with a short sword and throwing axe. The leader's **+1 shield** rests atop his bedroll. The duergar have only light traveling gear (the majority of their gear awaiting them at Dungeon Level, AREA 7). Underneath one of the beds, however, is a locked and trapped metal coffer (save versus poison or die) containing a **philter of persuasiveness** in a steel vial and a diamond brooch bearing Her Dark Majesty's evil rune worth 1,980 gp. The brooch, however, serves as a scrying device, allowing the Land's evil enemy to observe (and hear) events attended by its wearer.

11. BARRACKS. Eleven **berserkers** rest here (HP: 7 (x2), 6 (x4), 5, 4 (x3), 3). Five are awake, playing a game of King's Table near the dwindling fire. The remainder are sleeping on bedrolls. All have hide shields nearby. Seven are armed with battle axes, four with long swords and three with two-handed swords. Each has a pair of javelins with their gear.

The berserkers have no treasure.

12. SERVANTS' QUARTERS. The chief's servants are quartered here. Five noncombatant thralls rest here, mending sails and stitching clothing even during their brief respite.

13. COURTYARD. This area is surrounded by a 12' tall wooden palisade and accessed by a sturdy iron-bound wooden gate. A pile of firewood has been stacked in the southeast corner, nearly reaching the roof of the longhouse. A pair of structures have been built in the courtyard; stables and a shed. This area is kept clear of snow.

14. STABLES. This area is kept warm by large bales of hay. Five light warhorses are kept here. Their tack and harness is well-maintained and stored for easy access. A ladder leads to the loft above where a young berserker (HP: 3) makes time with a female thrall (noncombatant). The suitor is armed with a club.

15. STORAGE SHED. This area is unlocked. Within are stored various and sundry supplies for the longhouse. Soap, whale oil, and tools are kept here.

DUNGEON LEVEL

1. ROOT CELLAR. The stairs from the kitchen descend into a root cellar. The walls and floor are of earth. Numerous storage rooms branch off from the chamber. A well appears to have been dug in the northern portion of the room. All manner of clay pots, dried meats and strings of sausages hang from the rafters.

The well descends 80' to potable water. It would be difficult to successfully besiege the Martens. The small cubbyholes contain jugs of honeyed mead, casks of beer, wheels of cheese, great stacks of smoked fish and dried and salted meats. A wooden shelf containing stoppered pots of honey conceals the door to AREA 2.

2. STRONG ROOM. Normally a meeting room for the chief and his inner circle, this locked chamber has seen little use as the chief and his dour-visaged advisers now meet in AREA 6 to avoid detection. The room appears to be long-disused.

The room contains a pair of long tables, a dozen well-made chairs and a pair of (unlit) lanterns. Two casks of water are stacked in a corner and a tanned deer hide hangs on one wall, a map of Skalkegard and its environs drawn thereon in ink. The concealed door in the southern wall is hidden behind a pile of stained and tattered skins.

3. VAULT. The secret door to this chamber is only 3' high and 2' wide, making it a tight fit for any medium-sized person (note that wereweasels are long and lithe). Within is a smallish unlit chamber. Kiln-fired bricks have been set to create sturdy walls and thick timbers form the roof.

This chamber normally held the treasures of the Marten Clan. The villainous chief has depleted the clan's wealth in his ill-fated efforts to align himself with Her Dark Majesty. There are six

chests here, all but one are empty. That one contains 7,000 cp and a sealskin bag that contains 800 sp.

4. GUARDS. The hand-dug tunnel grows higher and wider here. The air is tainted with an unpleasant musky scent. A crowd of dusky figures loiters in the hall.

Fourteen **zombies** (HP: 16, 13, 12 (x2), 11, 9 (x3), 6 (x3), 5, 3 (x2)) linger here; all rival clan members who displeased the berserker cleric in Area 5. Six are unarmored and armed with crude battle axes, seven are clad in studded leather armor, giving them an effective armor class of 5 and are armed with long swords. The last wears chain mail (AC: 3) and is armed with a broad sword. They clearly died from violence. Combat in this hall is certain to be heard in Area 5. The concealed door to that shrine itself is made of wood, covered in hide, and smeared with clay and dirt, making appear as part of the earthen wall.

5. SHRINE OF THE BEAST. The air of this cloistered cavern is thick with musky incense. A pair of censurs, each fashioned to represent a fanged beast, are strung from the earthen ceiling. The floor is also of earth, beaten smooth by the passage of many feet. The most striking feature of the chamber is a great slate altar, above which is a horrific vision: a patchwork of bones, fangs, feathers, skulls and hides patched together to form a great hulking figure exuding fear.

The altar is sacred to the Wild Beast, a fiendish being of great power and fear. A **berserker cleric** (AC: 9; C7; HP: 45; S: 11; I: 12, W: 16, D: 8, C: 15, CH: 11; AL: LE) tends to the altar. He is unarmored, wearing only the hide of a cave lion, a necklace of shark teeth, and bearing a **+2 hammer**. He wears an unholy symbol (depicting an unsettling serpentine form), a scroll of **protection from magic**, a **potion of poison** and a vial of unholy water. He has memorized the following spells:

first level: curse, command, detect magic, endure cold, protection from good

second level: hold person, know alignment, resist fire, silence 15' radius, withdraw

third level: dispel magic, prayer

fourth level: cause serious wounds

With him is a **berserker** attendant (F2; HP: 15 (wereweasel form HP: 19)) armed with a maul (treat as a bardiche), two **juju zombies** (HP: 24, 21), and a **giant weasel** (HP: 17) that obeys the cleric's commands.

Underneath a foul skin, the heroes may uncover a silver cage. Held within is an especially large and alert red squirrel. The squirrel is capable of speech and will ask to be released. This, in fact, is Ratatosk, the messenger and gossip of the gods. Sent by the Ancestors from his nest on Yggdrasil last summer to warn Yngvar's wise woman of the danger growing in the Valley of the Sleeping Jarls (see Where the Fallen Jarls Sleep), he was captured by Her Dark Majesty's diabolic minions. The Marten Clan has been permitted the "privilege" of detaining the creature (and they also bear the risk of the Ancestors' wrath if the imprisonment is discovered). **Ratatosk** (AC: 3; MV: 36"; HD: 6; HP: 32; #ATT: 1; DM: 1-4; SD: magic weapons needed to hit; MR: 20%) can speak with any sentient creature. If released, it will promise to reward its liberators before making for Kerava as fast as it can. The squirrel is something of a packrat; there is no telling what it may eventually reward the PCs with. However, 1d20+20 days after being freed, those who helped it escape will wake find a treasure or minor magical item beside them.

The figure looming over the altar is harmless, although it radiates evil if **detect evil** is cast. Defiling the altar has a 5% chance of attracting this Arch-Devil's attention however, for the Land of Song has been under his baleful gaze of late. In that event, a trio of **black abishai devils** (HP:

42 each) will be dispatched to slay the defilers, each appearing under the illusion of a fabulous serpentine monstrosity with the forelimbs and head of a white-furred bear.

6. SECRET MEETING HALL. Wooden supports hold up the earth ceiling. A long dark-lacquered wooden table with seven chairs has been set up here. A lantern hangs from the ceiling. Several drinking cups and clay jugs of mead litter the table.

Hemming's other sub-chief, his nephew, is here (AC: 7(3) due to DEX; F6; HP: 38 (wereweasel form AC: 3; HP: 18)). He wears no armor, but carries a **+1 hide shield/+4 versus missiles**. He is armed with a **+1 morning star** (and gains a +1/+2 bonus due to his strength) and has a javelin nearby. With him are three **berserkers** (HP: 6, 5 (x2)) armed with battle axes and throwing hammers and the **berserker cleric's assistant** (AC: 10; C3; HP: 16) who is unarmored and carries a hammer. The assistant has memorized the following spells:

first level: cause fear, command, detect good

second level: aid, chant, spiritual hammer

The sub-chief and cleric are reviewing a disturbingly accurate map of Kerava that is spread out on the table.

7. HIDDEN CHAMBER. A smallish cart is here, loaded with gear. A pair of ponies are hitched nearby, neighing impatiently. A tunnel extends to the east. A pair of duergar guards (HP: 8, 6) loiter here. Each is armed with a throwing hammer and short sword.

The cart contains heavy furs and winter travel gear (including snowshoes), but even a casual examination reveals that the gear is quite small, large enough for only children. There is enough gear and supplies for a lengthy trip. In fact, the gear belongs to the duergar visiting the Marten Clan. The tunnel extends for 70' before reaching a concealed (and currently snow-covered) door in the side of the artificial mound.

V. THE HAUNT OF THE WHITE WORM

This encounter area presents the party with logistic problems in addition to the inherent danger of its inhabitant. The party had best plan well before attempting to assault the White Worm in her lair lest they come to a tragic end. The headstrong and heedless will perish here.

For over forty years, Hallakire has haunted the area, harrying trading vessels, disrupting the fisheries and running rampant along the coastline. Many heroes have attempted to slay the beast, for certain fame and honor would result from such a deed. All who have made the attempt have failed. The clan members have been reduced to paying the annual *wurm-gild* to limit her marauding.

Note to the Dungeon Master: Throughout the length and breadth of the land, Hallakire is known as "the White Worm." The people use general and fantastic terms to describe her, as so few have actually witnessed her and lived to report specifics. As many report that she sports wings as will report that she has six legs, four or none. All agree that she is ice white in color, and that the term "dragon" certainly fits her; she is large, reptilian and decidedly evil. Others can confirm that she has a deadly breath weapon. Knowledgeable players are likely to assume that Hallakire is a white dragon and it is important for the DM not to dissuade them from that mistake. These same players may begin to have doubts when exploring her lair, but it is incumbent upon the DM not to simply "give away the game" and inform the players that the monster in question is a linnorm (NEW MONSTERS, q.v.). Allow, even artfully encourage, them to stock up on means to protect themselves from cold-based attacks and concentrate on fire-based offensive items. It will make Hallakire's appearance, and the resulting confrontation, all the more memorable.

Hallakire has chosen her lair well, for it is difficult to assail. She holes up in a tidal sea cave, located in a deep gorge formed by the relentless waves of Frostfury Sound. Normally accessible only during low tide, the cavern must

either be approached from the sea, or by descending the 40' cliff to the cave mouth. During high-tide, the entrance is completely submerged beneath 12' of churning, near-freezing water. Gulls wheel about the place at all times. At low tide, the entry is conspicuous, framed by a curtain of sea kelp. Alarmingly large crabs and sea worms scuttle about the rough tide-tossed rocks.

ENCOUNTER KEY

Refer to **Map E**.

Even during the low tide, portions of the sea caverns are underwater. During high tide, only AREAS 6, 7A, 8, 9 and 13 remain above water. The rest of the complex is flooded to the ceiling. Note that the seawater is painfully cold; all those submerged to waist depth or greater suffer 1-2 points of damage per round and must save versus paralyzation or suffer the effects of a **slow** spell as long as they are all so submerged. Even knee-deep submersion will inflict 1 hit point of damage per turn. This will pose a great problem for most would-be heroes. **Endure cold**, **resist cold** or other magical devices which offer protection (**ring of warmth**, etc.) are essential to a successful raid on Hallakire's lair. If entered at the lowest of tides, the party will have six hours (36 turns) until the high tide mark. Heroes within the caverns will be certain to notice the rising waters as the tide returns. Note that the Encounter Key descriptions below assume the complex is entered at low tide; if the party has the means to enter at other times, the DM should alter the descriptions accordingly.

The sea-caverns are formed by waves and are rough and sharp. The ceiling height generally varies from 6'-9' in height. Seaweed and barnacles cling to nearly every surface; traversing the cavern floor is difficult and the hanging fronds and incessant dripping limit vision in any given area to 1d20+10 feet. Although marine life is present in great quantities, it is generally of the inoffensive, albeit

slimy and disquieting, variety. There are no wandering monsters in Hallakire's lair.

1. ENTRYWAY. The wide cave mouth yawns open at the furthest reach of the tidal gorge. Unless approached by boat, intrepid adventurers will get wet, as the water is 5' deep at the entry. Beyond, the passage slopes upwards, out the water, in a series of natural terraces thick with excrescences and scuttling mollusks. The sensation of entering the mouth of some ghastly beast from the bottom of the sea is inescapable.

2. MOLLUSK FARM. Hallakire keeps large, platter-sized oysters and mussels here both as snacks and to cultivate her own pearls. Also located here is a vast (6' across) clam. 200 gp of rough pearls can be obtained if the shellfish are thoroughly shucked. The **giant clam** (AC: 0; MV: ½"; HD: 6; HP: 31) holds a large orange-ish pearl worth 600 gp.

3. DROWNED CHAMBER. This cavern is flooded to the height of its 7' ceiling. A myriad of surprisingly large and pallid isopods dart and scurry about, obscuring vision and repeatedly bouncing off interlopers. If the northeastern wall is closely examined (magical light will probably be necessary), a 3' high passage branches off from the wall. It is concealed by a small thicket of tuberous growths and fist-sized barnacles.

At the far end of the chamber, a pair of enormous (4' diameter) greenish sea urchins scavenge on the wall of the natural shelf leading to AREA 5. They blend in well with their surroundings; there is only a 25% chance to detect them before quite literally stumbling upon them. These **giant green urchins** (HP: 11, 7; see FIEND FOLIO) will attack if molested.

4. LOST CHAMBER. This small cache is completely submerged at all times. There is little sea life here apart from silver-shelled snails. Hallakire cannot access this area, and it is here that a hero, having encountered her fury first-hand, finally met his demise while waiting for the worm to give up its watch for him in AREA 3.

Most of a skeleton rests upon the cave floor, its bones now a salt-pitted gray in color. This

human once wore a suit of chain and a horned helm, although both are now nearly disintegrated. The handle of a battle axe lies beside it, the blade lost since ruined and eaten away. A trio of earthen jugs is scattered about, all empty (once holding potions of water breathing). However, if the corpse is searched, a sealed scroll-case can be found. The scroll within contains the following spells: **anti-magic shell**, **minor globe of invulnerability**, **monster summoning IV**, and **slow**. No doubt the deceased hero obtained the scroll from a deceased comrade in his mad, and misdirected, rush for the exit.

5. BONE PILE. This shelf is littered with bones and huge shells of marine life. A giant red urchin (HP: 15) picks through the detritus.

6. WEIRD SHRINE. Hallakire never comes to this area. It is dry even during high tide. It is relatively free of barnacles, and is instead by a curious woolly pallid lichen, resembling nothing so much as a thick cotton quilt. Four **giant yellow urchins** (HP: 25, 21 (x2), 14) graze here. A disturbing idol crouches in the far end of the cavern. What it may have originally depicted is unclear; the features have been disfigured by salt, water and time. A viewer gets the impression of a squatting female figure. Immediately before the figure is a circular well 4' in diameter.

The well is in reality a shaft that descends straight down 60'. The sides of the shaft are covered with blackish slimy growths. The water is oddly temperate. Anyone descending finds that the shaft opens into a vast unlit space, impossibly large beneath the sea cliffs and uncomfortably warm.

The idol and well both radiate magic and the idol radiates evil as well. The well in this forgotten shrine descends directly into the Elemental Plane of Water, near the border with the Para-Elemental Plane of Ooze. This gate may be freely entered from the Prime, and a curious explorer from that plane is able to retreat back from whence he came. The idol itself, if carefully inspected, has four arms held tightly to its chest, hands clenched into fists.

Although the correct means of communing with the being represented here have been long lost, the last worshipper devoured screaming by Hallakire decades ago, it is possible to make a crude connection with this elemental power. If any treasure worth more than 1,000 gp is dropped into the well, one of the arms will extend and the palm open, revealing a gleaming opalescent pearl. If this pearl is touched, the petitioner hears an imperious voice in his or her head that demands, "ASK." The effect is that of a **commune** spell, with the power answering one question per 1,000 gp value of the sacrifice offered. Once the corresponding number of answers is given, the hand closes and the arm retracts tightly to the idol's chest. A person may only commune with this power once per month, despite the amount of any subsequent sacrifices (which are forever lost and cannot be recovered).

Subsequent attempts by the same petitioner within the one month period have a 10% cumulative chance of incurring the power's annoyance. In that case, a water weird materializes within the well and attacks the offending party. If any other person intervenes, another water weird appears for each such intervener. The pearls cannot be recovered unless the statue is damaged (AC: 0; HP: 60; SD: Magic weapons needed to hit; Edged weapons inflict only 1 point of damage). If the party harms the statue however, the water in the well boils and froths. The party has only two rounds to exit before a massive gout of jet black tentacles erupts from the gate. Every living thing in the cavern is attacked by three tentacles. On a successful strike, the tentacles inflict 2-8 points of damage and pull the victim 1' closer to the well for each point of damage inflicted. Moreover, the victim continues to be constricted for 2-5 points of damage per round. The tentacles are considered to have an effective Strength of 25, for this is only a tiny portion of the unspeakable elemental horror on the other end of the gate! Only those with 18 or greater Strength have any hope of resisting, and even they must make a successful BEND BARS/LIFT GATES roll to avoid the thing's pull. Each tentacle has an effective armor class of 6 and 8 hit points. Anyone pulled down into the

well is forever gone. A **protection from evil** keeps the thing from touching anyone so protected.

If all the tentacles are destroyed, or if at least three victims are pulled through the gate, the thing departs. Further efforts to free the pearls go unanswered. If freed, each is worth 5,000 gp and each radiates magic. If strung together in a necklace worth not less than 15,000 gp, the whole will function in a manner identical to a **ring of elemental command (water)**. The material and work necessary to create this item can form a short quest, at the DM's discretion. However, the eldritch power will be most displeased, and a creature from the para-elemental plane of ooze will be dispatched to punish the transgressors should they ever be so bold as to travel by water again!

7. THE WORM'S PARLOR. This massive gallery stretches to the north, cutting deep into the cliff face. If there was any doubt that this forlorn place housed a ferocious monster, this gaping grotto confirms that fact. The area is littered with hundred of bones. The remains of marines, leviathans can be found here; whales, fish, tremendous crustaceans, gigantic walruses and bones of beasts from the depths that have no doubt never seen the surface of the ocean. Mixed in the horrific pile are the bones of many humans, tattered fishing nets, splintered masts and broken oars. Sharp-eyed adventurers picking their way through the mess may also find the remains of curious creatures that seem to combine elements of fish and men!

Although it would be a Herculean effort, well over a ton of ivory could conceivably be removed from this abattoir. This would take many days, if not more, to accomplish.

As the party makes its way through this area, they will note movement at the edge of their light. Hundreds of large (3' diameter including legs) mottled crabs thrive here, picking at the remains of Hallakire's meals. They detest light and will generally avoid the party. They are nimble climbers; capable of quickly scaling the walls. If a party were to pass without a light source, however, they would soon be surrounded by the scavengers and would no

doubt meet an unpleasant end. The **crabs** (AC: 5; MV: 4"/3"; HD: 1/2; #ATT: 2; DM: 1/1; XPV: 5 + 1/hp) are not particularly tough opponents, but their great numbers could easily overwhelm even hardy adventurers.

7A. This shelf is some 8' above the cave floor. Dangling seaweed and other growths hang like a beard, allowing for an easy, if slimy, climb. However, one of the growths is in fact a giant anemone (AC: 7; MV: 1"; HD: 8; HP: 32; #ATT: special; DM: 1-3 per attack; SA: poison; XPV: 1145) currently withdrawn into a fleshy bulb during low tide. If approached, it can blossom out, making separate attacks with its brilliant scarlet tendrils against all creatures within a 5' radius of itself. On a successful strike, the victim is stung by the anemone's poison and must save or be paralyzed for 1-3 turns. Paralyzed victims are drawn into the thing's gullet to be digested, suffering 1-3 hit points of damage per round. The thing can consume only one medium-sized creature at a time.

8. FORGOTTEN MEALS. This shelf is 7' above the cave floor. The army of scavenging crabs has dragged portable morsels here, leaving behind a jumble of bones, torn clothing, splintered wood and broken ceramics. If the entire cave is searched, a gold necklace depicting cavorting dolphins (worth 300 gp) and a (now tarnished) silver diadem set with an odd orange pearl (worth 800 gp if the silver is polished) can be found.

9. THE NURSERY. This large chamber is always above the high-water mark. Its most notable feature is a large earthen mound in its center. What appear to be 2 ½' tall leathery eggs protrude from the mound.

All of the nine eggshells are empty; the party will find smallish slits in the casings where the immature linnorms have escaped. There is no telling how long ago the eggs hatched.

The passage to the northeast forms a steep slide to AREA 10. Anyone attempting to traverse the passage must roll less than their DEXTERITY on a 1d20, or slip and careen into AREA 10, suffering 1-4 points of damage in the process.

10. THE PRISONER. This lightless well is 30' deep. The forlorn place serves as a prison for a **mermaid** (HP: 4), Eydís by name, kept here by the White Worm because it pleases her to do so. She expects the mermaid's people to pay a handsome ransom for her release. Eydís is most distraught, but is far too terrified of the Worm to attempt escape.

If she is rescued, her people will reward the party with a wealth of fish, ivory, pearls and perhaps a treasure retrieved from the depths of Frostfury Sound (DM's discretion).

11. THE STYGIAN GALLERY. Even during low tide, this long unlit tunnel is filled with sea water to a depth of 2 1/2'. Slogging through the weird fissure is a noisy, tiring process. At every moment, the party expects a ghastly foe to emerge from the half-submerged growths and rocky protuberances. The cave is unoccupied.

12. HER LADYSHIP'S SITTING ROOM. This vast grotto yawns beyond the party's light. The cave floor is completely submerged in 4' deep water at low tide, and the ceiling is only 3' above that. Long drapes of algae and kelp-like weeds extend from the dripping ceiling and limit visibility.

It is difficult to approach Hallakire (at AREA 13) without alerting her to their presence. The entire area is unlit; the parties' illumination, if it reaches AREA 13, will rouse the White Worm. Moreover, the great pool in this room, apart from the constant drippings and small vibrations caused by sea life, is relatively calm. Violent actions, such as those that might be precipitated by an inspection of the Abyss (AREA 12A, below) are sure to cause great ripples or even waves to lap against the Worm's shelf. The party must exercise great caution if they seek to catch the beast unawares.

12A. THE ABYSS. The shelf of AREA 12 plunges off into an 80' deep gorge here. Anyone in armor who is without magical assistance will surely perish. The abyss is a nearly incomprehensibly horrific place. Hallakire uses the area as a commode and disgorges bones and other inedibles that she cannot digest. This lightless pit is home to dozens of elf-sized



carnivorous snails, all of whom will enthusiastically seek to devour any living creature unfortunate enough to plumb these depths. The **snails** (AC: 4; MV: 2"; HD: 3; #ATT: 1; DM: 2-4; XPV: 30 + 3/hp; NOTE: always attack last) are slow and confined to the walls and floor of the pit, but will close in on prey en masse in an inexorable wall of rasp-toothed tongues.

The bottom of the pit is covered with a three-foot deep unspeakable organic muck, denser than sea-water, but essentially liquid. If this area could somehow be searched, tangled and rusted nails, pins, belt buckles, buttons, anchors, remains of small shields and helmets can be found, together with 70 gp, 180 cp, a **periapt of health** and a **ioun stone** (pink rhomboid). Anyone spending any appreciable time here will contract a severe parasitic skin infestation (see DUNGEON MASTERS GUIDE).

13. LAIR OF THE WORM. This area is a rime-encrusted shelf of black rock. The shelf climbs steadily to the south. Unless previously alerted to the party's presence (the DM should recall that she is deaf), Hallakire will be found here, coiled in a tangled pile of bones, kelp and treasure. She is no fool, and her lair has been attempted before. She rests with her head facing to the north, remaining alert to intrusion.

Hallakire, the White Worm, is a medium old **linnorm** (HP: 48). A seasoned hero-killer, she is very crafty, if not particularly intelligent. If alerted to the presence of interlopers in AREA 12, she will immediately slip into the water, attacking first from a distance with her breath weapon and then lunging in, seeking to wrap victims in her coils and drag them underwater to drown. She is

massive enough that, upon a successful strike with her coils, she can effortlessly carry a medium-sized foe into the brine with her. Note that when attacking with her breath from the water, she is nearly completely submerged and therefore enjoys the benefit of 90% cover (+4 on her armor class, no damage if appropriate saving throws are successful); the DM should note the cover possibilities of the Player Characters as well. She is not above dragging especially potent foes to the edge of the Abyss (AREA 12A) and dropping them in. If engaged, Hallakire will not retreat. She will fight to the bitter end amidst the barnacle-encrusted bones of her prey and fallen foes.

A great wealth of treasure forms a bed for the beast. The wealth is literally heaped about. 2,700 gp, 9,000 gp, 12,000 sp and 24,000 cp are strewn on the bare rock, together with over 9,000 gp worth of pearls (1000 gp, 800 gp (x 2),

500 gp (x 6), 300 gp(x 2), 100 gp (x 8), 50 gp (x 12), 25 gp (x 22)). A gleaming broadsword lies near the top of the hoard. Its name, "Ahmatti" is etched in silvered runes along its handle. This potent weapon is +3 and allows its wielder to inflict double damage on a natural "to hit" roll of 20. However, this ancient blade is dangerous, for it loves nothing more than battle and audibly moans at the sight of gore. In combat it functions as a **cursed berserking sword**, maintaining its +3 quality. Mixed in with the coins are 2 stoppered pots; one contains a **potion of extra-healing**, the other a **potion of flying**. Ten **+2 bolts** can be found in the tangle, miraculously having avoided any salt or water damage. A purple sail can be found to be tightly wound into a roll in the mess. The **sail of zephyrs** is magical, and when raised on a large

gallery (or smaller vessel), it allows the normal and maximum sailing rates of the vessel (see DUNGEON MASTERS GUIDE, p. 54) to be increased by 50% (XPV: 3,500; GPV: 22,000).

Curiously, a heavy millstone leans against the far wall, nearly buried beneath a pile of torn fishing nets. The millstone is actually a powerful relic stolen from Finstrom early in the worm's reign. The millstone magically triples the amount of grain milled beneath its weight. Moreover, with the proper command word, it can mill salt from grain as well, and even gold! This **millstone of plenty** (XPV: 4,500; GPV: 40,000) is indeed the greatest treasure of the hoard and would greatly help the desperately people of the land. Unfortunately, it weighs nearly 800 pounds and is therefore exceedingly difficult to return.

Conclusion

If the heroes recover the missing relics, they will be considered among of the greatest champions of the Land. All doors are open to them, and their praises are literally sung across the reaches of the realm. The heroes become the subject of a new and popular epic poem. A great celebration is held in Kerava, and clan elders from the length and breadth of the Land are invited.

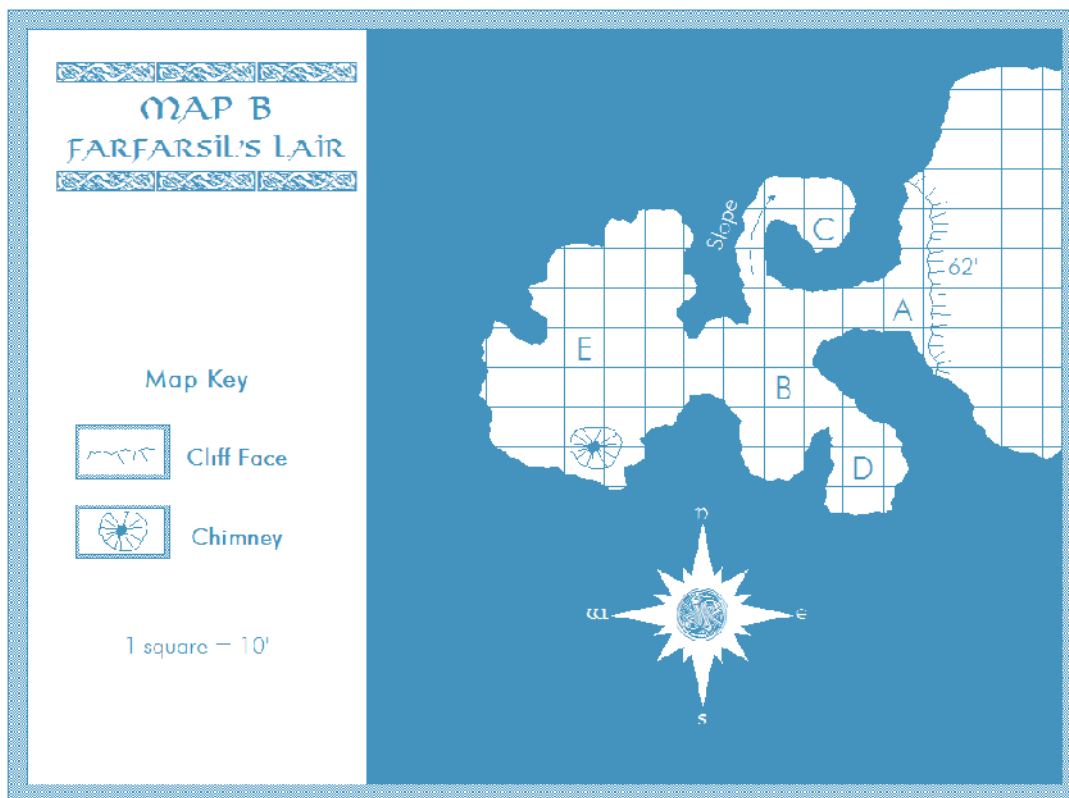
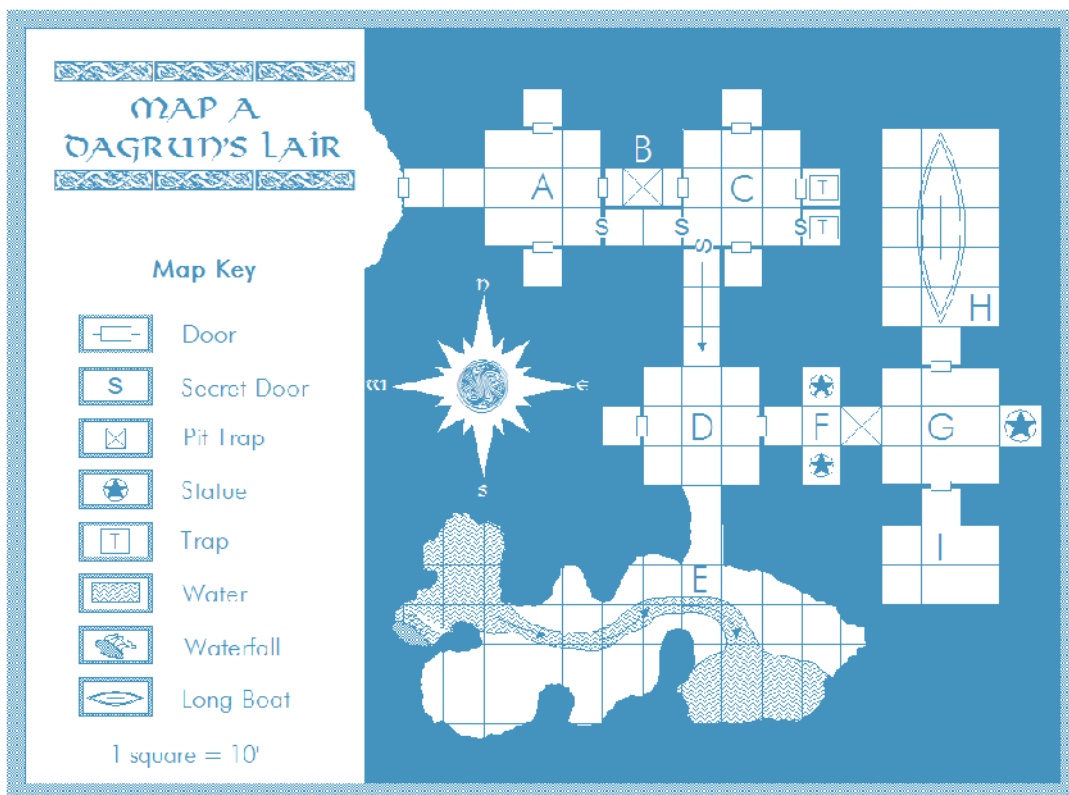
Yngvar will seek to marry the heroes to pleasing daughters of his clan. Other clans, jockeying for position, will offer their comely daughters' hands as well, seeking to gain advantage from a union with such famous personages. An amusing and potentially embarrassing game of one-upsmanship will no doubt occur, and the heroes should be well-guarded against the wiles of the assertive daughters of the Land of Song! The party members will certainly be offered tracts of land, for the clans would be well-

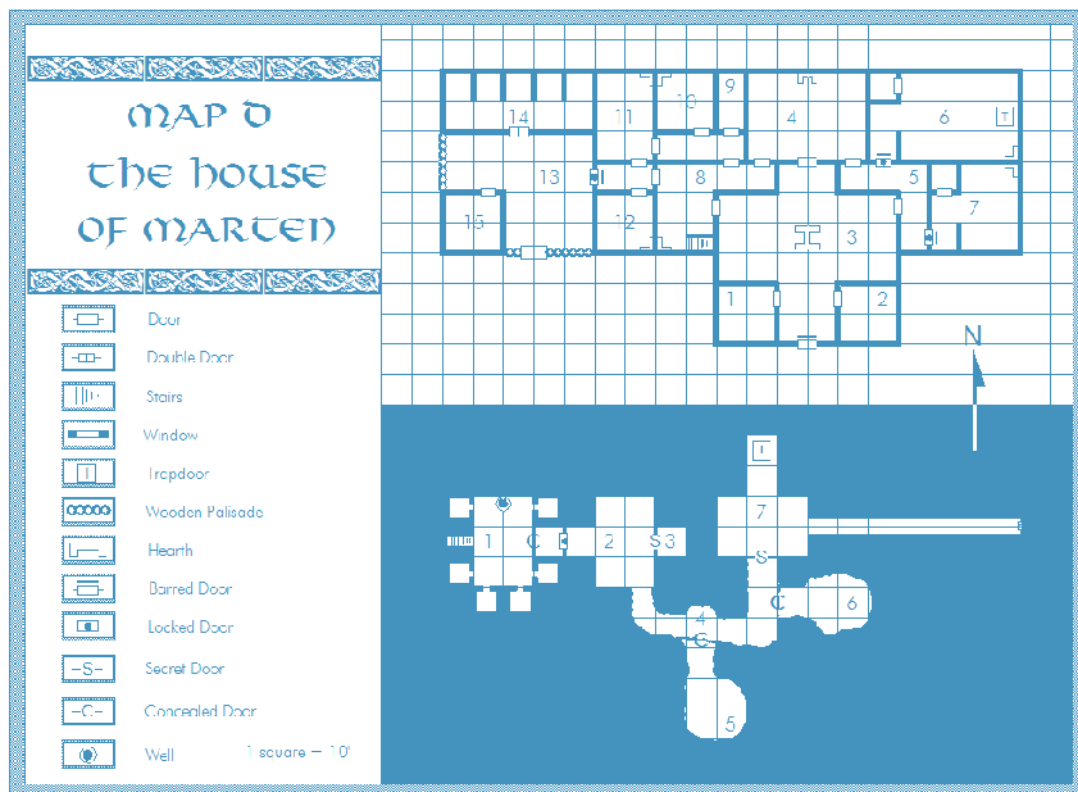
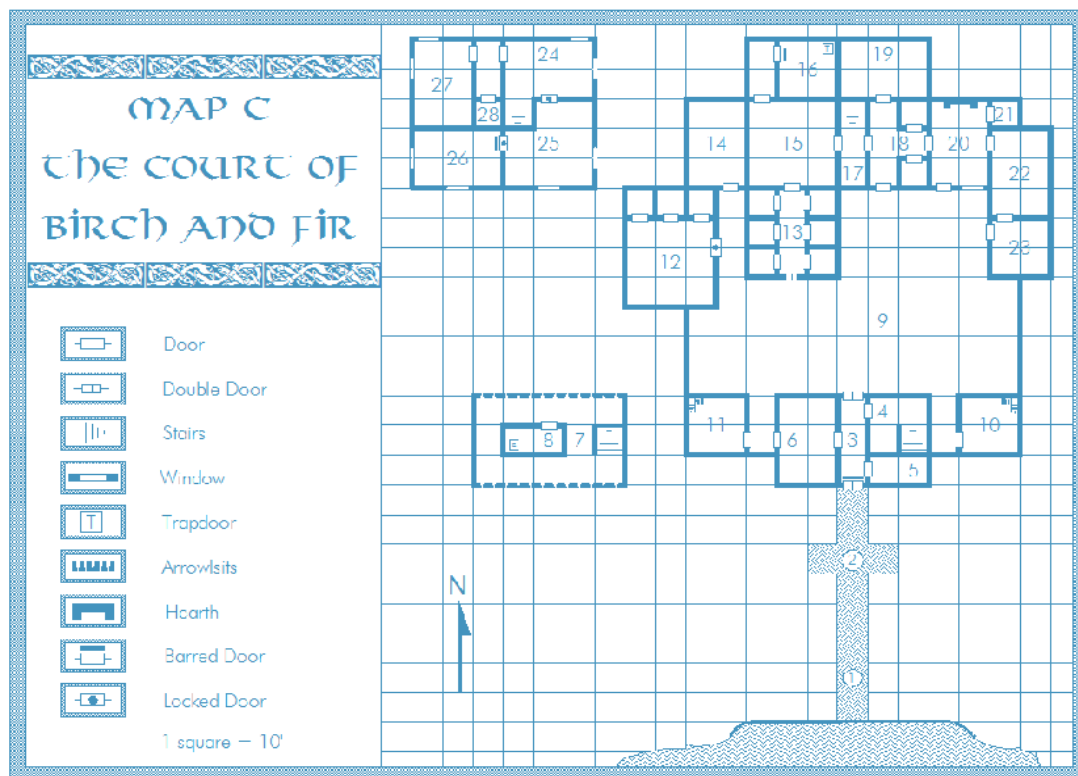
served from future dangers by having such potent champions residing close by.

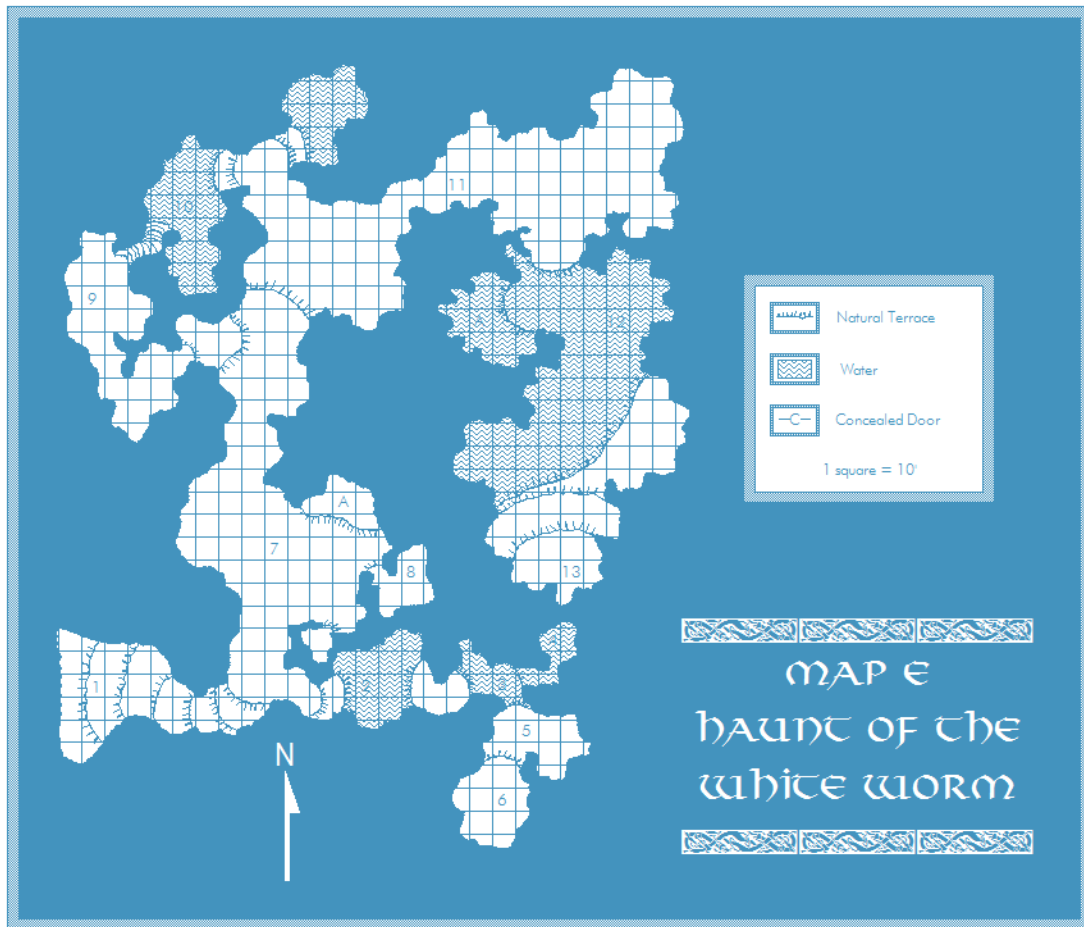
The Marten Clan is dishonored and driven from their holdings. All hands are turned against them and their territories and possessions are divided among their neighbors. Some elders flee east to escape persecution. Certainly they will find no mercy from the cruel Köthic tribes that haunt those vast wooded wastes!

However, there is little rest to be enjoyed, nor time to savor victory. Her Dark Majesty's malice is still directed at the Land of Song from her secret holding to the north. Surely, this spring will bear the bitter fruits of her wrath. Even armed with the War Horns of their ancestors, can the clans repel the black host that will surely march south from the Ghost City of Nälkäinen Kivenen? Who knows what evil forces muster beneath the Northern Lights in the sunless wind-blashed glooms of the north?

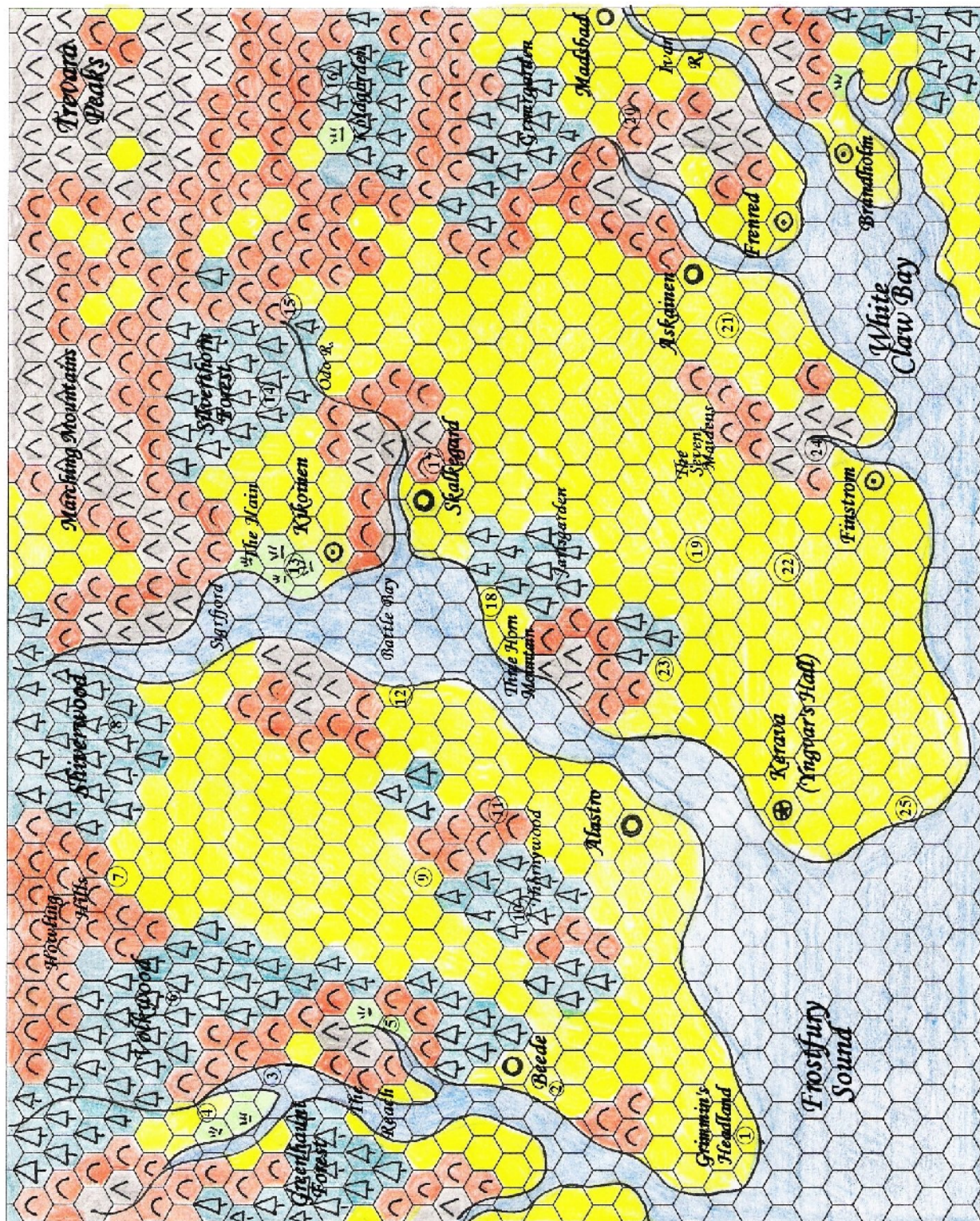
HERE ENDS STORMCROWS GATHER







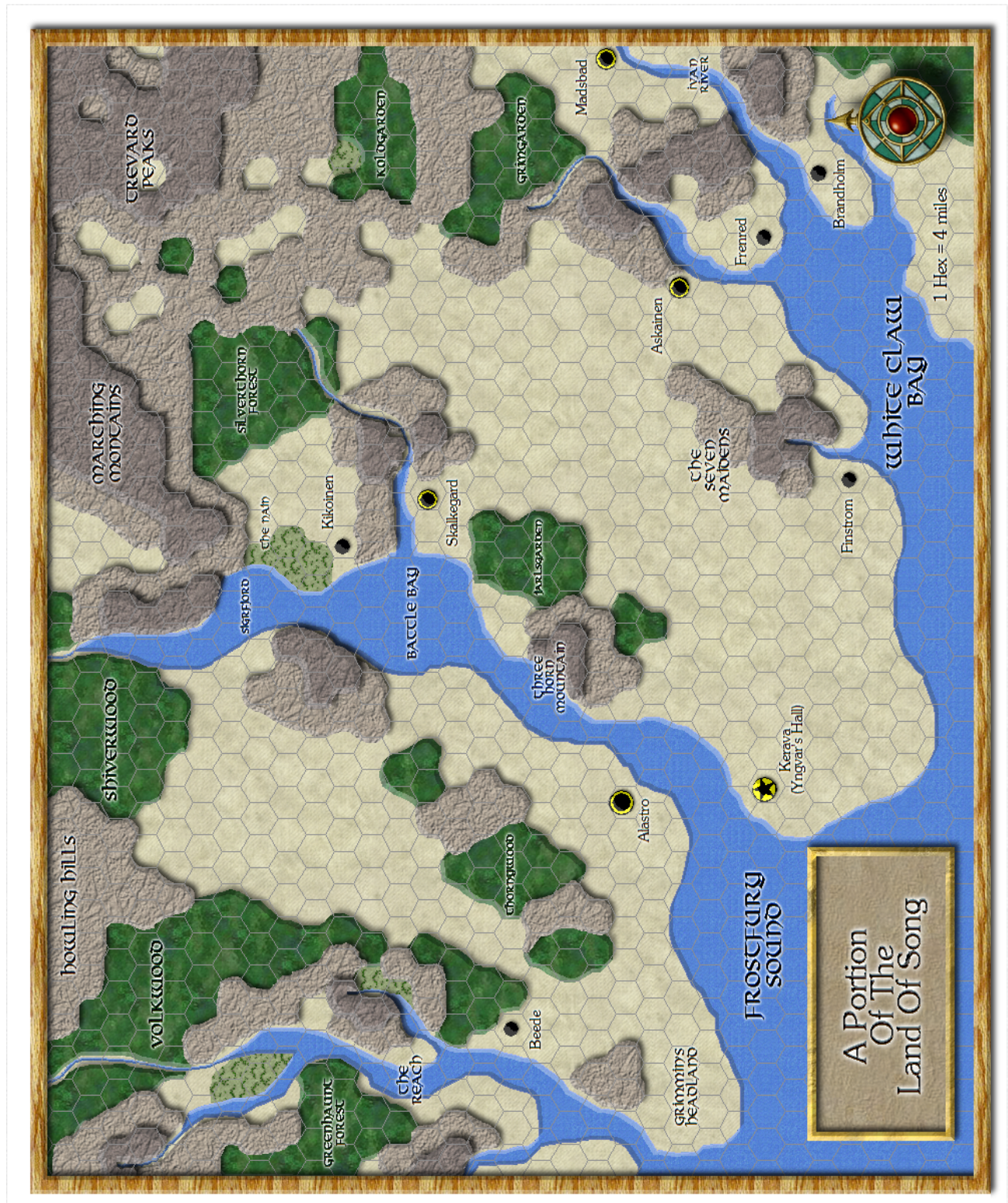
DM's Map



1 hex = 4 miles

A Portion of the Land of Song

Player's Map



APPENDIX A: PEOPLE AND PLACES IN THE LAND OF SONG

The Clans: During the course of the adventure, the heroes will encounter members of the various family clans. Each is governed by a powerful chief and has their own internal intrigues and half-remembered grievances. The clans vie against one another in times of peace, but band together against any outsiders or common foe. The most powerful of all the chiefs is named the Jarl of the Land. The jarl decides especially divisive disputes between the clans and oversees the clans' trading and raiding against neighboring lands.

Each clan is identified by a particular totem. The most powerful clans in the Land of Song are the **Bear, Boar, (Cave) Lion**, of which Jarl Yngvar is the chief, **(Sabre-toothed) Tiger** and **Wolf**. There are many other minor clans, all of which compete for prestige and honor, among them the **Auroch, Badger, (Irish) Deer, Elk, Fox, Marten, Killer Whale, Narwhale, (Wooly) Rhino, Sea Otter** and **Wolverine**. Each clan keeps a detailed lineage of marriages, births and familial connections with their neighbors.

If the PCs have completed either Where the Fallen Jarls Sleep or Beneath Black Town, their fame will have preceded them. The PCs will be invited to join the clan members at any settlement, where they are provided lodgings, food and drink at no cost. Conscientious heroes will note that their hosts have little to give and are entertaining at great cost to themselves. The majority of people in the Land are starving. To refuse hospitality would be a great insult. If, however, the PCs behave rudely, are demanding, or offend their hosts, they will find that word travels faster over the snowy wastes than man. They will soon be required to earn food and shelter, and may even find gates held against them!

The sole exception to this hospitality is the Marten Clan. If the party is foolish or unwary enough to seek lodgings with these villains (see THE HOUSE OF MARTEN, q.v.), they will no doubt come to a quick end.

As the name of the land would indicate, its people place great stake in songs and epic poems, and while away the dark winter hours entertaining each other with tales of heroes, villains and great deeds. Bards are highly regarded in the Land, and often serve as the citizens' primary source of news and gossip.

Settled Areas: As the maps indicate, virtually all of the Land of Song is an untamed, dangerous wilderness. The Land is poor for farming; the people rely on fishing and hunting for their needs, to say nothing of raiding their southern neighbors (and each other!). Each settlement is surrounded by meager farms, though the dangers of the Land prevent the inhabitants from straying too far from their wooden palisades.

Each community is either a walled village or walled town. In the center of the settlement is a large man-made mound, atop which stands a stout fort. This fort is usually the holding of the most powerful clan in the particular village/town. Some settlements may boast two forts, built by competing Clans who have set their differences aside (temporarily) for a greater cause. Very rarely, a stronghold might be located outside of the settlement's walls, but is itself heavily fortified. The buildings and structures in the Land of Song are constructed from wood and sod; only Kerava boasts a stone wall.

The settlements of the Land of Song are described here only in passing fashion. It is up to the DM to flesh out these communities should the PCs seek shelter or information therein. Generally speaking, villages have 200-500 inhabitants, whereas towns may boast a population of 1,500 - 3,600 (1d8+4 x 300). These figures account for the entire population. Multiply by 40% to obtain the number of males fit to bear arms (for even boys and grandfathers train with weapons) and by 25% to obtain the number of males in prime condition and suitable for man-at-arms status. Note that, generally speaking, the women of the Land are formidable in their own right, and, while

typically unarmed, 10% are as fit and tough as their mates and can fight in times of utmost need.

ALASTRO: This is the second-largest of the towns behind only Kerava. It is a fishing community and the bastion of the Tiger Clan. Alastro is a thriving trading center, with steady commerce from Beede, Skalkegard and Kikoinen. A more-or-less friendly competition exists between Alastro and Kerava. The Tiger Clan would dearly like one of its elders to replace Yngvar when he passes.

ASKAINEN: Askainen is famed for the skulls of repulsed enemies that adorn its walls. Askainen boasts the stronghold of the Bear Clan.

BEEDE: Beede is an outpost for the clans; it is the westernmost settlement. As such, it is the frequent target of raiding humanoids and monsters. Many heroes claim (truthfully or not) Beede to be their birthplace. Beede has been home to the Wolf Clan for generations.

BRANDHOLM: This village boasts plentiful fishing grounds and one of the more fertile farmlands. Many of the greatest seafarers hail from Brandholm, and its women are renowned for their sail-making ability. The Otter and Killer Whale Clans each have strongholds here.

FINSTROM: One of the smallest of the villages, Finstrom has suffered under the scaly oppression of Hallakire the White Worm, who lairs nearby. The proud clan members have been reduced to making offerings (the *wurmgift*) to the beast in order to avoid raids. Nevertheless, the people here are as hardy and brave as their brethren. No clan has a fortified holding here; the worm would not stand for it. Thus the Narwhale Clan is currently without a stronghold.

FRENRED: This fishing community thrives from cooperation with Askainen to the north and Brandholm to the south, although, of course, its inhabitants are not above raiding their neighbors when the need arises. It is said that any son of Frenred can find his way to port through the darkest storm. The Stag and Badger Clans each have a longhouse here.

KERAVA: The stronghold of the Jarl, Kerava is the largest and most secure of the towns. It boasts the tallest walls, the largest fleet of drakkars and is home to the strongest of the clans, the Lions. Skulls of fierce beasts line the entrance to the Clans' greatest holding. It is easily able to repulse most raids, save those from Alastro, its fiercest competitor. The Jarl's House is a massive stone building in the center of the town, surrounded by its own palisade. All of the other settlements pay tribute to Kerava.

KIKOINEN: Kikoinen is the northernmost settlement. It relies on fishing in nearby Sigrfjord, its large farmlands (the largest and most fertile in the Land) and its cranberry bogs. Kikoinen was once walled, but Her Dark Majesty burned down its barriers and razed the community during the Winter of Tears. Many of its inhabitants now winter in Skalkegarde or Alastro, leaving only the most hardy or foolish to face the cold seasons alone. The Hain, a trackless marsh to the north, shelters all manner of monsters and outlaws, and provides the villagers with a constant source of worry and heroes with a constant source of adventures.

MADSBAD: The easternmost settlement, Madsbad is known for its salmon and cranberries. Somewhat isolated from its neighbors, Madsbad was once a year-round camp belonging to the rival Köthic tribes. Sacked and taken by the Clans, its walls face annual raids from the vengeful berserkers roving through the eastern wilderlands. The Köthic tribes believe that a relic belonging to their forebears remains within the town and have sworn vengeance. The Boar Clan's stronghold is located here.

SKALKEGARD: This town was also razed during the Winter of Tears, but has since been rebuilt, and now features a tall white-washed palisade. Skalkegarde strives to become a center of power and vies with Alastro and Kerava for prestige. No major clan has a holding here, having left after Her Dark Majesty destroyed the town. Instead, the ambitious Fox and Marten Clans each have a stronghold on high ground surrounding the town.

BEYOND THE MAP: It is possible that during the course of the adventure, your players may seek to explore beyond the edge of the mapped area. The DM is left to decide what specific dangers may lurk there.

To the North: The high-impassible Trevärä Peaks stretch for many leagues to the north, eventually giving way to the wind-scoured ice fields that make up the Plains of Woe. Beyond the plains is the deadly Sea of Gnashing Teeth. Only the most masterful of mariners can dare to ply those blue-black waters, and even then only during the height of summer. The ghost city of Nalkäinen Kivenen is located where a frozen fjord snakes deep through the plains to the very roots of the peaks.

To the East: Thick evergreen forests stretch on seemingly forever, the so-called Sea of Needles, broken only by countless glacier-fed rivers. The swath of taiga contiguous to the Land of Song is Köthica, home of the nomadic Köthic tribes,

relatives and fierce rivals of the Clans. They war continuously against each other, the shaggy men and the other malevolent inhabitants of this shadowy realm.

To the South: Rocky headlands line the coast, sheltering small fishing villages and hamlets. Further south by many leagues are the petty kingdoms the Clans refer to as The Breadlands; the targets of their annual raids. These lands are wild, sparsely populated not only due to the depredations of the Clans, but also ferocious monsters.

To the West: The Barrens, wide lava plains, boulder fields and active volcanoes, stretch on for a league before reaching the Burning Waters, where rivers of magma meet the frigid sea. Only the mad or desperate would occupy this area, with its unpredictable hot vents and sulphur pools. The despised Red Paint People haunt this waste.



APPENDIX B: NEW MONSTERS

THE BLACK WATCH

FREQUENCY: Very Rare (at best)

NO. APPEARING: 1 (6-60)

ARMOR CLASS: 1 (or better)

MOVE: 6"

HIT DICE: 2 and better

% IN LAIR: 100%

TREASURE TYPE: Incidental

NO. ATTACKS: 1 and better

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi

ALIGNMENT: Lawful Evil

SIZE: M (7' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 171 + 2 per hit point



The Black Watch was created during dark times in the utmost, sunless north. The majority of these dreadful things were destroyed along with their creator in a great battle. Some remain, hidden in secret places, tirelessly awaiting their mistress's return.

Each member of the Watch is a suit of full plate armor animated by a wicked spirit. The armor of each member is inhumanly tall and thin, a dead black in color, with a great plume of jet atop their full helms. Neither faces nor eyes can be seen within the empty helms.

Watch members are all armed with pole arms. Although they will almost always be encountered singly, there are rumored to be entire units secured in hidden vaults in the underworld. Watch members are armed as follows:

- 40% pole axes
- 25% halberds
- 15% voulge
- 10% lochaber axe
- 10% bardiche

As mere animated suits of armor, Watch members are immune to all mind-affecting spells (including fear and illusions) in addition to death magic, paralyzation, petrification, poison, polymorph and cold. They suffer only 1 hit point of damage per die of fire and electrical attacks. They are immune to psionics. They have no need to eat, drink, breathe or rest and, not possessing eyes, they are not swayed by **invisibility**, **alter self**, or other concealing magics. They take only one-half damage from slashing and stabbing weapons. Because they do not heal, but instead must be repaired, it is not uncommon to come upon Watch members who have been damaged in past battles. Therefore, maximum hit point Watch members are quite unheard of.

There are Black Lieutenants and Captains among them. For every twenty Black Watch members encountered, there will be a lieutenant. Lieutenants are immediately recognizable by the fact that

they bear shields and their helms have dark purple plumes. The armor and shields of the lieutenants are both +1, granting them an armor class of -2. They have 4 hit dice and are typically armed with **+1 bastard swords** or **battle axes**. If fifty Watch members are encountered, a Captain will be present. Captains are equipped with +2 armor and shield (armor class -4), have 6 hit dice and fight at the rate of 3/2. They are identified by red plumes and are all armed with **bastard swords of wounding**. It is rumored that there was once a Black General, but surely this abomination was destroyed.

The members of the Black Watch are daunting adversaries for they march and attack without tiring, without pity, and without regard for themselves. They can be turned on the MATRIX FOR CLERICS AFFECTING UNDEAD as "Special," but holy water does not harm them. They are kept at bay by circles of **protection from evil**.

The arms and equipment of Watch members are well-made, if Spartan. While the weapons and shields may be recovered from a fallen Watch member, its armor cannot, for these monstrosities must literally be battered into uselessness in order to be destroyed. Note that the spell **mending** heals 1-3 hit points on these creatures.

DEVIL BIRDS, see MONSTER MANUAL, "AXE BEAK"

These arctic-dwelling beasts are greatly feared predators in the Land of Song, for they hunt in packs. They conform to their southern kin, but sport a white plumage during the winter, providing them with excellent camouflage. They are cunning hunters, flattening themselves against the snow and creeping close to their prey before striking, only their honey-yellow eyes betraying them. Against such cover, Devil Birds are able to surprise opponents 50% of the time.

DRAUGR

FREQUENCY: Very Rare

NO. APPEARING: 1

MOVE: 12"

ARMOR CLASS: 4

HIT DICE: 9

% IN LAIR: 100%

TREASURE TYPE: G

NO. ATTACKS: 2

DAMAGE/ATTACK: 4-6/4-6

SPECIAL ATTACKS: Hug, Gaze

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low to Average

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: nil

Attack/Defense Modes: nil/nil

X.P. VALUE: 2100 + 10/hit point

These frightful undead haunt burial mounds and tombs. They are greedy, avaricious shades who possess the bodies of fallen lords. Surrounded as they are by the wealth buried with them, still they lust for more and for food and drink of a most unpleasant kind.

These creatures are frightfully strong (18/40) and fight bare-handed. If they successfully strike with both attacks, they will draw their victim in to a bone-crushing embrace, inflicting an automatic 2-12 points of damage each round until the fiend is destroyed or until it chooses to release its victim.

The gaze of a draugr can inflict weakness upon its foes, acting as **a ray of enfeeblement** cast at the 9th level of experience upon all those who meet its gaze and who fail to save versus spells.

A draugr is immune to mind-affecting spells. They are further unaffected by poison, paralysis, and cold-based attacks. Draugrs may be turned by clerics as if they were vampires. They suffer 2-8 hit points of damage from holy water on a direct hit, and 1-4 points of damage from a splash. Direct sunlight will not harm these creatures, but they avoid bright illumination.

FOSSERGRIM, see DEITIES & DEMIGODS, "FOSSERGRIM"

These creatures conform to their description in DEITIES & DEMIGODS, with the exception that they have certain spell-casting powers as a 5th level magic-user. They may choose spells from the spell list available to faerie dragons (see MONSTER MANUAL II). In addition, the fossergrim of the Land of Song may become **invisible** once per day.

GORECROWS

FREQUENCY: Rare

NO. APPEARING: 4-32

ARMOR CLASS: 7

MOVE: 1"/24"

HIT DICE: 1-4 hit points

% IN LAIR: 10%

TREASURE TYPE: Incidental

NO. ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Swarm

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi

ALIGNMENT: Neutral

SIZE: S (3' wingspan)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 7 + 1 per hit point



This rapacious breed of raven travels in large flocks that work together to bring down prey. Carnivorous, these creatures attack in swarms, dive-bombing their prey and engulfing their victims in a whirling swarm of buffeting wings, slashing beaks and raucous screams.

The flock will usually concentrate on one victim. While being swarmed, the victim makes all rolls (saving throw, "to hit," etc.) at a -1 penalty, and must make a successful saving throw versus petrification each round in order to cast spells. These creatures are not brave, and will usually not attack unless they outnumber their prey by three to one.

Gorecrows look much like normal ravens, except for their larger size and that their beaks are much more like those of a raptor.

LINNORM

FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
ARMOR CLASS: 2
MOVE: 12"/12"
HIT DICE: 7-9
% IN LAIR: 40%
TREASURE TYPE: H
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-24/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
SIZE: L (38' - 60' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
X.P. VALUE: 7 HD: 875 + 8/hit point
8 HD: 1375 + 10/hit point
9 HD: 2100 + 12/hit point

Sometimes known as dragon worms, linnorms are an offshoot of dragon-kind. In appearance, they look like tremendous coiling serpents with draconic heads. Rare specimens bear vestigial limbs. They are as greedy and avaricious as their dragon kin. Linnorms never have spell-casting ability, and only very rarely (20%) are they capable of speech.

Linnorms attack with their bite which deals grievous damage. On its attack roll, if a linnorm rolls a result 4 or more greater than needed to successfully hit, any size S or M victim is swallowed whole and suffers 2-12 points of damage per round until dead. A swallowed victim may attack the linnorm from within with a short weapon such as a dagger. The linnorm is Armor Class 8 against attacks from within. A linnorm may also attempt to crush an opponent within their coils for 3-12 points of damage per round. Once a successful hit is made in this fashion, the linnorm may continue to crush their prey automatically each round. Linnorms may divide their attacks between opponents.

Twice per day, linnorms may breathe a cloud of poisonous gas, 3" long, 2" wide and 1" high that deals damage equal to the number of hit points the linnorm has (save versus breath weapon for one-half damage).

Linnorms share the size categories and age categories of dragons (q.v.). They have excellent infravision (90'). Moreover, linnorms are deaf and are therefore unaffected by **silence 15' radius** or other spells dealing with sound. Linnorms can detect heat and vibrations, and this makes up for their lack of hearing, and **invisibility** is likewise useless against them (their detection range is 3"). Linnorms may not be subdued. Linnorms are excellent swimmers, and sometimes lair in or near large bodies of water. They can remain completely submerged for up to 6 turns.

Linnorms appear in a wide range of colors, from pearly white to jet black and including shades of brown, gray and green. Their hides can be fashioned into magic scale mail.

Note: Linnorms first appeared in Footprints Number 9, December 2006, available for free download at www.dragonsfoot.org.

LYCANTHROPE, WEREWASEL

FREQUENCY: Very Rare

NO. APPEARING: 1-8

ARMOR CLASS: 4

MOVE: 15"

HIT DICE: 3+6

% IN LAIR: 30%

TREASURE TYPE: B

NO. ATTACKS: 1 + 1 weapon

DAMAGE/ATTACK: 2-8/by weapon

SPECIAL ATTACKS: Blood drain

SPECIAL DEFENSES: Hit only by silver or +1 or better weapons

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Neutral evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 210 + 3/hit point



Wereweasels prefer woodland haunts. They tend to be aggressive, cruel and vicious. In their lycanthrope form, they are sleek and quick, biting for 2-8 hit points of damage in addition to any weapons they may wield. Like true weasels, they may continue to drain blood after a successful bite, inflicting an additional 2-8 points of damage per melee round until slain or until they release their prey. These lithe creatures are fast, gaining a +1 bonus on initiative.

Wereweasels are often found with 1-4 giant weasels, which obey their commands. In human form, wereweasels tend to be thin and wiry, dark of aspect with sharp features.

MARA, see MONSTER MANUAL, "VAMPIRE"

The mara are northern vampires. They correspond to their kin with the following changes: Mara never have "classes," regardless of their former profession. Mara may shapechange into large black moths (12" flight, maneuverability class C) or wild cats. They are immune to poison, cold-based attacks, death magic, petrification, polymorph and all mind-affecting spells (including illusions). Unlike other vampires, mara summon and control ravens rather than bats.

MEN, BERSERKER, see MONSTER MANUAL, "MAN, BERSERKER"

Berserkers are common in the Land of Song. All berserkers are capable of two attacks per round (or one attack at +2), even those who have classes –fighters and clerics. Note that classed berserkers may wear leather or studded leather armor, but that the wearing of any other type is forbidden and causes them to lose their special attack forms.

NISSE, see MONSTER MANUAL II, "BUCKAWN"

These cold-loving fairies conform to the description of buckawns with the exception that they may become **invisible** (as the spell) at will. They dwell in forlorn taiga and wilderness areas.

TATZELWORM

FREQUENCY: Very Rare

NO. APPEARING: 1-4

ARMOR CLASS: 6

MOVEMENT: 12"

HIT DICE: 1-6 hit points

% IN LAIR: 40%

TREASURE TYPE: Incidental

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S (3' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

X.P. VALUE: 57 + 1 per hit point



These curious creatures inhabit cold alpine peaks. In appearance, they look like silvery fat-bodied lizards lacking hind legs. They can move surprisingly fast, slithering on their stomachs, and can leap up to 10'. They are notoriously aggressive and will not hesitate to attack larger creatures that intrude upon their territory. When leaping to the attack, they gain a +1 bonus to hit.

The bite of a tatzelworm is deadly, and a victim must successfully save versus poison or die.

These cold-loving reptiles save at +1 against cold-based attacks, and such damage against them is reduced by 1 hit point per die. They save versus fire normally.

Note: Tatzelworms first appeared in Footprints Number 8, August 2006, available for free download at www.dragonsfoot.org.

APPENDIX C: NEW MAGIC ITEMS

HORN OF BRAVERY

When this horn is sounded, any magical fear (including that caused by dragon awe) within a 6" radius is automatically dispelled. Furthermore, all listeners friendly to the sounder within the same area of effect gain the benefit of a **prayer** spell for the next 12 rounds. This horn may be sounded but once per day.

G.P. VALUE: 1,000

X.P. VALUE: 6,000

HORN OF THE WILDERNESS

This horn appears to be fashioned from an actual horn of unknown type. The oddly curved instrument is hollow and, if sounded, it functions as if an **animal summoning I** spell had been cast. The spell summons up to 32 hit dice of animals as provided on the table below:



Roll Animals Summoned

01-25 4-32 1 hit die animals

26-50 2-16 2 hit dice animals

51-75 1-10 3 hit dice animals

76-00 1-8 4 hit dice animals

Summoned animals are determined either randomly according to the CONJURED ANIMAL TABLE in the DUNGEON MASTER'S GUIDE, or according to the DM. This horn may be sounded once per day.

G.P. VALUE: 15,000

X.P. VALUE: 2,500

RING OF THE NORTHERN LIGHTS

Similar to a **ring of shooting stars**, but far more rare, this ring has two modes of operation, both requiring relative darkness. During night hours

under the open sky, the ring can perform the following functions:

ultravision (as long as ring is worn under these conditions)

dancing lights (once per hour) – as the spell

moonbeam (twice per night) – as the spell

aurora (once per night) – see below

Indoors at night, or underground, the ring has the following functions:

starshine (twice per day) – as the spell

chilling ray (once per day) – see below

If the ring wearer is ever beneath open sky and in the presence of the actual Northern Lights, he or she may use the ring to **wind walk** (as the clerical spell). This effect may not be used more than once per week. All spell effects are at the 9th level of use, except for wind walk which is effectively cast at 16th level.

The **aurora** effect causes a brilliant eruption of greenish-white light to shoot forth in a cone effect 1" wide at the base and 6" long. All within the area of effect must save versus magic or be blinded for 2-8 rounds. In addition, those struck suffer 6-24 points of damage from the searing magical energies (save versus magic for one-half damage).

The **chilling ray** is a beam of shimmering energy with a range of 12". Creatures struck by the ray suffer 2-8 points of cold damage (no save), 4-16 points if wearing metallic armor.

G.P. VALUE: 17,500

X.P. VALUE: 2,500

SELKIE CLOAK

When worn, these sealskin cloaks are warm but otherwise appear unremarkable. However, if the wearer enters saltwater while wearing the cloak, the wearer, together with all possessions worn or carried, shapechanges into a large seal. While in this form, the wearer becomes armor class 6 and can swim at the rate of 15".

The wearer can further withstand the coldest seas, dive to depths of 1000' and hold his or her breath underwater for up to 3 turns. The wearer may remain in seal form indefinitely, as long as he or she remains at least partially immersed in salt water. If the wearer leaves such an environment, the wearer immediately changes back into normal form.

The cloak comes with a risk, however. Each time the cloak is used, there is a 5% chance that the shapechange becomes permanent, and the wearer remains in seal form even if brought out of the water.

G.P. VALUE: 10,000 X.P. VALUE: 1,500

WAR HORNS OF THE CLANS

These relics were forged in antiquity by the ancestors of the clans. Each is a long curved instrument of tempered steel with inlays of actual horn. Although each is decorated with runes of power, each bears a particularly large rune, one of the cardinal directions (North, South, East and West). The war horns may be sounded once per day (or, if multiple horns are possessed, each combination may be sounded once per day and each horn may also be individually sounded once in a twenty four hour period) for a magical effect. If multiple horns are sounded simultaneously, it is said that additional effects can be obtained.

The powers of the individual war horns are as follows:

The Eastern War Horn: When sounded, this horn functions as a **Horn of Goodness** (see UNEARTHED ARCANA). Note that, unlike that item, the Eastern War Horn will not adapt itself to the alignment of its possessor.

The Southern War Horn: When sounded, this horn functions as a **Horn of the Wilderness** (q.v.).

Northern Horn: Functions as a bronze **Horn of Valhalla** (warriors summoned are of chaotic good alignment).

Western Horn: Functions as a **Horn of Bravery** (q.v.).

If two war horns are simultaneously sounded, the following effects can be created once per day:

Northern Horn + Southern Horn: Functions as if a set of **Drums of Panic** had been sounded in a cone 12" long, 3" wide at its base.

Northern Horn + Eastern Horn: Functions as a **Horn of Blasting**.

Northern Horn + Western Horn: Casts **dispel magic** at the 12th level of ability in a 3" cone, 1" wide at base.

Southern Horn + Eastern Horn: The sounding creates a **call woodland beings** spell that is instantly successful (i.e., the beings automatically fail their save). The summoned being(s) will arrive in 1 turn.

Southern Horn + Western Horn: Summons 2d10+4 warhorses in studded leather barding (AC: 4, HD: 2+2, HP: 15) who will serve faithfully for up to sixteen hours.

Eastern Horn + Western Horn: When sounded, a **heroes' feast** appears (as the spell), as if cast by a 12th level cleric.

If three War Horns are sounded together, the following effects can be created once per week:

Northern Horn + Southern Horn + Eastern Horn: Summons 2-8 werebears who will appear and fight for the sounders until they or their opponents are slain.

Northern Horn + Southern Horn + Western Horn: Calls down a **fire storm** spell as if cast by a 14th level druid.

Southern Horn + Eastern Horn + Western Horn: Creates a circle of **protection from cold** (as the scroll) in a 3" diameter sphere whose location is chosen by the sounders, and which lasts for sixteen turns.

Northern Horn + Eastern Horn + Western Horn: Each of the sounders is protected by a **fire shield** spell (variation A) that lasts for 6 turns.

If all four War Horns are sounded simultaneously, the "Sleeping Jarls" are awakened. The shades of the Clans' ancestors and their loyal retainers arise from the Valley of the Sleeping Jarls and immediately make for the source of the sounding. Their actions will depend upon the circumstances of their summoning. In ages past, they were called upon for counsel or to aid in epic battles. Woe be to those who wake the sleeping jarls for frivolous matters!

From 150 to 300 (1d4+2 x 50) shades will answer the call. Each is an einheriar called forth from the Ancestors' halls in Gladsheim (see DEITIES & DEMIGODS). All wear glittering silver chain and helms, and bear axes, swords and spears (equal chance for each) that gleam with a fierce ghostly light. They all move at a rate of 12" (and can pass over water as easily as land). The host will always be led by the shade of a legendary jarl, who is never less than 10th level and who bears +3 armor and weapons.

The shades are immune to death magic, fear, poison, paralyzation, petrification, polymorph and cold-based attacks. They never check morale. Once the particular mission is resolved,

they return to their resting places. Note that if the shades' physical forms are destroyed, their spirits return to Gladsheim and their weapons and equipment turn to dust. Member of the host are subject to being turned by a cleric as a "Special" opponent.

This function may be used only in very rare circumstances, as determined by the DM. The shades summoned thusly are not in any way under the control of the sounder. They will certainly not take kindly to being called by those not of their lineage and, depending on the circumstances, may even turn against the sounders and their comrades! Discretion must be exercised before sounding all four horns.

	X.P. Value:	G.P. Value:
Eastern War Horn	1,500	6,500
Western War Horn	3,000	9,500
Northern War Horn	2,500	30,000
Southern War Horn	3,000	18,000

If multiple war horns are discovered the X.P. Value and G.P. Sale Value are multiplied according (if two horns, each value is multiplied by 2; if three horns, each by 3, etc.).



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