

**WARHAMMER
FANTASY ROLE PLAY**

DOOMSTONES



BLOOD IN DARKNESS

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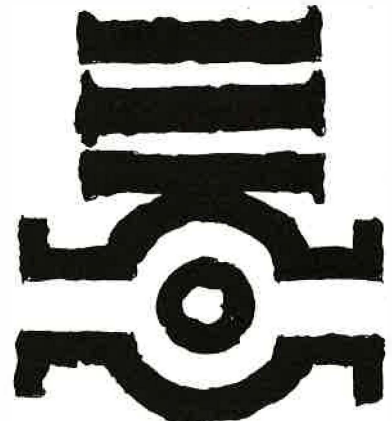
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BLOOD IN DARKNESS

Welcome to **Blood in Darkness**, the second part of the **Doomstones Campaign**. In this **Warhammer Fantasy Roleplay** adventure, the adventurers search for another of the great Crystals of Power – the Crystal of Earth.

The trail leads through ancient caverns, across monster-infested wastes and over treacherous mountains. The adventurers must overcome hostile terrain, predatory monsters and many other perils simply to catch a glimpse of their goal – after that, the real difficulties begin.

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

WHAT THIS BOOK CONTAINS

This adventure includes the following elements:

- this section, which gives you notes on how to use the book, and background on the events which lead up to the start of this adventure.
- the adventure itself.
- an appendix detailing of the Crystal of Earth, the artefact at the heart of this adventure.
- a selection of pregenerated player characters.

The Three Chapters

Blood in Darkness breaks down into three distinct phases, or chapters:

Going Home

The adventurers find a relic of the Orc invasion of the valley, and a clue about the Crystal of Earth.

Into the Mountains

Having discovered the approximate location of the Crystal, the adventurers must make a hazardous journey through wild mountain country to find a hidden Shrine.

Abbreviations

A	Number of attacks (melee)
AP	Armour Points
BS	Ballistic Skill
Cl	Cool
CR	Complexity Rating (locks)
D	Damage
Dex	Dexterity
DoTR	<i>Death on the Reik</i> adventure
EiF	<i>Empire in Flames</i> adventure
EPs	Experience Points
ES	Effective Strength (missile weapons)
Fel	Fellowship
FitM	<i>Fire in the Mountains</i> adventure
GC	Gold Crown
GM	Game Master
I	Initiative
Int	Intelligence
Ld	Leadership
M	Movement
MP	Magic Points
NPC	Non-player Character
P	Parry
PBT	<i>Power Behind the Throne</i> adventure
PC	Player Character
R	Range (missile weapons)
RD	<i>Restless Dead</i> companion/rulebook
Rld	Reload time (missile weapons)
ROC-LD	<i>Realm of Chaos – The Lost & the Damned</i>
ROC-SD	<i>Realm of Chaos – Slaves to Darkness</i>
RoL	<i>Return of the Lichmaster</i> adventure
S	Strength
SOB	<i>Shadows over Bogenhafen</i> adventure
SRK	<i>Something Rotten in Kislev</i> adventure
SS	Silver Shilling
T	Toughness
TEW	<i>The Enemy Within</i> sourcebook
W	Wounds
WC	<i>Warhammer City</i> sourcebook
WFRP	<i>Warhammer Fantasy Roleplay</i> rulebook
WP	Will Power
WS	Weapon Skill

The Shrine at Kadar-Helgad

After a perilous journey, exploring a Dwarven shrine, finding the Crystal of Earth and taking it away should be straightforward, shouldn't it?

HOW TO USE THIS BOOK

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

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

If you have already played **Fire in the Mountains**, you can use the same characters. The pregenerated characters supplied here are those from **FitM**, with extra skills and advances reflecting their experience from that adventure.

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

BiD can be used with less experienced characters – or with more experienced characters, provided that you bear the following points in mind.

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

If you are using characters with five or more careers in this adventure, you should scale up the strength of the opposition accordingly, or keep the size of the party low. If the party has completed more than 20 careers between them, then it's a good idea to strengthen the monsters and/or increase their numbers.

Beginning the Adventure

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

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

The Enemy Within Campaign

If you want to use **Blood in Darkness** in conjunction with the **Enemy Within** campaign, you should play this adventure before **Empire in Flames**. During **EiF**, the adventurers will have quite enough to do without excursions into the Vaults; by the end of the campaign, they may be nobles and have other (worse?) problems to worry about!

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

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

The Restless Dead Campaign

PCs from this campaign will fit quite well into **Blood in Darkness**, provided that they are at least beginning their third careers by the time this adventure starts.

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

A Note on Language

Some of the key handouts in this adventure are written in Orrakh, the language of the Orcs. Before the adventure starts, you should make sure that the adventurers include at least one character who will be able to read this language. One of the pregenerated player characters has a magical item which allows him to do this, and if you are not using the pregenerated characters you might like

to arrange for the adventurers to obtain a similar item at some time. Alternatively, an adventurer might have *Speak Additional Language – Orrakh* coupled with *Read/Write* skill; and a character with *Linguistics* and *Read/Write* skills will understand the written language on a successful *Int* test (with a +20 modifier for *Linguistics* skill).

THE CRYSTALS OF POWER

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

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

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

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

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

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

No mortal would be strong enough to keep hold of all four crystals for very long, which gave them a greater long-term value. The crystals would inevitably become scattered; sometimes hidden, sometimes found and used, but never together. And whenever one crystal was used without its brethren to balance it, elemental balances would be tilted. One day, physical laws might begin to collapse under this strain, and there might be the

beginning of a new Age of Chaos. Or some other change might occur – even Tzeentch did not know, which pleased him above all things, for certainty was poison to him.

It was not long before the Dwarfs realised the destructive potential of their creations, and it was decided to widely separate them to prevent any one person gaining too much power. The Crystal of Fire was sent northward into the Worlds Edge Mountains; the Crystal of Earth was hidden in a Dwarven shrine deep in the mountains of the Vaults; the Crystal of Air was given to the Elves – then friends and allies of the Dwarfs – who, so Dwarven legend says, promptly lost it; and the Crystal of Water was lost in battle during the Incursions of Chaos.

THE BLOODAXE ALLIANCE

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

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

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

Togoch was one of the warrior-priests of the Bloodaxe Alliance. A century ago, the whole of the Yetzin valley fell under his sway, but a series of events involving the Crystal of Fire led to the destruction of his 'kingdom' and, ultimately, of himself. During his campaign of conquest in the Yetzin valley, Togoch discovered and hastily ransacked the Dwarven shrine, and there something strange happened.

Togoch carried an ornately-worked red stone with him, which, as a young warrior, he had looted

from the body of a Human wizard during a raid further north. He sensed that it had some magical power, but could not discover how it functioned. Inside the shrine, the stone began to glow; the deeper he went, the brighter the light became. Torgoch could not fathom the meaning of this phenomenon. Puzzled, he returned to his conquests. Torgoch's story is told in full in **Fire in the Mountains**, the first part of the *Doomstones Campaign*.

Little did Torgoch know that his red stone was the Crystal of Fire, and that the light was caused by its proximity to the hiding-place of the Crystal of Earth, deep in an undiscovered secret chapel.

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

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

One power of the Crystals is their ability to sense each other's nearness; so when Torgoch entered the Yetzin Valley, Hadrin knew that a Crystal of Power was approaching. The Dwarfs did not know that the main Orc force had deserted Torgoch, nor that he had not learned to use the stone. And if the Orcs should gain control of two more Crystals, the consequences were unthinkable.

Hadrin begged the dwarven leaders to flee with the two Crystals, but they refused; their pride forbade retreat before the hated Orcs, however dire the consequences. In desperation, Hadrin gave the Crystal of Air to the mage Yazeran, with instructions to flee the valley and find a new hiding-place. More will be seen of Yazeran's travels in **Death Rock**, the third of the *Doomstones* adventures.

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

Mere hours after Hadrin's departure, the Orcs breached one of the entrances to the Halls of the Kings. The dwarven leaders were thrown into panic; without Hadrin's wisdom, they had only the poorly-understood power of one Crystal with which to defend themselves. For the first time they began to realise the wisdom of Hadrin's warnings.

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

GM'S PLOT SUMMARY

The plot of this adventure concerns the adventurers' quest for the Crystal of Earth. They must find the lost shrine of Kadar-Helgad, and deal with its present users by some means. If they can find the inner shrine and the Crystal's hiding-place, then they must overcome the magical wards with which the Dwarfs guarded their treasure. There are many battles to be fought and many perils to be overcome before the Crystal of Earth will be in their hands.

Events in this adventure are as follows:

Travelling on (or beside) the river Yetzin toward the Border Princes, the adventurers discover a cache of objects left behind by a group of deserters who had abandoned Torgoch. Among these items are several things which the deserters had stolen from Torgoch, including some clues about the presence of a Crystal of Power at the ruined dwarven shrine.

Following the directions given by these clues, the adventurers must travel up the valley and into the high mountains to discover the shrine. Along the way they encounter various hazards, and have the chance to acquire more information about the shrine and its present occupants.

Arriving at the shrine, the adventurers must find some way of getting in and exploring. They can take various approaches in dealing with the Ogres who now live there, but various traps survive from the defence against the Orcs, and the Goblins who occupy the more confined sections of the Shrine are a constant menace.

If the adventurers can win through to the place where the Crystal of Earth is hidden, they must find some way of dealing with Xhardja, its final elemental guardian. Finally, they will only have the small problem of getting out again, past the Goblins and the Ogres...

GOING HOME

In this chapter the adventurers discover traces of the Orc occupation of the Yetzin valley. Among the relics of the past they find a document which mentions a powerful magical artefact – a Crystal of Power – and gives a clue as to its whereabouts. They must traverse the length of the valley and head into the high mountains in the north-east in order to find the Crystal's hiding-place.

THE ADVENTURE STARTS

Blood in Darkness starts when the adventurers stumble upon the cache of objects which is described in the section headed *We Woz Ere* below. *Map 1a* shows the Yetzin valley, and the location of the cache. *Map 1b* shows the location of the Yetzin Valley in relation to The Empire and Bretonnia

If the adventurers have just finished **Fire in the Mountains**, the previous adventure in this series, then they will be in exactly the right place to make the discovery which sets them on the trail of a second Crystal of Power. If you are not using this adventure as a sequel to **FitM**, then you must find some way to bring the adventurers to the area. Some possibilities were discussed in the previous chapter.

As the trade road leaves the southern end of the Yetzin valley, it runs alongside the river Yetzin for a little way. The events in this book start with the adventurers travelling along the road or river at this point.

If the adventurers have just completed **Fire in the Mountains**, they will have no strong reason for going in any particular direction. At the start of that adventure, they were all heading into the Border Princes for their own reasons, and they may well resume their journey. On the other hand, having just fought an epic battle and secured the Crystal of Fire, they may want to rest, recuperate and study their treasure before moving on. They might try to find the Elven settlement of Sith Fascoluinne and re-establish contact with Erimayfin, for instance. A Druidic Priest, if there is one in the party, might want to spend some time restoring the desecrated complex beneath the stone circle, and may even pray for guidance there.

Rest and Recuperation

It is up to you as GM to decide whether or not to give the adventurers a breather before pressing on with **Blood in Darkness**. If they have had a hard time, and need to rest and heal up before braving

another journey through the forest, then you might let them stay at Sith Fascoluinne for a few days. Erimayfin and the other Elves will be nervous of the Crystal of Fire, though, and may begin to drop hints about moving on. They might even try to involve the adventurers in a crusade to cleanse the Twisted Lands of Chaos creatures.

Sooner or later, the adventurers will have to move on in one direction or another. When they do, they will encounter the bronze staff in the riverbank which opens the first part of the adventure – see *We Woz Ere* below.

If the adventurers have completed **Fire in the Mountains** with little difficulty, then you might decide that they should press right on with **Blood in Darkness**. In this case, they will spot the staff in the riverbank very soon after they leave the complex beneath the stone circle, plunging straight into the events described in *We Woz Ere*.

Sacred Duty

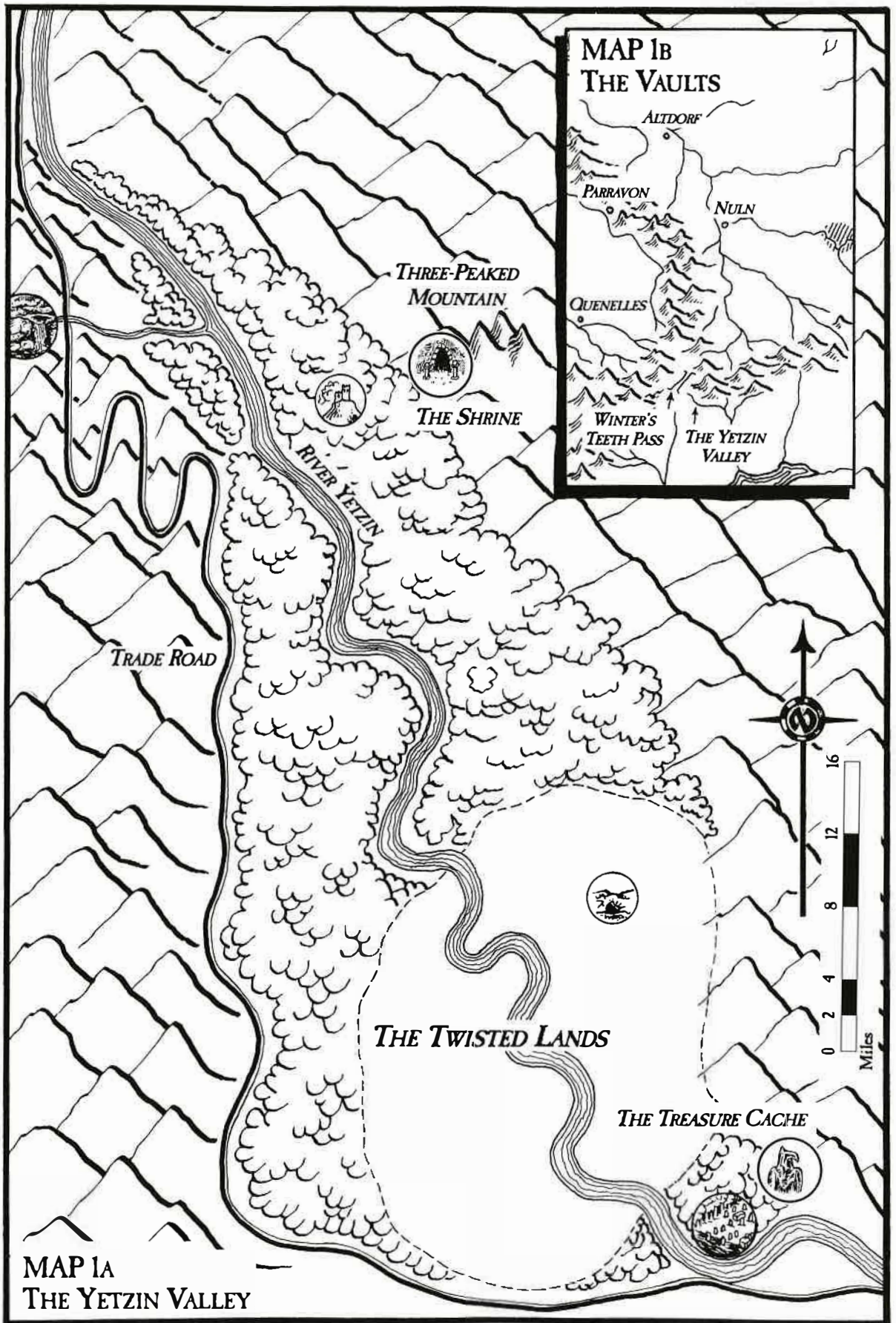
As well as structural repairs to the tunnels beneath the stone circle, the use of the fourth level Druidic spell *Create Sacred Grove* will be necessary to re-dedicate the site, so a Druidic Priest of less than fourth level will not be able to re-dedicate the stone circle to the Old Faith.

If a Druid or Druidic Priest in the party expresses a desire to stay behind and re-establish the stone circle as a sacred site of the Old Faith, you can drop a subtle hint to move the adventurers on:

Before the character's eyes (and visible only to him or her) appears a large, pure white animal of the same species as the character's familiar. In the case of a Druid, select a familiar type at random – but note it down, for it will be the familiar type the character will gain on rising to Druidic Priest. The animal is pure white, and seems to emit light – it is almost painful to look upon. It stares into the character's eyes for an instant, and then moves away, pausing every now and then to be sure that the character is following. It leads the character out of the complex, away from the stone circle, and along the riverbank to a point where a bronze staff sticks up out of the soil. It waits by the staff for the character to catch up with it, and then vanishes. This is a broad hint to investigate the staff and find the cache of relics buried beside it.

Experience and Advancement

If you are running straight from **FitM** into this adventure, you may want to give characters the opportunity to spend the experience points they will have accumulated. They are still technically



'on campaign' between the two adventures, so there are certain restrictions on what they can do at this point:

Advances

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

Skills

The adventurers will have no opportunity for training at this point, so skills which require tuition cannot be learned. Where a skill requires practice, you will have to judge for yourself whether a character will have the opportunity for the required practice.

Career Changes

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

- ☐ You could allow characters to train fellow-adventurers in their own careers, if you judge that there is enough time on the journey up the valley;
- ☐ Where a career change is a 'natural progression' – from Mercenary to Mercenary Captain, for instance – it could be permitted if you judge that training is unnecessary or minimal;

- ☐ You might also allow a Cleric or Druid to roll on the relevant *Advance Table* at this point in the adventure, since the advance depends on divine favour rather than training. You might impose modifiers to the roll to reflect the fact that the character will not be praying in a temple.

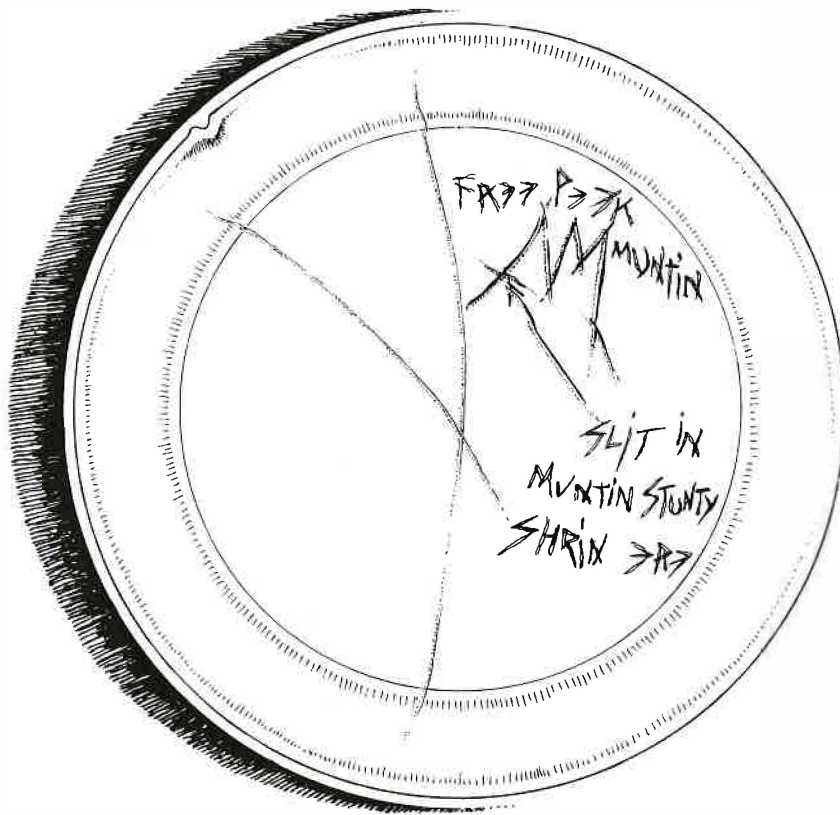
WE WOZ ERE

By one means or another, then, the adventurers are at the southern end of the Yetzin valley, near the river. The adventure begins when they see a strange object sticking up from the riverbank on the north-east side of the river, away from the trade road.

You might like to have each character make an I test (*Excellent Vision* +10) to spot the strange item – characters with *Excellent Vision* will be able to see that it appears to be a staff, made of heavily-verdigrised bronze and topped with the figure of an eagle. To other characters, the staff could easily be mistaken for a sapling or some other part of the undergrowth.

The staff has clearly been in place for some time, and the players may wonder how it is that no-one has found and investigated this strange item before. The reason for this is up to you. It could be that an ancient tree has just fallen, dragging down a lot of undergrowth at the edge of the forest and





revealing the staff for the first time. Or it could simply be that the merchants and travellers who use the trade road are very nervous about crossing the river – after all, that way takes them into the Chaos-infested area of the Twisted Lands. Merchants will have their hands full getting their caravans safely into the mountains and over the Winter's Teeth pass, and will not be inclined to waste time and effort crossing the river just to investigate something odd that someone might have seen in the distance.

The very fact that the staff has clearly stood there for some time should intrigue the adventurers and prompt them to investigate. They will find that it is made of solid bronze, and is green with verdigris. It sticks up about four feet above ground, and another two feet or so are jammed into the bank.

A character with *Metalworking* skill will notice that the staff was made by a crude process involving a mixture of casting and carving; one with *Art* skill will conclude on a successful *Int* test that the staff is of Orcish manufacture. Characters with *Magical Sense* skill will not be able to detect any magical aura surrounding the staff.

The Treasure-Cache

The staff is set in the crown of a small hummock in the grass; as it is withdrawn the soil is disturbed, and there is a gleam of metal. As the adventurers scratch the soil away, they find the

mildewed remains of a leather satchel, with two or three pieces of jewellery spilling out of it. These, again, are of Orcish manufacture, and a character with *Theology* or *History* skill will recognise on a successful *Int* test that they are the trappings of an Orc warrior-priest.

There is a matched pair of gold and garnet cloak pins (worth 15 GC each individually, 45 GC as a pair) and an arm-ring made of gold twisted together with silver and copper (worth 10 GC to a scholar with an interest in the period, or 5 GC for its metal content).

The satchel contains what appears to be a shallow bronze soup-plate, about a foot in diameter and green with verdigris like the staff. It seems to be of dwarven manufacture, and on its underside is a stamped inscription on Khazalid, the language of the Dwarfs. In an archaic (and somewhat stilted) version of the language, the inscription reads as follows:

GIVEN BY ROGNI SON OF MORDIN SON OF VAGNIR SON OF BROGAR OF THE HOLD OF KARAK-KADRIN IN THE TWO THOUSANDTH SEVEN HUNDREDTH AND FORTY SECOND YEAR AFTER THE FINISHING OF THE GREAT ARCH AT CARAZ A CARAK WHERE GROMBIN OF OUR CLAN WAS PRESENT. THIS PLATE MADE WITH HIS OWN HANDS IS GIVEN TO THE GREAT SHRINE OF KADAR HELCAD TO THE GLORY OF GRUNGI LORD OF UNDEREARTH AND SMEDNIR SHAPER OF ORE IN THANKS FOR HIS APPRENTICESHIP COMPLETED.

A Dwarf or a non-Dwarf with *History* skill will realise on a successful *Int* test (*Super Numerate* +10) that the inscription dates the plate to 2,772 years before the present day, or -258 IC, before Human history began in the Old World. The name Smednir will be recognised by a Dwarf as the patron deity of metalworking; a non-Dwarf will realise this on a successful *Int* test (*Theology* +10).

If the upper side of the plate is examined closely, it will be found to have a design scratched into the surface (*Handout 1*). There is also a pair of damp and mildewed parchments (*Handouts 2 and 3*).

A close examination of the plate reveals a rough map of the area around the Yetzin valley. The three-peaked mountain is visible, and if the players have trouble recognising the course of the river Yetzin, a few *Int* tests for their characters (*Cartography* +10, *Orientation* +10) might be in order.

Roglud Zogs Off

Characters who have taken part in **Fire in the Mountains** might recognise the name of Roglud at the bottom of the note – you might want to jog the characters' memories with a few **Int** tests. Roglud was one of Torgoch's lieutenants, who deserted along with a group of warriors as Torgoch was on his way to the stone circle. His name is also found on the inscription outside the Minotaur caves in **Fire in the Mountains**.

Torgoch's increasing obsession with the Crystal of Fire led him to neglect his troops, and he was plagued by desertions as he made his way south to the stone circle. Roglud deserted when the Orcs had stopped in the small cave complex which was occupied by the Minotaurs in **FitM**, and led a small group of Torgoch's warriors back toward the Dark Lands.

Before he left, Roglud stole various small items while Torgoch was closeted in a side-chamber with his stone, and buried them here – he hoped by doing so that he would avoid the divine wrath which he was sure Torgoch would bring down on the whole tribe.

By this time, Torgoch had mastered the Crystal of Fire sufficiently to be aware that he had come very close to another Crystal of Power when he sacked the shrine, and he was talking of going back for it. Roglud simply wanted to go home, and stole the map Torgoch had scratched onto the bronze bowl,

along with some scribbled notes relating to the shrine. Another Crystal, he reasoned, would surely make the demented chieftain worse, and the final wrath of the gods more painful.

After getting well away from Torgoch, Roglud buried the stolen items here. Since most of them were priestly accoutrements Roglud had no desire to keep them for himself – his only reason for stealing them was to weaken Torgoch. Indeed, he was a little afraid of the things he had taken, in case Torgoch could somehow strike at him through the stolen property. So he buried the satchel here, and thrust the staff into the ground above it. In a way, he was hoping that someone might find the cache, and get to the second Crystal of Power before Torgoch.

Roglud and his mutineers never reached the Dark Lands. They were wiped out by a force from one of the Border Princedoms after raiding farmsteads to sustain themselves on the march.

THE JOURNEY BEGINS

Having found the cache left by Roglud, the adventurers should be able to work out that a second Crystal of Power may be found in a deserted dwarven shrine somewhere on the flanks of the three-

TORGUCH WUN NAD NIK IS
ZION AN IS RED IS IN DARK
AN TAKIN BOUT KILN PREESTS
BAK OM ZO US BOYZ LEFT IM
THE LODZL DO FOR IM!! ANA
WIK IM! ZO WE LEFT IM
WE LEFT THIZ ZUT FROM IN AZ
WE WENT AN GUD LUK TO OOD
VER FINZ IT. I NOS CAN ON
BOUT ANNUVA STON IN A STUNTY
OL BEINO MUNTINS AN RED IS
GUNA GET THAT ALBUT WE L
IT ID IS MAP ON A RAY WOT
ZERE WE CAN OM AN
ZOG TORGUCH AN IS ZION!!
TEL THE GODS IT WUNT US IT
WOT TORGUCH AN WE LEFT IM
SIND ROGLUD WARBOZ LUV THE
BLUDAX LUVZ AN
IZ BOYZ

JEM SHON IN STUNTY
SHRIN COZ ANNUVA WON WOT
VEER NISH ID NON THEN
GORA LO BAK FER IT BUT DE BOYZ
IZ ALL RUNIN OF! THEYL BE
SORY WEN I GET OM AN SORT
THEM PREESTS OUT LUK THEYL
BE NEXE GORA GO BAK
FE THE LVA STON IN MOW
I GET TO O THEM JEMZ
AN NO ZOGA CAN TUCH
ME!!! TORGUCH
BOS OF BLUDAX ALIUP
BOS OF WERLD!

peaked mountain. Their most direct route to that landmark takes them northward up the valley, then into the mountains with no convenient pass like Winter's Teeth to provide an easy route. The rest of this chapter is concerned with the journey to the head of the valley.

Fire in the Mountains includes various encounters set in the Yetzin valley, and if any remained unused when you played that adventure, you can use them this time around if you wish. This chapter also includes a selection of new encounters and incidents for use on the journey. Feel free to use any that appeal to you, and make up your own if you like. Be careful not to weaken the adventurers unduly, though – they have a long and arduous trek ahead of them, with few opportunities for rest and healing. Scare them by all means, but try to avoid mauling them unless they really deserve it.

The Lie of the Land

Map 1a shows you the layout of the Yetzin valley. Essentially, it divides into four zones: the forest, the Twisted Lands, the trade road and the mountains. The encounters in this chapter fall into three groups, covering the first three of these terrain types. As soon as the adventurers enter the mountains, go to the next chapter.

THE TWISTED LANDS

As you will have seen from **Fire in the Mountains**, one side-effect of Torgoch's fall was the landing of a fair-sized warpstone meteorite in the southern part of the Yetzin valley. What became of the warpstone, no-one can tell. Most likely it was recovered by the ever-watchful Skaven or by an evil wizard who desired its magical power. But the area around its landing-place has been permanently affected, and is now known locally as the Twisted Lands. And the Twisted Lands stand squarely in the adventurers' path.

Here are some encounters and incidents to use as the adventurers travel through the Twisted Lands. There are three creature encounters and three terrain encounters – more can be found in **Fire in the Mountains**, and you're welcome to add encounters and incidents of your own if you like. As always with optional encounters, be careful how you use them. Try to strike a balance between weakening the party too severely for the rest of the adventure and letting them off too lightly.

Harpies

The adventurers wander into a small clearing which is used as an ambush site by a group of Harpies. If you want to give them a hint that they

are entering a dangerous area, then the forest floor is littered with bones and torn scraps of armour for a few yards all around the clearing.

There are six Harpies in the group, and despite their low intelligence they have evolved a very effective ambush technique. They lie in wait for prey, hiding in the upper branches of the trees all around the clearing and sleeping most of the day. When a potential meal wanders into the clearing, they rise into the air and swoop down into the clearing.

In the case of a large group of potential victims – like a party of adventurers, for instance – four of the Harpies will attack straight away, while two hover overhead waiting to swoop on any character who becomes separated from the group by more than 3-4 yards.

The first sign of the attack will be the sound of large beating wings and rustling in the upper branches of the trees as the Harpies rise into the air. From this moment, the adventurers have one round to prepare before the Harpies come into view. In the second round, the first four will swoop down on the adventurers – they count as *charging* for their first attack. These four will fight for D3+2 rounds. Each Harpy will break off the attack if it is reduced to 5 **W** or less, or if it finds itself left alone to fight the adventurers.

As soon as any character moves away from the rest of the party by more than 3 yards, the remaining two Harpies will swoop on him. If there is more than one separated character, they will choose the lightest. For this attack, they gain the +10 **WS** bonus for *charging*. If both hit (not necessarily causing damage), they have the character in their grasp, and begin rising into the air. While carrying a victim their flying speeds are halved; they can rise up up to 30 ft (10 yards) per round. Once the Harpies and a victim are at the level of the tree canopy (60 ft), the other Harpies will break off the attack. The adventurers now have one free round of missile fire before the Harpies are lost to sight.

A captured adventurer may attack the Harpies carrying him if he has one or more arms free. A Harpy will release its grip if reduced to 5 **W** or less, and a single Harpy cannot carry a victim alone. A character who is dropped over the clearing will suffer normal falling damage; one who is dropped over the tree canopy counts as falling only D4+2 yards, as the branches break his fall somewhat.

If the Harpies succeed in snatching a victim away, he is taken to a convenient feeding-place on top of the forest canopy, and the surviving Harpies gather to feed. The victim is allowed an **I** test (*Escapology* +10) to escape from their clutches before all six begin to feed. If the test is successful, the victim falls D4+3 yards to the forest floor, where the Harpies cannot follow through the branches. If the test is failed, the character is attacked by all surviving Harpies each round; each round he survives, he may repeat the **I** test to escape.



Hydra

The adventurers first become aware of this encounter when they hear a loud crashing noise in the forest some way off. Determine the direction of the noise randomly, using a D8: 1 is the direction in which the adventurers are travelling, 2 is ahead and right, 3 is right, 5 is behind and right, and so on. They may attempt to avoid this encounter if they wish; if they move directly away from the noise for three turns immediately after they first hear it, the Hydra will not become aware of their presence.

If the adventurers do not evade the encounter, the crashing becomes progressively louder and closer. The Hydra has their scent, and is following them through the undergrowth as quickly as it can. It is not much slower than a horse in this rough terrain, and will catch up with them unless they take risks by galloping through the forest.

If the adventurers make no efforts to outdistance the approaching beast (ie move no faster than 50 yards per round directly away from the noise), it will eventually catch up with them. Owing to the dense forest, it is only D6+3 yards away when it comes into view – characters who have prepared missile weapons in the previous round may fire them once, other characters may only ready weapons. Cool tests against fear are necessary at this point.

The Hydra charges the nearest character, attack-

ing with all six of its heads (*bite* attacks, **S** 4). It will ignore other potential targets, concentrating on killing one victim. It will use its *tail-lash* against characters who get behind it, but that is all.

The Hydra is used to scattering groups of prey animals, taking the nearest and leaving the others to flee. If the adventurers resist it as a group, make an **Int** test for the beast at the end of each round, with a bonus of +5 for each **W** point it has lost. When the test succeeds, the Hydra turns round and flees into the forest, ignoring all attacks and concentrating on getting away.

Manticore

The Manticore is more intelligent than many creatures of Chaos, and this one has developed a more subtle hunting technique than the other creatures which the adventurers may encounter in the Twisted Lands.

As the adventurers are making their way through the forest they hear, from some way off, what sounds like a Human voice calling for help. If they follow the voice, they come upon a small glade, where a warrior lies, propped up against the bole of a tree. He has suffered terrible wounds to the head and chest, and by the time the adventurers enter the glade he is silent.

Make an **I** test for each Ranger character (*Follow Trail* +10) as the adventurers enter the glade.



Those who succeed will notice that there are the tracks of a large four-footed animal on the ground – a successful **Int** test will reveal that there appear to be no Human tracks anywhere around.

As the adventurers approach the body, they realise that it is dead. A successful **Int** test (Initiate/Cleric of Mcrr +10/level, Physician's Student +10, Physician +20, *Heal Wounds* +10) will reveal that the warrior has been dead for some time, possibly weeks rather than days. Characters who make this test have a +20 **I** bonus for the next round only.

As soon as the adventurers are within a few yards of the body, the Manticore bursts out of the forest on the other side of the glade. All characters must make a **Cool** test against fear. It charges the adventurers, hoping to scatter them and split off one target from the rest. Its limited intelligence enables it to speak a little Old Worlde, and it placed the body here as part of an ambush, mimicking the voice of a wounded Human to draw the adventurers here as soon as it heard and smelt them coming through the forest.

The rest of the encounter is a straight fight. If the adventurers flee before the beast, it will try to pick off the hindmost; if they stand and fight, it will confine its attention to what it thinks is the weakest character (it judges this by physical size, armour and visible weapons). The Manticore will flee if reduced to 10 **W** or less.

If you want to prolong this encounter and turn it into a running battle, you could change the Manticore's hunting technique a little. Give it a scorpion tail; it will try to sting as many characters as possible in the first attack, and will retire into the forest quickly. Then, it will track the adventurers at a distance, waiting for the first character to weaken. It will attack from ambush repeatedly, trying to poison at least one character into immobility. When this happens, it will make sneak attacks from ambush until it is able to drag its prey off.

Chaos Geyser

The adventurers come to a small clearing, about 20 yards across. The ground is covered with a strange, sticky mass, as if a huge cauldron of some insane stew had been poured out into the clearing and left to cool and solidify. Flies buzz around the clearing in a dense cloud, reducing visibility to 10 yards and imposing a -10 penalty on all **WS**, **BS** and **I** tests made within the clearing.

At the centre of the clearing is a small hole in the sticky mass. Each turn the adventurers spend in the clearing, it has a cumulative 10% chance (ie 10% on the first turn, 20% on the second, etc) of spewing a stream of some substance straight up into the air, in a plume some 40 ft high, which rains down all over the clearing.

To determine the nature of the substance, roll on the following table:

D8 Roll

1. *Blood* **Geyser Type**
Followers of Khorne in the clearing become subject to *frenzy* for D10 turns. Other characters must make a **C1** test or lose D10 points of **C1** until they leave the Twisted Lands.
2. *Nectar* Followers of Slaanesh in the clearing gain +10 **I** for D10 turns. Other characters must make a **WP** test or lose D10 points of **WP** until they leave the Twisted Lands.
3. *Pus* Followers of Nurgle in the clearing gain +1 **T** for D10 turns. Other characters must make a **T** test or lose 1 point of **T** until they leave the Twisted Lands.
4. *Warpdust* Followers of Tzeentch in the clearing gain +1 **T** for D10 turns. Other characters must make a **T** test or lose 1 point of **T** until they leave the Twisted Lands.
5. *Boiling Water* All creatures in the clearing take a single **S** 1 hit, modified by **T** but not by armour. *Protection from Rain* spell will negate damage, but a character must make a successful **I** test to cast it in time.
6. *Boiling Oil* All creatures in the clearing take a single **S** 3 hit, modified by **T** but not by armour. *Protection from Rain* spell will negate damage, but a character must make a successful **I** test to cast it in time.
7. *Acid* All creatures in the clearing take a single **S** 4 hit, modified by **T** but not by armour. *Protection from Rain* spell will negate damage, but a character must make a successful **I** test to cast it in time. Non-magical armour and equipment must be stripped down and cleaned within 1 hour (takes 1 hour) or it will become corroded and useless.
8. *Maggots* Followers of Nurgle in the clearing become subject to *frenzy*. All other characters must make a **T** test (*Immunity to Disease* +10) or suffer from nausea for D10 turns, with a -10 penalty on all tests.

Roll again on this table each time the geyser erupts, if the adventurers stay around that long.

Slaughterfield

The adventurers come across a huge clearing, a mile or so across. It is a gently rolling plain, and is covered with the dead of some long-forgotten battle. Corpses in every stage of decomposition are strewn three or four deep across the plain. Some are hideously mutated, and all bear terrible wounds. Adventurers may be tempted to ransack the nearest bodies in search of interesting equipment, but all they will find are broken weapons and armour damaged beyond use or repair.

It is impossible to cross the slaughterfield without treading on bodies, and the whole plain counts as *difficult ground*. The experience is so disturbing that each character must make a **CI** test. Failure indicates that the character has lost D10 points of **CI** until he leaves the Twisted Lands, and that he has gained D3 insanity points.

If you think the adventurers have been having too soft a time of it until now, you might decide that some of the long-forgotten dead are still active, bound by a compulsion to slay which has outlasted their own deaths. In this case, roll a D6 each turn until the adventurers reach the other side of the field. A result of 6 indicates that some of the dead have risen in response to the approach of new living victims. The roll on the following table:

D20 Roll	Undead Type
1-4	D6 Skeletons
5-7	D6 Zombies
8-9	D3 Skeleton Champions
10	D2 Skeleton Minor Heroes
11	1 Skeleton Major Hero
12-15	D6 Ghouls
16-17	D4 Mummies
18-19	D3 Wights
20	1 Wraith

Undead are not subject to *instability* while on the field, and need no controller. The undead have a +20 bonus to all *magic* tests against any necromantic spells or magic items used by the adventurers to control or dispel them.

Vale of Screaming Statues

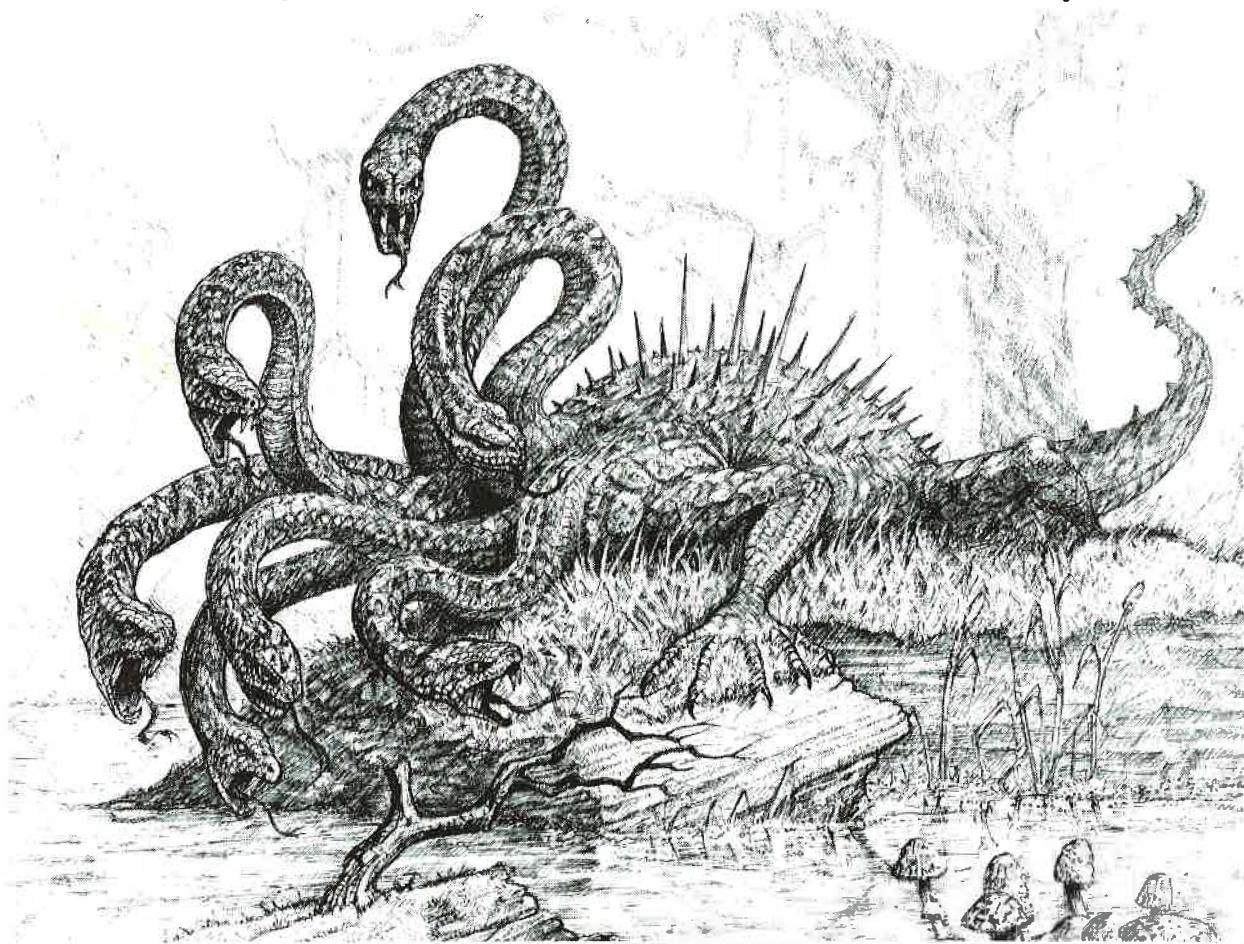
The adventurers approach a narrow, steep-sided valley. When they come within a few hundred yards, they hear an eerie wailing noise coming from the valley, borne on a charnel breeze.

Ahead of them, the valley floor is filled with stone statues. Each one is different, and just about every known humanoid race is represented, as well as a few with which the adventurers will not be familiar. All have open mouths, and all are screaming continually, as if in great pain.

The noise within the valley is almost unbearable – the steep sides reflect the sound, concentrating it within the valley. All characters passing through the valley must make a **CI** test (*Acute Hearing* -10 penalty, +20 bonus for characters who think to stop their ears) or lose D10 points of **CI** until they leave the Twisted Lands. In addition, characters with *Acute Hearing* skill must make a **T** test or lose the skill due to noise-induced deafness. The skill can be restored by a healing spell or potion.

THE FOREST

Leaving the Twisted Lands, the adventurers come to the more normal, natural forest which covers the rest of the Yetzin valley. While it is not warped by Chaos, the forest still has its dangers. Here are a few ideas for forest encounters; you'll find more





In **Fire in the Mountains**, and, of course, you should feel free to add some of your own encounters to this part of the adventure.

Giant Spider

The hunting techniques of Giant Spiders are as diverse as those of their smaller relations, and many creatures – adventurers included – are surprised when they meet a Trapdoor Spider.

The spider digs a burrow, 10-20 ft in diameter and some 60 ft deep. This is lined with silk to stabilise the walls. It then constructs a 'trap door' from fallen branches, leaves, compacted earth and other debris to cover the entrance. Lurking near the surface, it senses approaching prey, and lunges out to drag the victim down the burrow.

Adventurers must make a successful **I** test (*Follow Trail* +10, *Spot Traps* +10, no chance to disarm) in order to spot the well-concealed entrance to the burrow. Any character going within 3 yards of the entrance will cause the spider to lunge out, gaining surprise automatically unless the entrance has been spotted. In a single round, it emerges partway from its burrow, makes a grab at the nearest living creature over 4 ft tall (**WS** +10 for *charging*), and retreats back down its burrow, holding the trap door shut with its rear legs.

If the spider succeeds in striking its target, the

victim is permitted an **I** test (*Dodge Blow* +10) to avoid being grabbed – the attack still causes normal damage, although the spider is not venomous. Other characters within reach may attack the spider normally for one round. It will ignore all other attacks and concentrate on getting its prey into the burrow – the victim will take on automatic **S** 5 hit per round thereafter as the spider feeds.

Once the spider has retreated into its burrow and is holding the trap door shut, a total combined *Strength* of 10 or more is needed to force and hold it open. Adventurers holding the trap door open may not attempt any other action. Alternatively, the trap door can be destroyed in the same way as a normal door. It has **T** 3, **D** 9.

If the adventurers manage to kill the spider without also killing its victim, the silk on the vertical sides of the burrow make it fairly easy to climb down, although it is a tight squeeze past the spider's body. There may even be some valuables in the burrow, from the bodies of past victims. There is a 20% chance of D6 pieces of armour which are still in a usable condition, a 25% chance of 2D20 GC in coins, and a 5% chance of a randomly-generated magical item in the burrow.

Lashworms

The adventurers come to a particularly dense part of the forest, consisting of huge ancient tree-

trunks packs very close together. Almost no light comes down through the forest canopy, and consequently there is very little undergrowth apart from weirdly-shaped and brightly-coloured assortments of fungus. Whether there is anything special about the fungi is up to you.

The trunks are about 8 yards apart, and covered with moss and hanging creepers. A successful **I** test (*Spot Traps* +10, *Identify Plants* +10) will enable a character to notice telltale disturbances in the growth-pattern of the lichen, small blood-stains and other clues that all is not as innocent as it might appear. Adventurers with *Identify Plants* skill are allowed an **Int** test to realise that the feature is actually a colony of Lashworms. If no-one realises the danger, of course, the adventurers only find out about the Lashworms when the first character is attacked.

The adventurers have two possible responses to this – they can push through the Lashworm colony, or try to go around it.

Pushing through the colony means that each character is attacked by D4-1 Lashworms per round for the 2D10+10 yards it takes to cross the area occupied by the colony. Because the area is relatively clear of undergrowth owing to the dense forest canopy above, characters may move at *normal* rate without risk, but a *Risk* test becomes necessary each round if a character runs – there are many low branches, areas of uneven footing and other hazards.

Going around the colony will probably seem like the best option if the adventurers recognise the Lashworms. However, *finding* the edge of the colony will be a problem in itself, since the individual Lashworms are so well camouflaged. Each round that the adventurers spend trying to work their way around the edge of the colony, have each character make an **I** test (*Spot Traps* +10, *Identify Plants* +10) to spot and avoid further Lashworms. A failed test indicates that D3-1 Lashworms attack that character.

The adventurers should have an oppressive feeling of unseen danger all around them – at any second, yet another barbed tendril may shoot out from a tree. You can let the adventurers off the hook when you've had enough fun driving them paranoid, or when three rounds go by with everyone making the **I** tests successfully, or after D6+3 rounds, as you like.

Some parties may try more direct ways of dealing with the Lashworms. Trying to blast a path through the colony with *Fire Ball* spells or whatever will work to a limited extent – however, it can't be guaranteed to neutralise every single Lashworm in the colony. So as the adventurers make their way along the scorched path they have made, each character is attacked by D4-2 Lashworms per round.

Flying over the colony will enable the adventurers to avoid the Lashworms completely, while a diver-

sion, such as a *Wind Blast* spell, may trigger all the Lashworms in a certain area, allowing the adventurers one round to make it across the colony before the creatures can attack again.

Note that Lashworms *always* attack with surprise, even if they have been spotted. Their whiplike tendrils cause D4+1 *Wounds* on a successful hit, modified as usual by **T** and armour.

Shrine

Somewhere in the forest, the adventurers might come across a small circular drystaone hut with a conical thatched roof and the skull of a stag fixed over the doorway. This is a shrine to Taal, the god of wild places, and may also be sacred to his wife Rhya, the mother-goddess of the Old Faith.

The **WFRP** rulebook contains full rules for shrines, and the adventurers are free to rest and pray there. If you want to give the adventurers some hints and encouragement, then one or more of them might receive a vision of a three-peaked mountain and see the entrance to the shrine of Kadar-Helgad. Or, if the adventurers have been too profligate in their use of the Crystal of Fire, you might like to issue a subtle warning – eg a vision of the forest in flames, with a daemonic creature holding the Crystal over the burning trees and laughing in malignant glee.

If the adventurers have had a hard time in the forest, you might decide that the shrine is occupied by a Cleric of Taal, who has lived there for many years as a hermit. The hermit will refuse to give any name, claiming that such worldly things as human labels are unnecessary for him and his home. While this may make the adventurers suspicious, they have no reason to fear the hermit, who is exactly what he appears to be: a god-fearing man who has found his own route to wisdom and peace.

This character may be able to supply as much healing and advice to the adventurers as you think they deserve (or need). He may also be willing to pray with a PC Cleric of Taal who wants to advance a level. In this case praying at the hermit's shrine gives a +5 bonus to the roll on the Cleric's Advance Table, thanks to the aura of sanctity that the hermit has created in the place over the years he has lived here. There is no other benefit for any other kind of prayer to Taal.



INTO THE MOUNTAINS

This chapter starts when the adventurers have made their way through the forest to the head of the valley. Now, they must scale the valley side and make their way through the trackless mountains to the Shrine.

TRAVELLING IN THE MOUNTAINS

The adventurers are well away from the trade road, and have to rely on goat tracks and the occasional stretch of easy footing. They are on *difficult ground* for the whole of the journey through the mountains.

The following encounters and incidents can be used at any time, whenever you think they are appropriate. As with the last chapter, you are also free to add encounters and incidents of your own.

Bad Weather

One of the great dangers of travelling in the mountains is the unpredictable nature of the weather. Within a few minutes, a bright, still sunlit day can turn into a freezing downpour with zero visibility.

A Dwarf or Ranger character is permitted an **Int** test to spot warning signs a few minutes in advance of a drastic weather change – certain species of flower closing up, very slight temperature changes, and the like. D6 minutes after these warning signs, things happen with unnerving speed.

Clouds gather over the next 2-3 minutes, and the temperature drops almost as if a *Zone of Cold* spell had been cast over the area. Visibility drops almost instantly to less than thirty yards, and that through a mixture of low cloud and the fine drizzle which has started. Then the wind picks up almost to gale force, lashing the freezing rain against the adventurers as they trudge onward, getting colder, wetter and more miserable by the minute. Good weatherproof clothing will keep out the worst of it, but the rain is fine enough to penetrate everywhere, and only a *Protection from Rain* spell provides any real comfort.

Sensible characters will try to find shelter somewhere – even the lee of a rock is better than nothing. Pitching a tent in these conditions requires a **Dex** test at -30 and takes 10 turns for each attempt.

Some foolhardy adventurers may refuse to be cowed by a little bad weather, and may insist on pressing on. Dwarf and Ranger characters are permitted an **Int** test with a +20 bonus to realise that this is a very bad idea. Water flows down the track in torrents, turning the whole area from *difficult ground* into *very difficult ground* – this reduces movement to one-quarter normal, and imposes a *Risk* test on creatures moving at *normal* rate. Running is quite impossible in these conditions – anyone who tries will automatically fail all *Risk* tests.

Animals can become very unco-operative in this kind of weather, too. Horses are nervous and unsure of their footing. They must make a **Ld** test each turn (if they are being handled by a character with *Animal Care*, *Animal Training* or *Charm Animal* skills, use the character's **Ld** score) or spend the next turn rearing, whinnying, turning round, and generally refusing to move – pack horses have a 5% chance of shedding their load while doing this. If a test is failed by 30 or more, a horse will lash out with its hooves at the character who is trying to force it to go on. Donkeys and mules will simply plant their hooves and refuse to move no matter what anyone does, braying loudly until they are left alone.

Characters who fail to take shelter from bad weather will end up soaked to the skin and freezing cold. Shivering reduces **WS**, **BS**, **I** and **Dex** to half their normal levels until the character can get warm and dry. In addition, the character must make a **T** test (*Immunity to Disease* +10, waterproof clothing +20, cumulative) or go down with a stinking cold the following day. All percentage characteristics are reduced by -5 for D3+1 days, and any attempts at stealth suffer a -10 penalty because of the character's tendency to let rip with a shattering sneeze at just the wrong time.

The Thousand-Foot Drop

In this precipitous terrain, the ultimate sanction is the long, long way down. If a character fails a *Risk* test spectacularly in attempting to perform

some exceptionally foolhardy action, you might take this opportunity to give him (and his impetuous player) a good, healthy fright.

If the character is on horseback, make an **I** test for the horse (30 under most circumstances), adding +10 if the rider has *Ride Horse* skill – success indicates that the horse has managed to make it to better footing, as the PCs watch assorted lumps of mud and rubble fall a thousand feet to the valley floor below.

If the horse fails its **I** test, then it joins the mud and rubble – along with any packs, saddlebags and so on. Give the rider an **I** test (*Acrobatics* +10, *Ride Horse* +10) to throw himself off his doomed steed. If he fails, take a fate point and leave him hanging on by his fingernails until the others can rescue him.

If the character is on foot, give him an **I** test (*Acrobatics* +10) each round until he comes to rest. Each failed test results in the character falling another D6 yards down the mountainside, until he can finally grab hold of something to bring himself to a halt. The character may well shed some equipment in the process of falling and sliding down the mountainside – a backpack has a 5% chance of coming off per yard fallen, but for other items this is reduced to 1% per yard fallen.

If it looks like a character is going to die as a result of this kind of misadventure, take a fate point and have him end up in one of the hardy bushes that somehow cling to the rock face, jammed in a crack partway down, or saved by some similar chance.

Rockfalls and Avalanches

These are another well-known hazard of travel in high mountains. It's a popular belief that loud noises can trigger a rockfall or avalanche – they can, but it's not that common. However, it's a good storytelling device, so if the adventurers start making too much noise, you might drop a subtle hint by having a small amount of loose scree or snow trickle down toward them.

If the noise keeps up, the pieces will get larger, until a full-scale slide is triggered. If the adventurers have gone through *Fire in the Mountains* and got hold of the Crystal of Fire, you might want to discourage them fooling around with it to while away the journey. If they start throwing *Fire Balls* around the mountainside, it could well dislodge a small snowslide that could build up into a proper avalanche...

Rockfalls and avalanches work on much the same principles – an awful lot of a certain substance coming down the mountainside over a wide area. There is a certain amount of warning, in that a trickle of rocks and/or snow will come down the mountainside a couple of minutes before everything comes down. Consequently, characters with an eye for this kind of terrain – principally Dwarfs

and Rangers – are permitted an **Int** test to realise that a heavy fall is imminent and get everyone out of harm's way in time.

Getting caught in a rockfall or avalanche is no fun at all, and you can seriously damage your adventurers this way. So be careful – scare them by all means, but you don't want to wipe out the party with so much of this lovingly-crafted adventure (and indeed, campaign) still before them. If in doubt, err on the side of leniency.

In terms of game mechanics, a rockfall or avalanche is much the same as a spell of the magic missile class – the air is full of pain and misery, and the best a character can hope for is to avoid some of it. Give each character an **I** test (mounted characters average their **I** with that of their mount). Results are as follows:

Fall type	Test failed	Test made
Rockfall	D6 S 4 hits	D3 S 4 hits
Avalanche	2D6 S 3 hits	D6 S 3 hits

Armour and Toughness offer normal protection.

Getting hit by the stuff on the way down is only half the problem, however – there are other interesting things to contend with, like being swept down the mountainside and being buried alive.

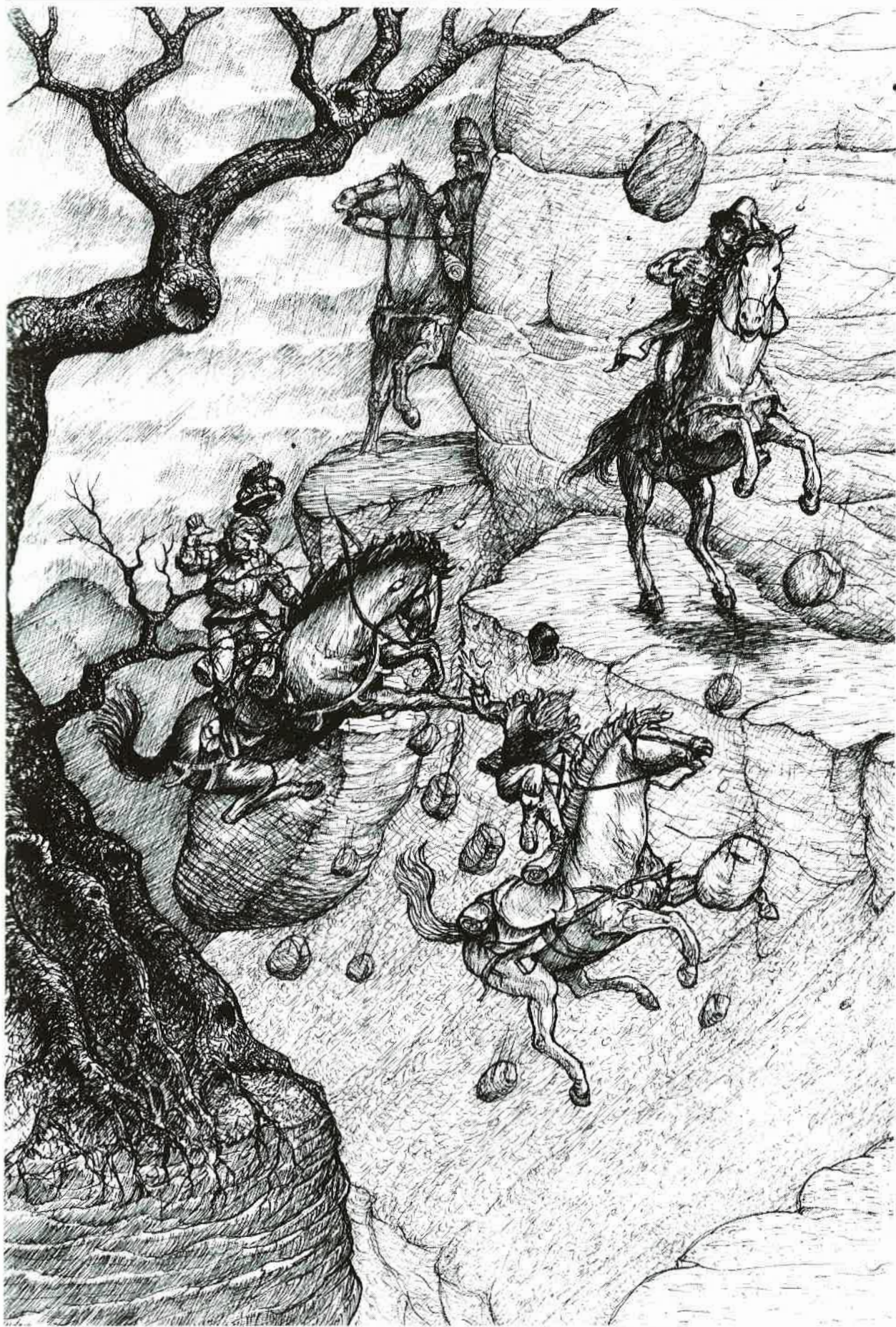
Once the initial damage has been worked out, repeat the **I** test, giving Dwarfs and Rangers a +10 bonus. If you're dealing with an avalanche, give everyone a -20 penalty. Those who fail this test have not been able to get to shelter, and have been swept away by the rock or snow.

Characters who fail the test by 30 or more are swept down the mountainside, taking damage as if from a fall of 10 yards, and then buried. Characters who fail the test by less than 30 are simply buried by the falling mass.

When a character is buried, he will take automatic damage of some kind each round. A character buried in rock takes D3-1 automatic S 1 hits per round (modified as usual by **T** and armour), reflecting crushing damage; a character buried in snow loses 5 points from each percentage characteristic per round, due to cold and suffocation.

In addition, you should secretly roll a D6 to determine how deep he is. This score in the number of successful S tests the character must make in order to dig himself out; Dwarfs gain a +10 bonus to this test while digging themselves out of rockfalls. Trying to dig yourself out has its hazards, though, as a failed S test leads to further damage. Each time a character fails a test, he loses D3 W points regardless of **T** and armour.

A character's comrades may help dig him out, provided that they know where he is. If you rolled 1-3 on the depth roll, the character can be spotted straight away. On a 4-6 things are more difficult, and a successful **I** test is necessary to locate the buried character – the test may be repeated each



round by each searching character, but each searcher may only search for one victim at a time. Once a buried character has been located, each character helping to dig him out counts as one **S** test passed automatically.

If a character has any characteristic reduced to zero by being buried, he may spend a fate point in order to survive. Keep rolling dice, making notes and muttering to yourself, and don't let on to the player that his character is entirely safe – if the character has not already been found, let the searchers spot a hand or foot sticking out of the pile of debris.

When the character is finally dug out, he will be unconscious and blue in the face. Breathing is so shallow that only a character with *Heal Wounds* skill can detect it. The skin is icy cold. Then an eyelid flickers. The character starts breathing – he's unconscious, wounded, but alive.

Lost **W** points are regained in the normal way. Characteristic points lost through burial in snow are regained at the rate of D6 per hour of travel

and other activity, or 4D6 per hour of rest. A character who survives being buried in a rockfall or avalanche gains an insanity point – this is a very close brush with death.

OPTIONAL ENCOUNTER: THE TROLL SLAYER

There is a chance – especially if you are carrying straight on from **Fire in the Mountains** – that the party may be under-strength, or still too weak to stand much chance against the dangers to be found in the Shrine complex. This encounter gives you an NPC who can be used as extra (and not inconsiderable) muscle or as a replacement PC according to your party's needs. Full details of the Troll Slayer can be found with the pregenerated characters at the back of the book.

As the adventurers make their way through the mountains, they see a short, stocky figure travelling on foot about half a mile ahead of them. Characters with *Excellent Vision* will be able to see that it is a Dwarf, with a tall crest of stiffened hair. He seems to have no belongings other than the axe he carries. As the adventurers spot the Dwarf, he pauses, looks back at them for a long moment, and then turns and walks on.

After about an hour, the adventurers will be within hailing distance of the Dwarf. He will ignore all shouts and greetings, looking straight ahead and walking steadily.

As the adventurers catch him up, they will see that he has the tattoos, jewellery and dyed hair of a Troll Slayer. His only possessions are a large two-handed axe and a belt-pouch with a few provisions. He ignores the adventurers unless they greet him respectfully in the Dwarven tongue of Khazalid, or very respectfully in Old Worldeer. If there is a Dwarf in the party, the Troll Slayer will address himself to that character and ignore all others. Here are some samples of conversation. They should give you a good enough idea of the Troll Slayer's personality to improvise further speech for him.

Good day to you.

"Hmph. A good day is one spent alone." He looks pointedly at nearest Elf.

Who are you?

"Rogni. I cannot give you my clan and hold, for I have left them."

Where are you going?

"Into the mountains."

Um... any particular destination?

"There is a valley near here. Full of greenskins, so they say. It might provide what I'm looking for."



And what might that be?

He looks at his tattoos. *"If you don't know that, you're wasting my time. If you do, you're wasting your breath."*

Would you like to travel with us?

"Are you implying that I need your protection?" He hefts his axe...

Ah - no, no, of course not. We were - um - thinking of our own safety, actually.

"Hmph. And what will you give for my protection?"

What do you need?

"Nothing."

When playing Rogni as an NPC, bear his personality in mind. He is proud like most Dwarfs, and trying to work off the shame of a past disgrace by seeking a heroic death. He is extremely touchy where his honour is concerned, and his fellow-travellers will have to choose their words carefully when they speak to him - he is capable of perceiving an insult in the most innocent of comments. The Troll Slayer will simply refuse to acknowledge the existence of any Elves in the party, and will have no qualms about attacking an Elf if 'it' refuses to leave him alone.

If the adventurers begin to grate on his nerves, he will simply leave them and carry on his lone quest for a glorious death - so when the party has healed enough not to need his extra muscle, you can simply have him disappear.

FINDING THE SHRINE

From *Handout 1*, the adventurers will know that the Shrine is somewhere at the foot of the three-peaked mountain, on the western side. You can

drag out the process of actually finding the Shrine for as long as you like, depending on how long you want a particular game session or the adventure to last.

The Easy Way

If you want to get straight on with the main part of the adventure, then the adventurers come across a narrow ledge cut into the side of the mountain. Dwarfs and characters with *Engineering* or *Stoneworking* skills will notice on a successful **Int** test that the ledge is artificial.

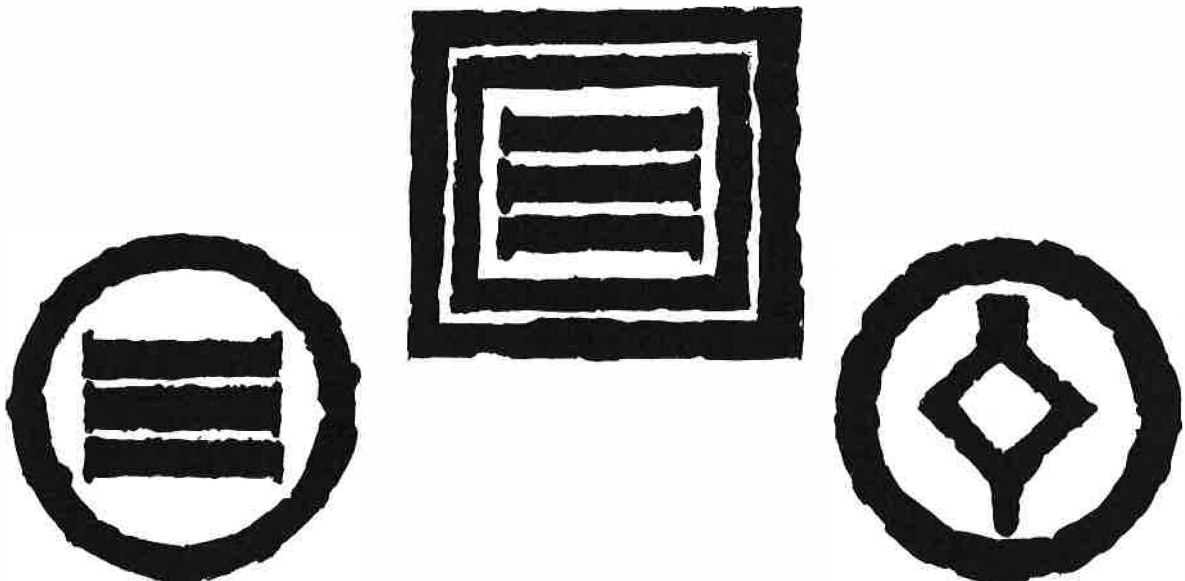
Following the ledge westward around the base of the mountain, the adventurers find a narrow defile or notch. Squeezing through, they find a kind of natural courtyard - a large cavern whose roof collapsed, perhaps - with the entrance to the shrine at the far end.

The Hard Way

If you want to make the adventurers work hard for the reward to come, then they will have to conduct a painstaking search of the whole western flank of the three-peaked mountain. Each day or half-day (or any other basic timekeeping period you like), have each character on the search make an **I** test (Dwarfs +10, Rangers +10, *Excellent Vision* +10, *Follow Trail* +10) to spot telltale signs which give away the location of the defile leading to the Shrine entrance.

If you're feeling mean, have everyone make an **Int** test (*Cartography* plus *Orientation* +20) before they start searching - if no-one passes, the adventurers get the crude map hopelessly confused and start searching the wrong side of the mountain!

As soon as the adventurers find the Shrine entrance, the next stage of the adventure begins. Go immediately to the next chapter.



THE SHRINE AT KADAR-HELGD

This is the final chapter in this adventure; the adventurers have located the Shrine, and must somehow get inside, locate and recover the Crystal of Earth, and make good their escape.

THE SHRINE

The Shrine of Kadar-Helgd is situated on the lower slopes of the three-peaked mountain to the north of the Yetzin Valley. There is a small plateau before the Shrine's entrance, stretching about twenty yards on all sides and covered with a smattering of coarse mountain grass and a few low clumps of flowering shrubs.

Above the entrance to the Shrine, the mountain rises like a wall for perhaps two hundred feet, and then slopes more gently toward its snow-covered peak several thousand feet above. To the north stands the Vaults mountain range, to the east the three-peaked Mount Yetzin, and to the south Yetzin valley winds its way down to the plains.

Once the Shrine was at the heart of a thriving Dwarven kingdom, whose remains litter this part of the Vaults. In **Fire in the Mountains**, the adventurers discovered one outpost of this kingdom, behind a waterfall high in the valley side; later in the **Doomstones** adventures, they will explore the fabulous royal tombs of Kadar-Gravning. There are many other Dwarven remains in the area: some are abandoned, but many have been occupied by new tenants.

The Shrine itself was once a small complex of natural caves, but was occupied by the Dwarfs since the far-off days of legend. Deep in the roots of the mountain, the caves somehow held and amplified the powers of elemental Earth which had long been sacred to the Dwarven race. They founded a Shrine here to Grungni, Lord of the Underearth, the greatest of the Dwarven deities. The natural caves were open to all, but the Dwarfs made a new tunnel complex beneath the caves, where only the Chosen might enter. This was the heart of the Dwarven Shrine.

The name of the Dwarfhold which lay at the centre

of this great mountain kingdom is lost, one of many which vanished during the upheavals of the Goblin Wars. But somehow, the Shrine at Kadar-Helgd survived in its hidden valley for another four thousand years. As the strength of the Dwarven realm waned, the pilgrims became fewer and less frequent – whole decades would pass without any visitor from the outside world. And then, a century ago, came the Orcs.

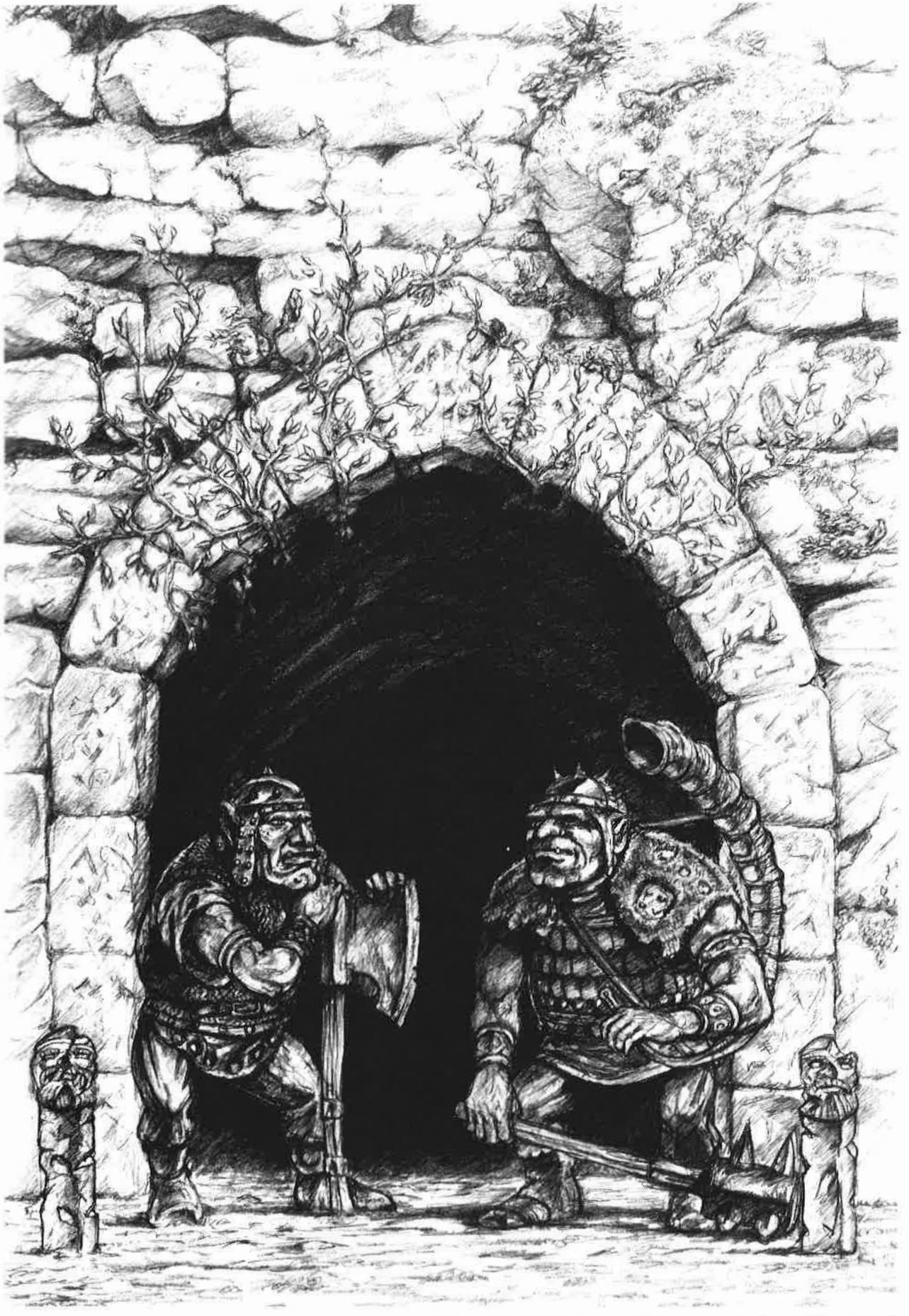
The Dwarfs in the Shrine heard the sounds of battle from the south, and a few wounded warriors fleeing via Kadar-Helgd brought news of overwhelming odds. Hadrin, who had tried so hard to convince the Dwarf leaders of the danger, had already fled the Yetzin valley, as had the Crystal of Air. The situation looked desperate.

The dwarven priests packed up as many of the treasures and relics as they could, and sent them away to safety. Some of the relics were either too large to be carried or were strongly tied to the Shrine to be moved. Despite the fate that might befall these items at the hands of the sacrilegious Orcs, the priests could not bring themselves to strip the Shrine completely. This would have been a betrayal of their faith.

They therefore contrived to protect the relics to the best of their ability. The lay priests constructed a number of minor traps to dissuade investigation of the caves, while the spellcasters wove a complex web of protection around the lower Shrine, culminating in the summoning of a creature from the Earth they worshipped to stand as guardian in their absence. They then blocked off the main entrance to the lower level and fled into the mountains, eventually returning to their ancestral homes in the south.

But what of the Crystal of Earth? It had begun to glow, indicating that one of its brethren was approaching. With profound horror the Dwarf leaders realised that the Orcs had a Crystal of Power with them!

A desperate defence was organised. It was decided to destroy the Crystal of Earth rather than risk its falling into Orcish hands. But how? The priests tried to drain it of power by summoning an elemental being of immense power. This entity, named Xhardja, was to destroy or remove the Crystal if and when the Orcs took the Shrine.



However, the summoning spell was not perfectly executed – for the Crystals of Power were partly shaped by Chaos, and are thus somewhat unpredictable in their effects. Xhardja was confined to a single level of the Shrine, and did not have the freedom of movement that the priests had intended. In addition, the force of the summoning tore open a crack in the caves leading down to the lower levels, frustrating the priests' plan to seal them from intruders. Nevertheless, the Orcs did not find the inner Shrine, and the Crystal of Earth remained safely hidden.

After Torgoch began to master the Crystal of Fire, he came to recall how it had glowed in the Shrine. He began to suspect how close he had been to mastering two of the Crystals of Power, and determined to return to the Shrine and find the Crystal of Earth. But by this time, his obsession with the Crystal of Fire had led him to neglect his warriors, who became disaffected and began to desert. By the time he fully realised that there was a second Crystal of Power in the Shrine, he no longer had the force necessary to make the journey. So he risked everything in a gamble, challenging the Orc gods themselves with the power of his stone. As we have seen in **Fire in the Mountains**, this led to his destruction.

Torgoch had left a garrison in the Shrine, consisting of a small group of Ogre mercenaries and a large number of Goblins. Their descendants still occupy the tunnels of the complex, but things have changed a little.

The Orc commander Torgoch left in charge of the garrison was killed and eaten by the Ogres in the course of a petty disagreement. Without a single commander, the Ogres and the Goblins soon became two separate and actively hostile armed camps. The Goblins remained in the more confined areas where Ogres were not a threat to them – for, as often happens, the Ogres had come to look on the Goblins as an emergency food-supply. The Ogres explored the Shrine as much as they were able, eating the Goblins wherever they came across them. With its stable Goblin population the Shrine complex offered a reasonable food supply, so the Ogres were content to wait for the Orcs to return as they had promised.

Decades went by, and still the Orcs did not return. The original garrison died out completely, and its successors – to whom the Shrine was the only home they had ever known – developed into a community. Occasionally, one or two of the more venturesome youngsters would travel in search of adventure and new kinds of food – word of this cave of endless edible Goblins spread among the Ogre mercenaries of the Old World, and the complex began to attract visitors.

In the course of their explorations, the Ogres found many things that they did not understand. Penetrating into the old Shrine in the upper levels, they realised that this was a holy place. At the closing of the brief but bloody civil wars which rocked The Empire, an Ogre mercenary leader

named Kartagg Horsebiter called at the Shrine on his way from The Empire to fight for one of the petty monarch of the Border Pincers. Having seen his Human employers pray at shrines, he imitated them. He took off his armour, washed himself, and took an offering of food into the Shrine, praying there that he might win glory in the battles to come.

The other Ogres were amazed – as much by the fact the Kartagg left a good half of his food in the Shrine as by anything else he did – and were quite relieved when the next day saw Kartagg move on with his troops. The Ogres at the Shrine had already decided that he was more than half man, and were glad to be back of him. Scarcely a week later, reports began to come back of great victories, including the incident when Kartagg won the name by which he is still famous. The Shrine's fame spread through the mercenary grapevine, and it attracted Ogres from all over the Old World.

Korschner's Tale

In addition to the Ogres and the Goblins, the Shrine is inhabited by a Human spellcaster named Korschner – or, rather, by what's left of him.

Korschner visited the Shrine in the early years of the Ogres' occupation. He bribed the Ogres well, and they left him alone to search the Shrine.

Korschner had come here in search of the answer to some matters of earth-magic that had puzzled him for years, and that had held up the last stages of some life-prolonging rituals that he was developing. He discovered much of the information he needed among the abandoned scrolls in the old dwarven priests' accommodation (area 10 of the Shrine).

Korschner read and deciphered the scrolls eagerly and, having memorised them, he destroyed the originals, so that no-one after him would discover the secrets. He then decided to try to complete his new rituals, which would allow him to prolong his own life through the consumption of other beings.

Korschner barred the door to the study and then cast a warding spell to prevent interruption. He took out a potion (a mixture of the distilled of the essences of a number of creatures) and prepared the spell. It was at this point that a couple of the Ogre guards came to see what he was doing. Being unable to open the door, they broke a hole in it, to see the spellcaster in a trance. They concluded that something magical was going on, and decided that they didn't much like the idea – despite the fact that Korschner had bribed them both handsomely only an hour or so before. One of the Ogres threw a hand-axe at the immobile Elemental, killing him before he could complete the spell. His body has remained in the chamber ever since, slowly withering and decaying. The Ogres leave the room well alone, and are still distrustful of the magic that Korschner might have been brewing there.

APPROACHING THE SHRINE

So, the adventurers have come to the end of an arduous journey. The Shrine of Kadar-Helgad is in sight, and they know that it contains the object of their quest. They've just found out that the dwarven Shrine isn't deserted after all. The question now is: how do they get into the Shrine, find the second Crystal of Power, and live to tell the tale?

Inhabitants of the Shrine

If the adventurers spend some time watching the Shrine rather than rushing straight in with swords drawn, they should be able to ensure that they only have the regular residents to contend with. These are listed in the *Profiles* section. A straight assault will meet with least opposition at night, when only the guards will be awake.

There is always the chance, though, that there will be one or more visitors at the Shrine. Since a difference of half-a-dozen Ogres either way can mean life or death to the adventurers, we'll leave this for you to decide. If the party is weak, there might be only one or two pilgrims staying in the Shrine. If the party is strong, you might increase this number – a regimental reunion, for example, or a wedding party. Any visitors and priests will be in the

Shrine itself (area 11), and there is a chance that they will not hear any minor disturbances at the entrance to the caves. The guards are changed every couple of months at full moon – there is a 30% chance that any arrival during full moon is the new guard, meaning that for that night there will be a double-sized guard contingent.

The current Ogre 'priest' of the Shrine is Rothnogg, and it is him and his cronies that the party will face when they reach the Shrine. The actions of Rothnogg's group are left very much to your discretion, although guidelines are given in the text with reference to specific locations and items. The Ogres are by no means brilliant, but they are not stupid either – brought up in a culture which regards winning fights as a vital survival skill, they can probably give overconfident adventurers a few surprises. Essentially, you should treat the Ogres as your own player characters – they will put up a spirited defence, but their idiosyncrasies will show through and each will react individually to any situation. Avoid playing them as a single mindless lump of cannon-fodder, but avoid, too, playing them as ubiquitous, infallible tools of the all-seeing, all-knowing GM.

Visitors to the Shrine may range from a single Ogre to a mercenary chief and his troops. If you're feeling particularly cruel, two tribes may be gathered for a wedding. Even though impossible odds can be tempting, you should be careful not to present the adventurers with certain death – parties who solve all problems with three feet of steel may





need less strong opposition than those who are adept at confidence trickery. We suggest that you keep the visitors as a factor to be used if the game is going too much in the adventurers' favour, but to be left out if they are already having problems.

Different Approaches

The adventurers have three options when approaching the Shrine: direct assault, covert infiltration, or bluff.

"Charge!"

This approach has the advantages of quickness and simplicity. The disadvantage is, the adventurers had better be able to cut their way through a large number of highly disgruntled Ogres.

"Shhh!"

Despite the semi-alert Ogre sentries, it is possible for a group of adventurers to sneak into the complex. Note that Ogres typically underestimate Humans and other 'Slims', so even if the adventurers are discovered, the Ogres will probably treat them more like an infestation of mice than an invasion of warriors. In fact, they'll probably treat the whole exercise as a great and glorious game: a kind of hide-and-seek with your next (still wriggling) meal as the prize. Normal stealth, hiding and listening rules apply. This approach should lead to a few pleasantly harrowing hours on the part of the adventurers.

"Just Visiting"

The Shrine is, after all, still in use as a place of worship, and the adventurers may decide to bluff their way in by claiming to be pilgrims. This is fine, provided that their money and supplies hold out they don't stray from the public areas. However, they will have to be prepared for an endless barrage of short jokes and a fair amount of high-spirited and painful (but not *intentionally* lethal) Ogrish horseplay. Imagine the Ogres as a bunch of Marines or rugby players, and the adventurers as a group of weeds who turn up at their party with ten crates of beer. *Nearly* good-natured bullying is the tone for with this.

If the adventurers attempt to bribe an Ogre guard, have him produce an 'Ogre penny,' thoughtfully weighing their offer in the other hand, then demand an equivalent weight! This is of course negotiable, especially if the PCs think to mention their own relatively small size; the Ogre will eventually settle for twice the offer (or whatever you think is fair - plus a little).

"You Need Us"

Imaginative adventurers might think of offering the Ogres some kind of service as a bribe to get the run of the complex. In response to the question "*Is there anything we can do for you?*", most of the Ogres will immediately start thinking of food - first the adventurers' supplies and horses, and then the adventurers themselves.

A bit of fast talking on the part of a charismatic adventurer might persuade the Ogres to look on the 'Slims' as visiting exterminators. They can get into areas where the Ogres can't - the Goblin quarters, for instance. The Ogres are thoroughly fed up with the Goblins raiding their supplies, but can't get into the Goblins' chamber to sort the little bu...persons out once and for all. They content themselves with eating any slow, incautious Goblins they manage to catch. The adventurers may be able to fast-talk Rothnogg into allowing them the run of the Shrine by offering to exterminate the Goblins. A successful **Fel** test coupled with this suggestion will get the adventurers *into* the Shrine, but you might like to roll dice every hour or so to see whether Rothnogg has changed his mind - the Goblins are a stable food source, after all. He has a 50% chance of changing his mind each time you check - with potentially very confusing results for Our Heroes!

There are also the questions of Korschner the dead wizard in his sealed room, and the strange mud that fills the lower levels. These are things which make the Ogres uneasy, but which they have no particular desire to sort out of themselves. Finding out about these problems and offering to sort them out might buy the adventurers the run of the Shrine while they do so.

One Good Turn...

If the adventurers negotiate with the Ogres successfully, they will be allowed the explore the

Shrine unhindered – although Rothnogg or one of the other senior Ogres will stay with them in the Ogre-occupied areas. Requests for Ogre assistance will be ignored, or mildly rebuffed with a comment to the effect that the adventurers are lucky not to be on the menu, and they shouldn't push this luck any further. Requests for information will meet with a shrug and a blank stare unless the adventurers ask Rothnogg or Grathyagg – these two might mention the story of Brolgoth and Orgadd.

Brolgoth and Orgadd set out to explore the lower levels around a month ago. They squeezed down the shaft in the hope of ambushing the Goblins. A few of the other Ogres stood by with ropes to haul up Goblins for eating. They heard a crash, and the two Ogres shouted up the shaft, saying that they had gone past the Goblin cave and landed in a lower chamber which was full of mud, according to their shouted reports.

After a few moments there was a lot of noise from the shaft, which ended abruptly. All has been quiet down there ever since, and nothing has been heard of the two Ogres. The other Ogres all assume – quite correctly – that Brolgoth and Orgadd are dead.

In addition to this information, Rothnogg has a few scraps of ancient documents (*Handouts 5-6*) in his quarters. If he is impressed by the adventurers, and if he remembers (the adventurers' spokesman must make a successful **Fel** test, and Rothnogg must make a successful **Int** test), he may decide to give them to the adventurers.

ADVENTURING IN THE SHRINE

Although the Shrine is built within a natural cave system, the Dwarfs have added several rooms and reshaped or enlarged others. Some of the chambers still appear natural, but most are now shaped to a regular pattern. All passages are 10ft high, and all rooms are 12ft high, unless otherwise stated. All rooms and passages have smooth floors of bare rock. In the regular areas, the walls and ceilings are smooth and thinly plastered; the rough areas are merely bare rock all round, the walls arching inwards at the top to meet the ceiling.

All of the wooden furnishings in unoccupied areas have begun to rot, but those still in use have been repaired (poorly) by the Ogres. Most materials are somewhat mouldy and food and other perishables don't keep well if exposed to the damp atmosphere of the caves. In the rough and less traversed rooms and passages there are mosses and lichens growing, and suitable insect life is found throughout the caves. The whole complex, especially the lower levels, has a dank, decaying smell – though the Ogres, judging by their appetites, don't seem to mind.

The doors are solidly constructed of wood bound with iron, but many have decayed and weakened since they were last replaced more than a century ago – they have **T** 4, **D** 10 (roll 3D6 for each door's **D** score if you prefer). All doors may be barred on the inside (the direction in which they open is noted on the map) although, unless otherwise stated in the text, it is up to you to decide which will be barred – this will depend upon the adventurers' approach and the tactics that the Ogres employ.

The *Shrine Movement and Combat Summary* at the back of the book summarises the effects of the confined surroundings. Standard areas are described below; this information here applies to all areas of the Shrine unless stated otherwise in the descriptions of the Upper and Lower Levels.

Passages

A standard passage is 3-4ft wide and 10ft high – plenty of room for a Dwarf, but perhaps a little cramped for other races, especially if they are planning to do any fighting. Sloped passages descend at a rate of about 1:2 (a 30° angle).

The Ogres fit the main passages almost exactly. Their heads scrape the ceiling, and their shoulders rub along either wall. Getting past an Ogre in this kind of confined space is impossible – you have to knock the Ogre down and climb over his prostrate form. On the other hand, the Ogres are at a distinct disadvantage in the Shrine – they suffer severe movement and characteristic penalties when in combat because of their size.

Stairs

Stairs are of the same rough dimensions as passages. They are worn down the middle by hundreds of years of dwarven feet, and any character fighting or moving at more than *cautious* speed on the stairs must make a *Risk* test or fall, being *prone* for the next round. The stairs descend roughly at a rate of 1:1 (a 45° angle).

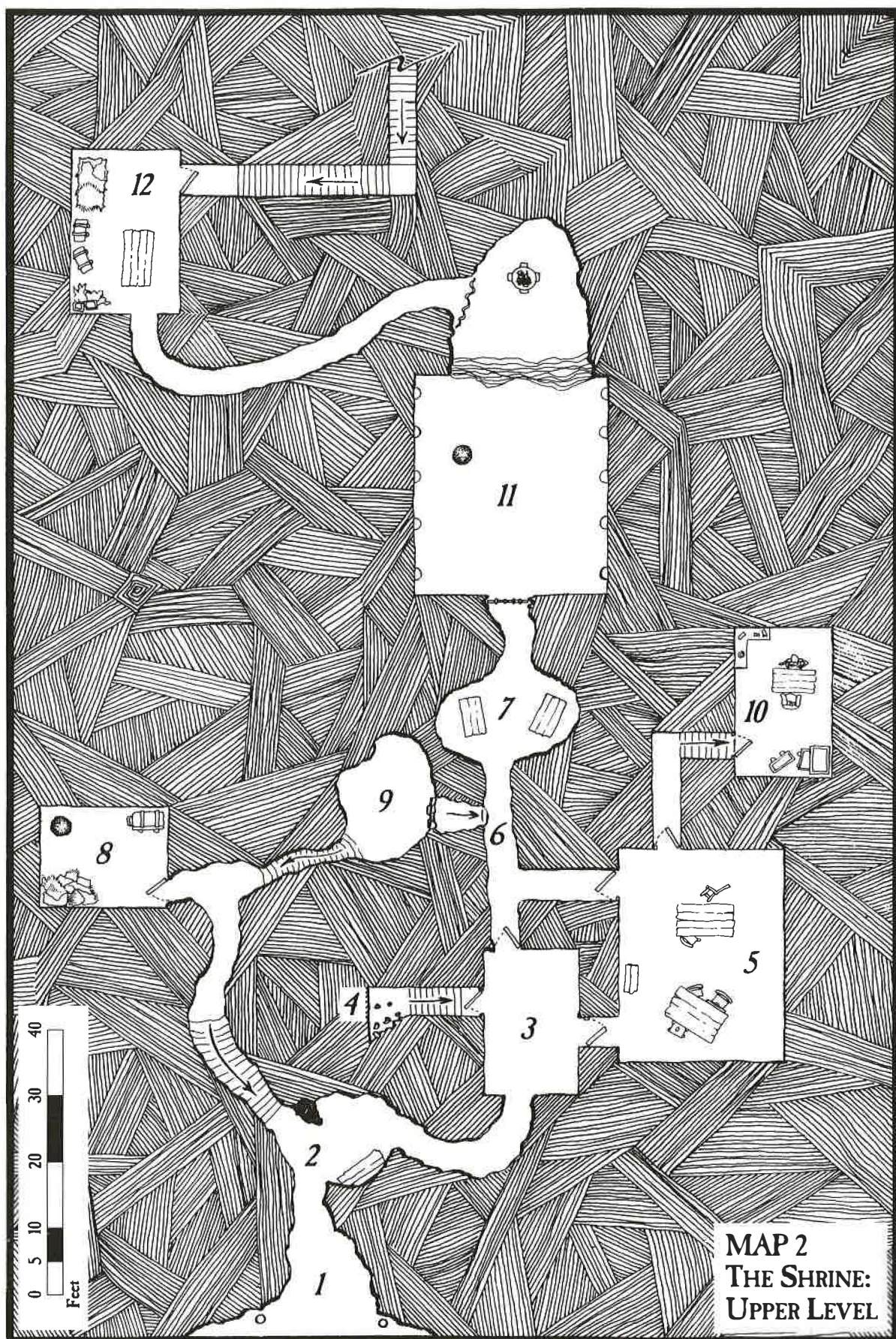
Rooms

Unless stated otherwise in the relevant area descriptions, all rooms and chambers in the Shrine have 12ft high ceilings.

Light

All areas in the Shrine are unlit unless specifically stated otherwise in an area description.





THE UPPER LEVEL

1. Entrance

The entrance to the Shrine is about 20ft high, the top partially covered by climbing vegetation. On each side of the entrance stands a 4ft tall, 1ft diameter stone post, topped with a carved dwarven head – Dwarfs and characters with *Theology* skill will recognise these as heads of Grungni on a successful *Int* test. Two armed Ogres lounge in the passage. One has a large horn in addition to his other equipment.

Politeness

Dealing with Ogres, as anyone who has hired them in a mercenary capacity knows, can be a trial. The courteous Ogre has but to behave in an instinctive manner to his fellows, while for smaller races, maintaining what Ogres consider proper manners is difficult. The best rule of thumb is to maximize one's usefulness while downplaying one's apparent tastiness. Flattery helps, but most Ogres both take it for granted that they are worthy of praise, and they are often unable to follow subtle conversation.

Offerings

Before one makes an offer of sacrifice at an Ogre holy place, it is a good idea to make sure that all the priests, guards, acolytes, etc. are well fed. Otherwise, the offerings (and even the offerers themselves) are likely to be eaten. As far as the offering itself is concerned, items on a large scale are preferred, as are those decorated with an excessive amount of gaud and flash. Appropriateness to the deity in question is also a concern, though

The whole entrance, including the pillars and heads, has been systematically defaced by the Shrine's post-Dwarf inhabitants. Here and there, a skilled character may be able to make out fragments of ancient inscriptions in the Arcane Dwarf language, but little or nothing survives that makes any sense. Overlaying the original inscriptions is a thick layer of Orkish graffiti – feel free to improvise wordings if the adventurers inspect this closely, but in the main it concerns itself with the fighting prowess of the Bloodaxe Alliance, the lack of fight-

again cleverness and broad wit are preferred to poetic subtlety.

If they are in a bad mood, or particularly dislike the supplicant, the Ogres will reject the offering as unworthy (not forgetting to eat it as well) unless some inducement tempts them to change their minds.

Bribes

Ogres, of course, use the same coinage as everyone else. They have no inclination to make their own money, dealing in food amongst themselves. However, they have been known to enjoy a practical joke, known as "Ogre money." This consists of a large copper disk (often a flattened human-sized saucer) with a design etched into the surface. This, they will straight-facedly insist to outsiders, is an "Ogre penny," the smallest denomination of "Ogre money." Needless to say, its equivalent in "them puny little sequins." is dozens or even scores of coins.

Ogrish Standards of Etiquette (Translated by Professor Werner Bermann, University of Nuln)
Chapter one-hand-and-one-finger: In places of Worship

ing prowess of the Dwarfs, and comments on the strength, body odour and personal habits of various Orcs. Carved over the doorway is a single crude symbol, incised about six inches deep. Characters with *Read/Write Grumbarth* or *Read/Write* coupled with *Linguistics* may attempt an *Int* test to recognise this as an Ogrish glyph meaning 'tasty', or 'good to eat' – the proper translation under the circumstances is 'this is a good place to be'.

The Alarm System

Despite their highly defaced condition, the carved Dwarven heads on the pillars still perform the function for which they were originally built and enchanted. When any living thing over 2ft tall approaches within 10 yards, they call out in the ancient Dwarven tongue, giving a greeting and a challenge.

Any character who speaks Khazalid will understand the burden of the message, although it is couched in a very archaic form of words. Those who do not understand the language will hear a stream of gutturals:

"Bzukur valkmur brezuntraa, Kadar-Helgad akfaur vurklar."

"Welcome, visitor. Introduce yourself, and state your business in the Shrine of Kadar-Helgad."

Almost any reply in Khazalid will suffice, eliciting the response:

"Valkmau Khazid ukktakhjaertetter, Juntradd Junne stojurskruynur med karakkubredur sten-sjuppliker frouyden."

"Welcome, true-hearted Dwarf. Enter the great Shrine with peace as wide as the mountains and as deep as the bedrock."

Anything said in any other language will bring the answer:

"Okkundra tjuur. Geskav laer zdoetmud stenstalska okk Khaziddergod vuppnar."

"You are not known to us. Begone or face the wrath of stone and steel and stout dwarven arms."

The heads are nothing more than a kind of magical doorbell, and have no other powers. Greeting them properly was part of the ritual expected of visitors to the original Shrine, and there is now nothing to back up their threats to strangers. If the adventurers want to believe otherwise, of course, that is their privilege.

However, the heads still have a function. The thing is, their voices are loud. They can be heard throughout the outer Shrine (areas 1-9):

Area	Voices are	chance to hear
1-3	loud	100%
4-6	normal	60%
7-9	soft	30%

Skills such as *Acute Hearing* modify chances to hear any noise as normal. Closed doors reduce the level of volume by one step (ie loud becomes normal, normal becomes soft, soft becomes completely inaudible).

Evading the Alarm

If the adventurers go for a stealthy approach, this little magical alarm system will present them with something of a problem. Here are a few ways in which it can be circumvented.

The watchposts are not affected by anyone from inside the caves, so they can be avoided by climbing the cliffs a little way off, traversing to a point above the entrance, and dropping into the entrance passage from above.

They will not respond to anything less than 2ft tall, so it may be possible for a shape-changer to evade them by using a small animal form. Any magical effect which reduces a character's size to less than 2ft tall will also prevent the stone heads from detecting him.

If the party is floundering hopelessly at the entrance and you want to be kind to them, then you might rule that the heads only respond to *bipedal* beings more than 2ft tall. The heads will ignore any characters who crawl into the Shrine on their stomachs. The adventurers will have to think of this for themselves, of course. If you allow this option, you should try to get the players feeling like their characters are crawling through a minefield that could go "BOOM!" at any second and at the slightest provocation...

Entrance Guards

There are two Ogre guards in here at all times. They have an oversized bronze horn that they will blow if they spot any intruders. This can be heard throughout the Shrine, and reinforcements will begin to arrive after 2 rounds, as follows:

Round	Arrivals
3	Ogre guard from 2
5	Grathyagg from area 4 (night only)
6	Ogre guards from area 5 (3 in the day, 2 at night)
8	Ogres from area 7 (1 guard + Hradlyagg in the day, 2 guards at night)
9	Hradlyagg from area 8 (night only)

If the adventurers go for a hit-and-run raid on the Shrine and you want to put them under time pressure, you might decide that a blast on the guard's horn may be heard by the Ogres in the mountains who are travelling to the Shrine. It will take them D4+2 hours to get to the Shrine – and the adventurers had better be somewhere else when they arrive...

If the adventurers prefer to bluff their way into the Shrine, they will have to talk their way past these two guards first. The guard from area 3 will amble out to join in the discussion, and the three will exchange rumbling comments in the Ogre language of Grumbarth, chuckling occasionally.

2. Guard Room

One of the three Ogre guards sits on an old bench against the east wall to greet visitors, direct them to the Shrine, take messages, and so on. If the adventurers try to bluff their way into the Shrine, he will come and join the Ogres in area 1 while the adventurers are talking to them.

In the fork of the two passages to areas 3 and 9 there is a lump of smooth black rock projecting from the wall. All Ogre visitors touch this as they pass believing the strange substance to be holy and that it will bring them good luck; the occupants don't bother any more.

The rock, in fact, is nothing more than a curious geological feature – characters with *Mining* skill will realise this on a successful *Int* test, and *Magical Sense* will not reveal any magical aura.

3. Store Room

This room contains the supplies for the Shrine. The size of the stocks depends on how long it is since the last visitors arrived, but most of the time it will be stacked from floor to ceiling with sacks, barrels and crates. There may even be the bodies of horses, wolves and Goblins killed in the valley. This is a good opportunity for you to show the players just how broad an Ogre's diet can be – if you want to include some wooden buckets, cart wheels, candles, scraps of clothing, bits of leather armour, half-pound bags of pepper and other, apparently inedible items, feel free.

4. Blocked Stairs

The rockfall caused by the Dwarfs before they left the Shrine covers about a flight (12ft high, including the landing) – the rocks are obviously looser than the surrounding walls, but it would still take a long time to dig through to the lower level. Any

character with *Mining* skill will realise that six or so people could clear around ten feet a day, given the proper tools and expertise.

The landing before the blockage is used by Grathyagg as a place to sleep and rest when he is not working in the Shrine. A pile of soiled furs and rags lies on the landing and there is usually a scrap of food, often several days old, somewhere among them. The steps by the blockage smell just as though an Ogre has used the loose rocks as a latrine. There is a purse hidden behind one of the rocks, containing 17 shillings and 23 pennies.

5. Ogre Quarters

This room houses the five Ogre guards (and occasionally visitors to the Shrine) and is also used as the mess hall for all of the occupants of the Shrine. The Ogres sleep amongst the huge piles of furs, sacks and other debris that are littered around the edges of the room.

In the middle of the room stand two large tables, both badly scratched and gouged, surrounded by 15 chairs and stools in various states of disrepair. Most are crudely patched up and will only just bear the weight of the Ogres. There are metal and wooden plates on the tables (only cleaned when the Ogres are really bored) and a few knives and spoons, plus a selection of different sized and shaped goblets.

Against the west wall is an open stove, made from old pieces of armour, that the Ogres use when they can be bothered to cook their food – they use wood from area 3, but sometimes they smoke themselves out by using wood that is too damp to burn properly.

There will be two Ogres in here in the day and three at night – they will be awake if it is near to the guard change (early morning or early evening) and asleep at other times.

Grathyagg led them through a large, squarish room of dressed Dwarven stonework. Apart from clear alleys a few feet wide, the chamber was stacked from floor to ceiling with sacks, barrels, crates and dead animals. The Ogre tore a leg off a horse in passing, and began to chew.

"Fodder store, Slim," he growled, between mouthfuls. "We'll put you lot here, all right?" Anders laughed nervously. He hoped Grathyagg was joking.

"Good feast we have with this, yah?" Anders closed his eyes as Lars clapped the Ogre cordially on the back. One day that mad Norseman was going to get them all killed. The trouble was, he actually believed he was their equal.

"Hands off, Slim," growled the Ogre. "This has to last us two-three days. You start nibbling this, we'll nibble you."

"Erm – when are you expecting the next visitors, Grathyagg?"

6. Shaft

This is the only part of the cave system that does not show the workings of the dwarven miners. It was caused by the force of the arrival of the elemental creature Xhardja, which was summoned by the retreating Dwarfs to guard the Crystal of Earth. The shaft completely negates the Dwarfs' attempts to block off the lower levels, but by the time it appeared all but one had left, and there was nothing further that could be done.

The stone of the shaft is seamless – it appears to have melted and cooled rapidly. There are a few scratches, made by Ogres exploring the shaft and bound prisoners who have been lowered into area 8 from above. Some of the marks are an ominous red-brown colour where captives were bounced about on the way down. The shaft is quite steep (2 in 1, or 60°) and is only 3ft 6in wide – a tight squeeze for the Ogres! You should use common sense to determine whether anyone with bulky gear will get stuck if they try to go through it.

Any adventurers captured by the Ogres will be placed in this shaft once they have been interrogated by Rothnogg and Hradlyagg – if too many are taken at once some may be left trussed up in area 11. Unfortunate characters left dangling in the shaft will be tormented by the Goblins in area 9, who will have great fun poking things through the gaps between the bars and prodding the adventurers with whatever comes to hand.

7. Antechamber

The other two Ogres on guard will be in this room. At night (or for a weak party) this will be two of the standard guards. During the day (or for a tougher party) the antechamber will contain Hradlyagg plus one of the guards. There is a bench and a table in the east part of the room for the guards to sit at, and another table in the west part.

The guards are instructed to remove the weapons of all those who enter the Shrine, plus any other items that can be easily left outside – shields, helms, packs, and the like.

If the visitors have brought some form of offering (other than supplies, which are left in the store room), the guards will check it to make sure that it conforms to the standards expected. The hanging across the entrance to area 11 is of a dark, heavy cloth, with a single earth rune in blood red on each side of it.

8. Hradlyagg's Quarters

This room contains the wellshaft that supplies the Shrine with fresh water. The shaft is 1-2ft wide and 75ft deep, opening into a small subterranean stream. Beside the hole stand a pair of leather buckets, each on a rope about 100ft long.

This room is mainly used by Hradlyagg alone,

although especially prominent visitors may be quartered here. Hradlyagg has his bed (a pile of furs) in the south-east corner of the room. Whenever he is in the room he bars the door and hangs a bell on an iron spike in the middle of the lintel so that it will ring if the door is forced open.

In the north-east corner there is a small chest and a crate of wine. The chest contains 17 crowns, 35 shillings and 103 pennies, plus a small winged humanoid figurine made of brass covered with a thin gold leaf (worth about 20 GC).

If the PCs decide to lower themselves down the well, you will have to determine their chances of becoming stuck – this will depend on their equipment, etc. The ropes attached to the buckets are not strong enough to hold any great weight, and have a 1% chance of snapping per 10 encumbrance points placed upon them.

About 35ft down, there is a small ledge on which stands an old and rotten chest. The chest is not locked and contains 354 silver shillings. It should be remembered that Xhardja can attack characters at this point as it is at the same depth as the lower level.

9. Goblin Quarters

This natural cavern was a store-room in the original dwarven Shrine, and the shaft caused by the summoning of Xhardja (area 6) passes through the eastern side on its way down to area 15.

The passage from area 8 to here is smaller than those in the public areas of the Shrine: it is about 5ft wide and only 5ft 6in high. The Ogres cannot get down this passage at all, which is the main reason that the Goblins survive (uneaten) in area 9. The Goblins scratch a meagre living by making occasional forays into area 3, stealing what they can, and running back to area 9. They treat every outsider as hostile, and will crowd into the passage to repel intruders, having learned that their small size is an advantage in this environment.

14 Goblins live in here, and the cavern is musty and squalid. Two guards are on duty at all times in the doorway to the passage, watching in case an Ogre should try to sneak up on them on hands and knees, as has been done in the past. They can generally muster about fifty coins between them, half of which will be copper and half silver. They have no other valuable possessions apart from their weapons.

The eastern end of the chamber, where the shaft (area 6) passes through, is blocked off by a crudely-built barred gate, made by the Goblins from wood that they found around the caves. There is a similar construction – with fewer gaps in it – laid across the shaft to block access to the lower level. The floor is merely placed on several supports and can be pulled out when the gate is open; the gate itself is hinged at the top and can be lifted up to allow access to the shaft. The gate





is closed by a pair of huge rusty bolts on either side – a *Strength* test at -20% (or at normal chance with *Strongman* skill) is needed to open them. If the Goblins manage to capture any of the adventurers, they will tie them up and hang them in the shaft, poking them through the gate with an assortment of pointed objects, giggling manically all the while.

10. Scaled Chamber

This room was once the study of one of the original dwarven priests of Kadar-Helgad. Most of the valuable contents were removed when the Dwarfs left. It now contains – among other things – the remains of Korschner the Elementalist (see *Korschner's Tale*).

Korschner's warding spell on the door to this chamber is still in effect, and is not released even if the actual bar across the door is removed. Only a *Dispel Magic* spell or ability can break the spell. There is a hole about 3ft high in the upper part of the door, and the rest of the door can be smashed away – it has **T 4, D 7**.

The hole gives a good view of the room's interior. A chest of drawers stands against the east wall in the south-east corner, with the empty drawers all over the floor. In the middle of the room there is a table with a single chair on the south side of it. Sitting upright in the chair is the skeleton of Korschner, held together only by the remains of his cloak and robes. On the table in front of him are a few scraps of parchment, the stubs of a couple of candles and a handful of wax figurines.

On entering the room, the adventurers will also see some shelves in the north-west corner (on the west wall) which hold a number of rusty and mouldy domestic utensils. They will also see that Korschner's skeleton holds a glass potion-bottle in its right hand. The parchments on the table are all burnt and illegible.

If the potion is spilt or the glass bottle smashed (moving the skeleton is highly likely to achieve this), strange things will happen. A small part of the stored magic for the spell that was interrupted by Korschner's death is released. The skeleton animates, and – still driven by the magics of gaining sustenance from the living – attacks all living creatures it encounters until it is destroyed.

If any character finds and drinks the potion (and this will also activate the spell and animate the skeleton), the imbiber will feel magical force pouring into his body at an almost unbearable rate. All the character's injuries will be completely healed, and all lost **W** points are restored. Any diseases or infections that the character might have are also healed, but psychological conditions or disorders are unaffected. At the same time, the force of the magic gives the character a blinding headache – all percentage characteristics (and magic points in the case of spellcasters) are halved for the next **D4x10** minutes.



Note, also, that the Ogres regard the stone as the focal point of their Shrine, and will not take kindly at all to anyone messing about with it.

12. Krodogg's Quarters

This was originally a robing-room and antechamber to the main Shrine, and has been taken over by Krodogg, the deputy priest of the Shrine. Krodogg will usually be in bed during the night, and will be in the room awake at most other times, unless there is a ceremony in progress in area 11.

The room contains a table and three chairs, a couple of large old chests, and several sacks and crates. The bed has been made up from a couple of the smaller dwarven pallets – it is in the north-west corner of the room, and has a large quantity of furs laid on it. Under the bed is a small locked box for which Krodogg has the key. If the key is

not used, the lock has **CR 25**. In the box are 25 GC, a silver necklace (5 GC), and a piece of parchment (*Handout 4* – see the previous page).

The table stands in the middle of the room and has various items of cutlery on it. Rothnogg and Krodogg eat in this room, though they sometimes condescend to eat with the guards, and also sit here trying to while away the hours when there are no ceremonies at which they must officiate. The sacks and crates contain supplies that the priests have removed from the main storeroom for their own use. These are usually of a higher quality than the supplies used by the guards. The chests are used to store any equipment taken from prisoners that the Ogres have no immediate use for. Neither chest is locked, though both have stiff catches that make them a little awkward to open (**Dex** test).

One chest holds broken and rusting weapons – daggers, short swords and the like – plus human-sized pieces of armour, mostly odd bits of plate which the Ogres cannot easily incorporate into their own dress. The other chest contains items of general use such as packs, spikes, rope,

flasks, torches, clothes, etc. The Ogres use these things as they need them but don't care for them while in storage so they are in poor condition.

Most of the items in the chests are broken, rusted, and otherwise useless. However, the chests provide you with a very convenient opportunity to slip the adventurers any missing pieces of non-magical equipment that you're convinced they're going to need in the rest of the adventure. If they need to stock up on rope, lamp oil (although the Ogres might well have drunk this!), iron spikes, or whatever, this is their chance!

13. Rothnogg's Quarters

Rothnogg uses this chamber as a bedroom and study and does not allow any of the others to enter. Even Krodogg has only been in here a few times, and never without Rothnogg. The door is

The laughing and smiling faces of the guards were caught by the Great Smith and enshrined forever in metal and stone. None may now answer them back, lest they are angered and grow heated in argument, returning fire to fire and laying stone to blasphemers. And yet greater wonders did Smed

locked at all times, and Rothnogg always carries the key with him. The room is high enough above the main bulk of this level to avoid Xhardja, but Rothnogg is vaguely aware that some creature of power exists nearby and has even glimpsed it briefly in the antechamber below (area 14).

There is a bed in the south-west corner – or rather a pile of furs, skins and rags. Some shelves made from a couple of drawers have been nailed to the north wall and next to them are a few spikes used as pegs for Rothnogg's ceremonial robes.

On the shelves are around a dozen fragments of rock, some plain and others of fascinating shapes or colours. In the middle of the room is a table with one chair. On the table are a lantern and a collection of earthenware jars.

The rocks on the shelves are icons, used by Rothnogg in religious ceremonies. They will be recognised as such by a character with *Theology* skill on a successful *Int* test. There are 2D6+6 rocks in total. The rocks have no magical properties, but a scholar might pay 10-20 GC each for them. An Ogre – especially an Ogre shaman – might pay the same amount, but could well resort to violence instead. After all, the icons must have been stolen from somewhere, which means that someone will have to pay.

There are eleven earthenware jars on the table, all stoppered with corks or rags. Most of them con-

tain powders made from crushed herbs and soil – these have no effect other than to induce nausea in anyone who ingests them. Each jar contains 5 doses, and a *T* test is made at -5 per dose ingested. Failure renders the character helpless with vomiting for 2D6 x 10 minutes. Three jars, however, contain the basic preparations for some simple potions. These are as follows:

Yellow Powder: 6 doses. Taken neat, it causes nausea as above. Applied neat to wounds, it acts as a simple disinfectant (+10 to *T* tests against wound infection or other diseases arising from the wounds). If mixed with a small quantity of water, it will make a paste that speeds the recovery of cuts (one-third normal healing time).

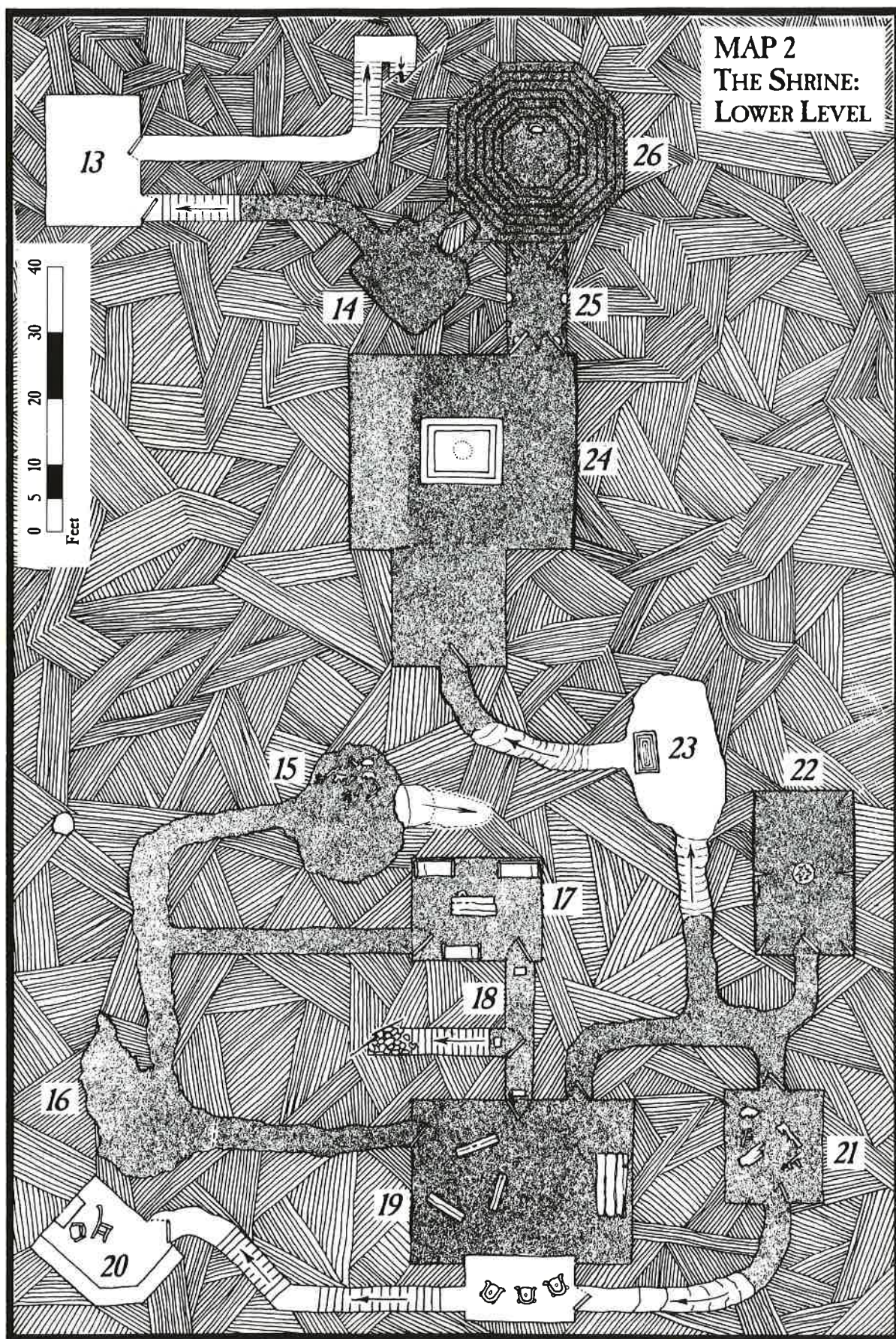
Brown Paste: 4 doses. Taken neat, it causes nausea as above, but with a -10 modifier to all *T* tests. One dose mixed with about a pint of beer will make a sludgy brown sleeping draught (*T* test or fall into a deep sleep for 2D6 turns; thereafter the drinker may be woken normally).

Purple Granules: 8 doses. Taken neat, each dose counts as 2 doses of Black Lotus (see *Deleriants* in the *WFRP* rulebook). Each dose should be mixed with a pint of water to produce a mild euphoric drug sometimes used in ceremonies.

Behind the uppermost of the two shelves is a recess that Rothnogg has crudely cut into the wall. In this there is a small locked box. The lock is a good one, by Ogrish standards (CR 15), and the key is hidden in a crack on the east side of the door to 14 (this door is barred from this side). The box contains a large but poorly cut red gem worth 25 GC, 47 Crowns and 26 Shillings in coin, plus a bone scroll case containing *Handouts* 5-6. Rothnogg has no idea of their significance (*Handout* 5 refers to the faces in area 25, *Handout* 6 to the stone circle in *Fire in the Mountains*), but keeps them because they are old, and in writing, and probably very, very important.

If the adventurers get on friendly terms with the Ogres and let on that they are interested in exploring the Shrine, Rothnogg may try to sell them these two scraps of paper. He will initially ask for 100 GCs, but may be bargained down to 25.

Begin at the solstice of winter, and follow the sun around the watching stones. Thus may the way be opened. Thence to the heart of them, and feel the stone beneath your feet, but briefly, though, for your journey has begun.



THE LOWER LEVELS

General Notes

The last dwarven priests remained after the other Dwarfs left the caves in order to summon a creature of Earth to defend their Shrine and the Crystal of Earth from the approaching Orcs. As with any action involving one of the Doomstones, the effect did not quite match the intent...

The creature – a powerful Elemental named Xhardja – arrived as they had planned, but it was confined to the level on which they summoned it and it could not free itself entirely from the rock.

There were also several side-effects of the summoning. Firstly, the shaft (area 6) was created, which has already been described in *The Upper Level*. Secondly, a number of small wormlike creatures were brought into being along with Xhardja, and these – the Mud-Worms – now infest the lower levels of the Shrine. They are responsible for the slimy deposits of foul-smelling mud which flood parts of the lower levels. The Mud-Worms eat the rock itself, and the mud is their excrement.

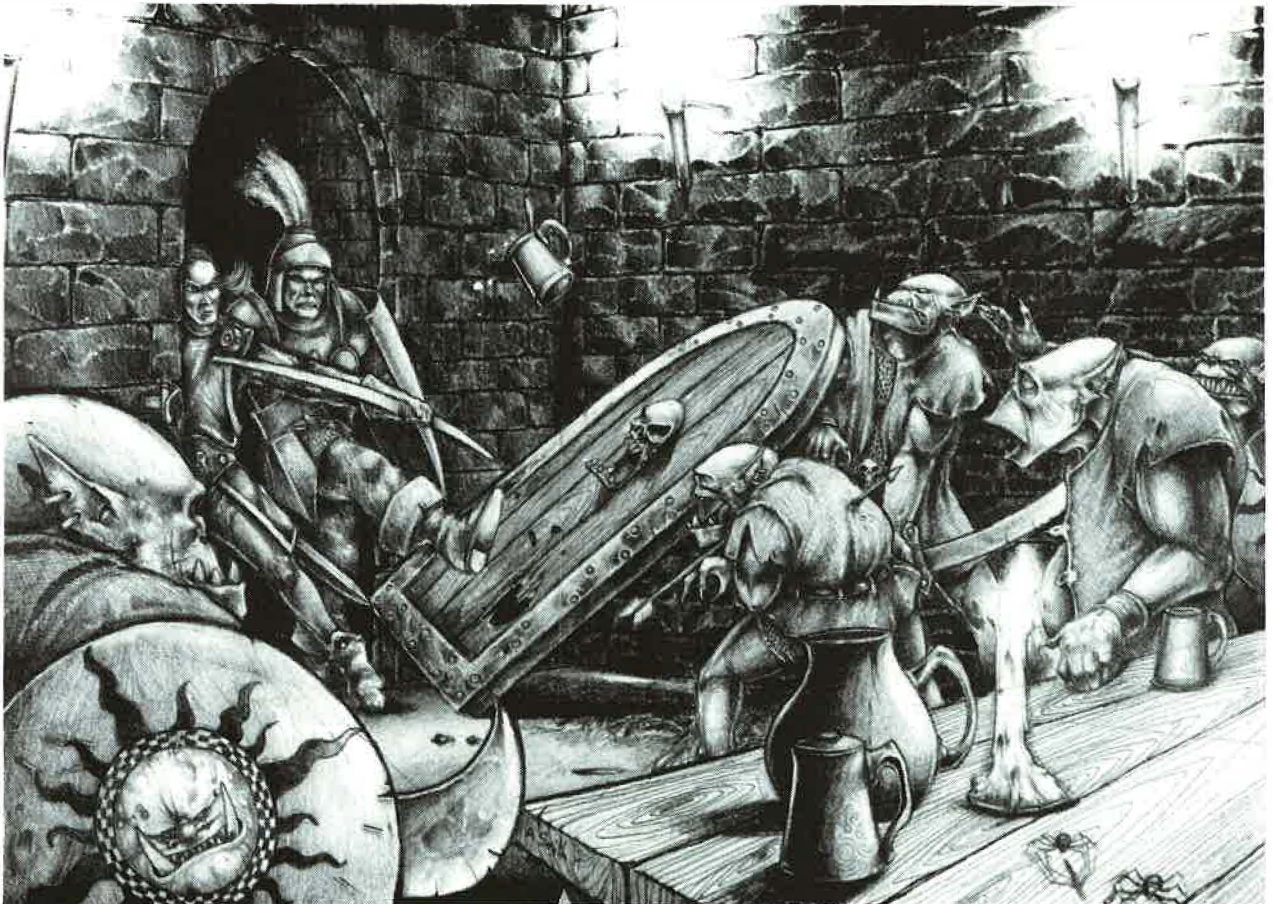
The mud is only to be found at a level 50ft or more below the entrance to the caves. This means that areas 18, 20 and 23 are free of it, as is part of area

24. Where there is mud, it is about 2ft deep. It is very dark brown in colour and has a sickening, slightly acidic, smell. Characters who come into contact with the mud suffer a temporary **Fel** loss of -10 to -30, depending on how badly they get covered with the malodorous stuff; lost **Fel** is recovered after a good scrubbing. Despite the acidic smell the mud itself does not cause any physical damage, although the adventurers will probably want to believe otherwise! Wading through the mud is hard work, especially for smaller beings, and it slows movement as follows

Creature Size	Movement
over 7ft	two-thirds normal
4ft-7ft	half normal
under 4ft	one-quarter normal

This movement penalty is *in addition* to any penalties from the *Shrine Movement and Combat Summary*. The mud also imposes a -10 penalty to all **I** tests made by wading characters.

In addition to its smell and its effect on movement, the mud allows Xhardja and the mud worms to move and attack. Although it is trapped on this level, Xhardja can move freely through the mud and is aware of happenings in mud-filled areas.



Xhardja

Xhardja can move freely through the rock and mud of the second level, but is trapped at the level of the mud. It moves at a rate of 4 yards/round, and although this means that it is slower than the average character (even at reduced speed because of the mud) it can always take the most direct route to any part of the complex.

It can only locate characters who are in contact with the 'ceiling' of its operational area (ie in any of the places with mud); if they leave area 21 and head north, for example, they will 'disappear' from Xhardja's senses as they approach area 23 and then 'reappear' as they go down the slope to 24. Note that Xhardja is intelligent enough to be able to anticipate that they will appear in the next room along.

Xhardja's task, as it sees it, is to destroy any living thing as soon as it becomes aware of it. This does not mean, however, that Xhardja will attack mindlessly. Primarily, it will attempt to stop intruders from reaching areas 24-26. Elsewhere, it will let them move into vulnerable positions before attacking. It is aware that area 26 cannot be entered via area 14 unless other characters have moved through the caves towards the Shrine from the south (see the description of area 24). Xhardja's tactics are described in a few places. In other cases you should determine what it does, bearing in mind both its sensory limitations and its mode of movement.



Xhardja will never show its body. It will attack by bludgeoning with the tentacles, and will attempt to wrap them around opponents. When Xhardja attacks, the first sign will be a frenzied bubbling of the mud, followed moments later by 3-12 tentacles extruding from it. Full details of Xhardja's abilities are given in the *Profiles* section.

The Mud-Worms

Although they cannot cause serious damage, these elemental parasites can be a nuisance. Every minute that a character is in the mud, there is a 10% chance that one of these worms will become attached to him. Or if you prefer, you can have a few mud-worms attack whenever the action is slowing down.

Mud-worms feed on metal, and if one attaches itself to a character who is not wearing metal armour on his legs (or whatever part of his body is in the mud at that time) it will leave again, causing only a minor irritation of the skin where it attached. If it finds metal, the creature will begin to feast. It will take 4-16 (4D4) minutes to eat its way through a piece of armour sufficiently to make that item useless. The time the creature takes indicates its size - 4-7 minutes is large, 8-12 is medium and 13-16 is small. While characters are in the mud there is a 1% chance per size group (ie 1% small, 2% medium, 3% large) that the Mud-Worm will be noticed. Once out of the mud it becomes a 5% chance per size group. Double these chances if the adventurer is specifically looking for mud-worms, or if he cleans his boots, etc - the mud is so thick that the worms can easily be mistaken for lumps clinging to the clothes. Once found they are easily pulled off, and any blow kills them.

14. Antechamber

This room was used by dwarven priests waiting to enter the main Shrine (area 26) for a ceremony. The two doors to area 26 are made of stone and give off a strong magical aura. They have no visible handles but are richly carved. The doors are actually a part of the elemental enchantment that underlies the whole of the main Shrine (but not the same enchantment which binds Xhardja there), and will prove immensely difficult to open without the correct ceremonial procedure. This is explained in the description of area 24.

15. Store Room

In all probability this is where the adventurers will enter the lower level proper. It was originally a store room, although its contents were removed when the Dwarfs fled the Shrine. The only 'interesting' things in the room are two decaying Ogre corpses, half-submerged in the mud. They still wear leather tunics and boots, but all the metal equipment they once had has been completely eaten by the Mud-Worms.

16. Trapped Room

The walls of this room are predominantly rough but show some signs of having been worked. The Dwarfs were in the process of enlarging the Shrine complex when the Orcs attacked, and this room was to be the beginning of a new section. Now, it stands incomplete and unfurnished.

Before they left the caves, the Dwarfs trapped the passage leading east to area 19. At the point indicated on the map, a cord is stretched across the mouth of the passage, 1ft off the floor (and thus, 1ft beneath the surface of the mud). If this is disturbed at all, a construction rather like a sharpened, sideways-facing portcullis will shoot out as far as the other wall. The character who set off the trap must make an **I** test (*Dodge Blow* +10) for every full foot of his height. Each failure means that one spike has hit the hapless adventurer, causing a **S** 3 hit – modified as normal by armour and *Toughness*.

Once the device has closed across the passage, it is lodged fast and cannot be pushed back. The adventurers will have to hack their way through it (**T** 4 **D** 10).

Xhardja knows that this trap is here, and will often make its first attack in this room, seeming to come from the recess in the north-west corner and using the confusion generated by the trap to gain surprise. It may even try and herd them towards the trap and crush them against it – a variant on the hammer and anvil tactic.

Try to stage this trap so that you know exactly where everyone is before the mud hits the fan. You know those troublesome players who are forever insisting that you misunderstood where they said their characters were standing – make sure those players have time to tell you they're well away from the trap, then hit them with a few of Xhardja's tentacles. Or let them get away from the tentacles and run straight into the trap. Finally, sit back and look smug.

17. Priests' Quarters

This room was stripped when the Dwarfs left. The remains of small cots loom like islands out of the muck in the north-east, north-west and south-west corners, while a table and four chairs rise in the middle. There are shelves fixed to all four walls, about three feet off the floor (ie 1ft clear of the mud). There are no small or loose article visible in the room. All the furnishings – especially the shelves – show signs of being attacked with some large blunt instrument. This damage is due to Xhardja flailing about with its tentacles in an effort to escape its imprisonment on this level.

A detailed search of the table will reveal a hollow area in the middle, which can be reached by removing some loose boards from underneath. When these are removed (which is not difficult) a cloud of spores will be released, saturating a 5ft

area around the table – this comes from a small colony of Yellow Mould that has somehow grown up inside the concealed space. *Toughness* tests have a +10 bonus in addition to the normal +10 for *Immunity to Poison* skill and other protections.

The hidden compartment in the table is 18in square by 1in deep, and seems to be empty apart from the mould. If a detailed search is made (or if the searching character has *Magical Sense* skill) an iron finger-ring will be found, wedged in a small crevice. This ring is a lesser variant of the *Amulet of Adamantine*, and increases the wearer's *Toughness* by +2, but only to a maximum of **T** 7.

18. Trapped Passage

This stairway used to lead to area 4 on the upper level, but the retreating dwarven priests blocked it with a rockfall. To make sure that the passage was secure, they also laid a trap at the bottom.

There are three triggers to this trap, all set into the floor: these are marked on the map. The triggers are magical, and cannot be found and disarmed by conventional means. A character with *Magical Sense* skill who is *specifically* searching the passage for magic will detect a faint magical aura in the trigger areas – if any attempt is made to identify or dispel the magic, you will have to judge its effectiveness for yourself, being more lenient if the party has already had a hard time.

The trap is activated in two stages. Stepping onto the area at the bottom of the stairs arms the trap, and then it can be set off by any weight greater than 50 encumbrance points being placed on either of the other trigger areas. When the trap is activated, a barred gate falls in front of the doors to 17 and 19. Characters in either doorway are allowed an **I** test (at +10, since the gate is fairly slow-moving) to get out of the way. Those who fail take a single **S** 5 hit.

If someone wants to get under a slowly-falling gate and hold it, let them try. First, they have to be actually in the doorway, then they have to make a successful **I** test at +10 to catch the gate. Then, have the player total the character's encumbrance – if your players are slack about bookkeeping, this may give you time for a well-earned break. The gate weighs 400 encumbrance points, so add this to the character's total. Subtract the character's allowance (**S** x 200 for Dwarfs, **S** x 100 for everyone else). After all that, the adventurer must make a *Strength* test, at -1 for every 10 encumbrance points left over – be mean and round up. If the test is failed, the character can't hold the gate, and takes a single **S** 5 hit.

Once they have fallen, the gates are jammed in place. They may be smashed through (**T** 5, **D** 20). The gates are held together by metal nails, and the lower ones have been eaten away by the mud-worms. This means that the bottom 2-3 feet of either gate are comparatively easy to break off (**S** test, *Carpentry/Engineering* +10).

19. Main Hall

This room was used as an audience chamber, and also served as a sort of waiting room for those who wished to enter the Shrine.

The ceiling is 18ft above the main floor level. At the south end of the room is a raised platform, 6ft higher than the rest and 4ft clear of the surface of the mud. A parapet 9in high runs across the front of this platform. The walls of this southern area are covered by hangings of a heavy deep blue cloth. These are almost totally decayed, and they will fall apart if they are handled without the greatest possible care.

In the lower area are a few plain wooden benches and a large table. The benches, being only a foot or so high, are completely submerged in the mud, and may come as a surprise to any character who accidentally runs into them. The mud-worms have eaten all the nails and other metal parts from these furnishings, and they will fall apart if disturbed. On the platform are three small chairs – again, the seats are a foot or so high – with ornately-carved backs.

The eastern door in the north wall (leading to areas 21-23) is barred on the outside, and must be forced open (it has T 4, D 9). The south-eastern passage, leading from the platform to area 21, slopes down into the mud. Note that this means Xhardja can attack the adventurers as soon as they reach the corner.

20. Library

This room once contained the Shrine's priceless collection of books, scrolls, parchments, and so on. The Dwarfs stripped the library when they abandoned the Shrine, and only a few items remain.

In the middle of the room there are two small tables, each with a chair by it. Along the south and east walls are three shelves (these run all the way from the north-east corner to the south-west, including around the angled corner). In the middle of the west wall there is a broader shelf which was used as a desk. It has a pair of chairs in front of it.

Set into the ceiling is a globe of polished, uncut crystal, which radiates a soft light over the whole of the room. The globe can be removed with care. Have the players describe their proposed method in detail, then make a S test for the character attempting the task, modified by up to +/-30 according to how you rate their plan.

A successful test frees the globe, but the test is then repeated. If the second test is successful the globe has been destroyed. Once free it will shine, becoming weaker all the time, for another 2-3 years, but may be of some use.

There are still a few odds and ends on the shelves – scraps of unused and decaying parchment, broken quills and nibs, an empty ink pot, some curiously shaped stones that were once used as

THOSE who seek audience with our LORD must first make him an offering. A body must be cast so that its blood falls and wets our LORD'S lips, turning red the centre of the plinth and its upper edges also. THE eyes that closely guard the ground must be blinded by the red life-offering so that our LORD may not be distracted from his feast.

THEN the singing guardians must be struck thrice to give notice of new entrance. IF this is done then our LORD will be ready to receive guests and to answer what they will. BUT the lore of hospitality requires that admittance be gained only after the request has been made. SO read the words that are given and the rocks will hear and respond. HERE upon the offering will be received and the way will be clear.

SOME words of advice that should be heeded: DO not ask more than has been given. AND do not touch lest you be touched in return, for it is said that what our LORD receives he will return in time, tenfold and more.

FOR if you trespass and flee you will be damned. ALL faces will turn with hatred on those who try to leave thus, and they will be burned and banished from this place forever. AND especially beware should a threat be made towards our LORD'S special feature in the octagonal hall on

paperweights, and so on – but nothing of any real value. However, a careful search will reveal a loose section in the middle shelf on the south wall of the room. The shelf can be pulled out to reveal a concealed space which contains *Handouts* 7 and 8. Both parchments refer to the rituals which must be performed in area 24 in order to open the magical door to the inner Shrine.

Handout 7 is extremely delicate, and may fall to pieces unless it is removed with extreme care. If the players tell you that the parchment is being treated carefully, allow an I test for the character handling it in order to stop the parchment disintegrating. If the test is successful, give the players the handout intact. Otherwise, tear it along the marked lines before giving it to the players. *Handout* 8 is, by comparison, relatively sound.

21. Audience Chamber

This room was once used by the priests to give private audiences to visitors, either before they entered the Shrine (to discover what it was they required), or after a ceremony (to interpret the omens that had been revealed). It now contains only three chairs, a table and a couple of benches, all of which have been overturned by Xhardja. Like the benches in area 19, they are fully covered by the mud, and all metal fittings have been eaten away by the mud-worms. The south door, leading to the raised platform in area 19, is barred on the inside.

22. Xhardja's Lair

This is the room in which Xhardja was originally summoned, and much of its power resides here. Xhardja has sealed the door to this room by wrenching a four-foot boulder from the walls and wedging it against the door. The adventurers will not be able to force the door open against this obstacle, but they can smash through the upper part of the door (T 3, D 7) and clamber into the room that way. Xhardja is – understandably – protective towards this room, and will always attack intruders. Its usual tactic is to attack in the passage, herding them against the blocked door to this room.

The room was stripped of almost all its furnishings before the dwarven priests summoned Xhardja, and only those items that were necessary to the summoning remain. In the centre of the room stands a low pedestal, 3ft in diameter and 2ft high, on top of which is a strangely-shaped white crystal. It glows with an irregular inner light, seeming to pulsate slowly. In each corner of the room, and in the centre of the east and west walls, iron spikes are driven into the stone. A shard of blue-grey crystal hangs from each spike on a leather thong – these crystals seem to pulsate in time with the large white one. The walls of the room itself are scarred and pitted, with thousands of individual scratches – some inches deep – forming an irregular pattern of whorls and curves.

The crystal in the centre of the room is not the

**TAKE HEED, O POWERS OF STONE AND STEEL,
AND DO NOT DENY ME PASSAGE.
I AM COME TO YOU A TRUEBORN SON OF
GRUNGNI, WHO FIRST OPENED THE
UNDERGROUND WAY.
I AM FREE FROM DISHONOUR, COWARDICE AND
TREACHERY. MY SOUL IS UNBURDENED BY
GUILT.
I HAVE DONE ALL THAT IS REQUIRED OF ME,
THEREFORE OPEN THE WAY UNTO ME AND
DELAY ME NO LONGER.**



Crystal of Earth, although the adventurers may conclude otherwise. It is the source of Xhardja's power and acts as a focus for the elemental energies on which Xhardja feeds. Touching the crystal is dangerous – any character doing so will lose *Strength* and *Magic Points* as the crystal sucks life-energy out to feed Xhardja – 1 point of each on the first touch, 2 on the second, 4 on the third, and so on. Spellcasters are permitted a **WP** test to resist this draining effect. Touching the crystal with a metal object will also allow a character to be drained, but there is an automatic **WP** test at +20 to resist in this particular case. Lost *Strength* points are recovered at the rate of one per day. *Magic points* may be recovered by normal means.

If Xhardja manages to grab one or more characters with its tentacles while in this room, it will beat them repeatedly against this rock (once each per round), draining their life-energy to feed itself. In addition to the characteristic drain, each blow counts as a normal **S** 2 hit – Xhardja is pulling its punches, so that the victim is hopefully not killed before all the life-energy has been extracted.

To deprive Xhardja of its power, the rock must be smashed – any attempt to hit it will succeed, but it has **T** 8, **D** 50. Spells such as *Crumble Stone* and *Smash* will affect the crystal normally, but several castings will be required in order to destroy it. *Dispel Magic* will interrupt the crystal's functions for one round, and for that round its **D** points are divided by 5 (round down).

If the crystal is smashed, Xhardja will not be able to regenerate lost *Wounds* and its movement will be halved. It will also automatically lose 5% of its *Wounds* per day until it is destroyed in this world and sent back whence it came. Xhardja knows this, and will play dead once the crystal is smashed, saving its now-limited powers for a final battle in area 26, in defence of the Crystal of Earth. It will fight to the death in that battle.

The blue shards were used as a focus for the Dwarfs' spellcasting, and are not affected by the fate of the crystal. They glow and pulsate regardless of what happens to it. They can be destroyed if they are stuck hard enough (**T** 8, **D** 1 each).

23. Antechamber

Rough steps lead up to this small chamber, which is some ten feet above the level of the mud. This room was occupied by the Shrine's guards who controlled access to the inner part of the Shrine (areas 24-26). This was mainly done by covering or uncovering a pit which stands before the western entrance to the room. The retreating Dwarfs destroyed the cover, but cast an illusion on the pit to render it invisible – the floor appears unbroken over it.

The pit is 21ft (7 yards) deep, 3ft wide, and 5ft long. The illusion covering it can be penetrated in the normal way. It counts as 3rd level for test

modification purposes. Once it has been found, the adventurers should be able to leap or step across the pit with no difficulty.

24. Sacrificial Chamber

This room was originally the sacrificial chamber. Unlike the bulk of dwarven religious sects, the Dwarfs of Kadar-Helgad used blood sacrifice in some of their religious ceremonies. It could be that the presence of the Crystal of Earth somehow tainted the Shrine with a light touch of Chaos, or that the cult had become corrupted by some other means. Since the adventurers will not run into any living members of the Kadar-Helgad cult during this campaign series, we leave the truth of the matter to you – if you want to make anything of it in extending the campaign for yourself, feel free.

The room is 15ft high, and the walls are covered with low-relief carvings of Dwarfs at worship. In the middle of the room there is a stepped platform that rises 5ft from the floor (and 3ft from the surface of the mud). Set into the top, from floor to ceiling, is a circular cage about 3ft in diameter, made from iron bars 2in thick and set at 6-inch intervals. The cage is embedded in both the ceiling and the floor and is of very sturdy construction (each bar has T 5, D 12, and trying to do anything to the bars in the cramped conditions of the cage imposes a -30 penalty. The top of the cage opens onto the shaft that descends from area 11 above.

The doorways at the south western end of the room are about 10ft tall (each door is 3ft wide and 10ft high). Grotesque, leering dwarven faces are carved on both sides of these doors – each face is roughly 4ft high and set into the centre of the door. They are quite hideous, covered with erupting boils and tumours and their mouths are open as if screaming with terror or laughter. The doors themselves are basically slabs of rock 18 inches thick, with the outsides (including the faces) covered with a layer of bronze. Below the surface of the mud this has been eaten away.

The doors carry a powerful and permanent enchantment, which has lasted since the building of the Shrine and taps directly into the earthpower that runs through it. They are the Shrine's ultimate protection against intrusion and desecration. They cannot be opened by normal means. A specific ceremony must be completed in order to move them. No amount of pushing or ramming will have the slightest effect. Similarly they cannot be smashed through – the bronze plating will come away, but the doors themselves will be unmarked (or to be more precise, they will reform into their original shape, assuming that the blow was strong enough to deform them in the first place). Until the ceremony is completed, the doors are firmly rooted in floor, ceiling and both walls – a solid wall of self-healing stone.

The key to the ceremony required to open the doors is to be found in the library (area 20) in the form of *Handouts* 7-8. If the adventurers are defi-

nately not up to working this out, you might let them gain entry through some magical means – for example, one character might cast *Dispel Magic* to drop the regeneration property for a round, while another stands by with *Smash*, *Crumble Stone* or some similar spell to make a hole. This should only be permitted in direst emergency, though, perhaps if the adventure looks like breaking down completely in front of the doors. Don't be afraid to make the adventurers work!

The Ceremony

The ceremony must be performed exactly as described in *Handout* 7, in the correct order. This may be something of a problem if the handout has fallen to pieces and the adventurers have pieced it back together in the wrong order.

First, the blood sacrifice must be made. An offering must be placed in the cage on the dais, and blood from this victim must be allowed to fall on the floor of the cage. The 'victim' must be a living or dead intelligent creature – animals are not acceptable. One of the dead Ogres in area 15 would make a quite acceptable blood sacrifice, as would a PC volunteer. 2 *Wound* points of blood will suffice – one for the floor of the cage, and one for the edges of the top and bottom steps. Getting a victim into the cage may be something of a problem. This can only be done by lowering someone from above, unless the adventurers manage to bend the bars or find a suitably slim victim.

Next, blood (not necessarily from the same victim) must be wiped along the edge of the top step of the dais and on the eyes of the small figures that are engraved around the bottom step. Being under the mud, these small figures are not immediately apparent to the adventurers, and it should be an interesting test of their ingenuity to see how they manage to smear the eyes when the step is covered by a couple of feet of mud.

Thirdly, the faces on the doors must be struck, *simultaneously*, six times – preferably in two groups of three, although you can let this point go if the adventurers need a break. To conclude the ceremony, the declaration from *Handout* 8 should be read, in Khazalid, in a loud voice.

Once the scroll has been read – assuming that the ceremony has been conducted correctly – there is a groaning sound from under the floor. The floor of the cage suddenly ceases to exist, revealing a shaft 3ft in diameter. If the sacrificial victim is still alive and in the cage, he must make a successful I test or fall 30ft (10 yards) onto a set of spikes worth D6 automatic S 3 hits in addition to falling damage. The shaft then closes – the rock seems to flow back together – and there is a grinding sound from deep in the earth. This is the 'feast' referred to in *Handout* 7 – the earth is chewing on its victim. If there is no victim still in the cage, any object weighing 200 encumbrance points or more may be dropped down the shaft, and will cause it to close as described.

The ceremony is now complete. The doors from 24

to 25 and from 14 to 26 open. Those who observe the doors closely will see cracks appearing round the edges of the doors as they become separate from the rock around them. After about five seconds they are fully detached, and they swing open.

25. Passage

The doors at the south end of this passage can only be opened by the correct ceremony in area 24. They fold back to the wall and seem to blend into the rock – indeed, they are now impossible to close by normal means, just as they were previously impossible to open. Both sets of doors bear similar leering dwarven faces.

Two pairs of pillars are moulded into the walls of the passage. Between the pillars, in low relief, are faces similar to those on the doors. As the adventurers pass the northern set of pillars, the north doors will swing open to reveal the inner Shrine (area 26), folding back into the walls like the south doors did. Like the south doors, they too have faces on both sides.

There is a magical trap in this passage, but it will only be set off if intruders somehow get into the passage without completing the ceremony in area 24, or if any sacrilege or other impiety takes place in the passage. Then, both sets of doors will slam shut as before. The carved faces will begin emit a horrific walling sound, which grows louder and louder until it is absolutely deafening (-10 to all

tests because of the distraction of the constant noise).

Meanwhile, the bronze plating which covers the faces will begin to glow, growing hotter until it flows sluggishly down the walls. Anyone who touches it will suffer D4 Wound points of burn damage irrespective of Toughness and armour, but – strangely – the passage itself does not become any hotter.

As the bronze becomes semi-molten (after a minute or so of heating) each of the faces puffs out its cheeks and spews forth a spray of glowing, molten bronze. Each spray covers a cone-shaped area 12ft long and 6ft diameter at the end. It is possible for a character to be hit by more than one spray, as the diagram shows.

Characters hit by the sprays take an automatic **S 4** hit each round (doubled if *flammable*) from each spray that hits. Magical protections against fire work normally against the molten metal. Armour protects as normal, but use the rules for incendiary hits in the **WFRP** rulebook. Shields only protect one side. A non-magical wooden shield will be destroyed if additional damage is rolled for any spray hitting it. It is possible for some characters to shelter behind others. For each character in the line of a spray, reduce the damage done to those behind by half.

The spray of molten metal lasts for 6 rounds, and then the bronze runs out. The faces overheat, the stone itself begins to glow dully, and then they explode, filling the air with stone shards which have the same effect as an *Assault of Stones* spell affecting everyone in the passage.

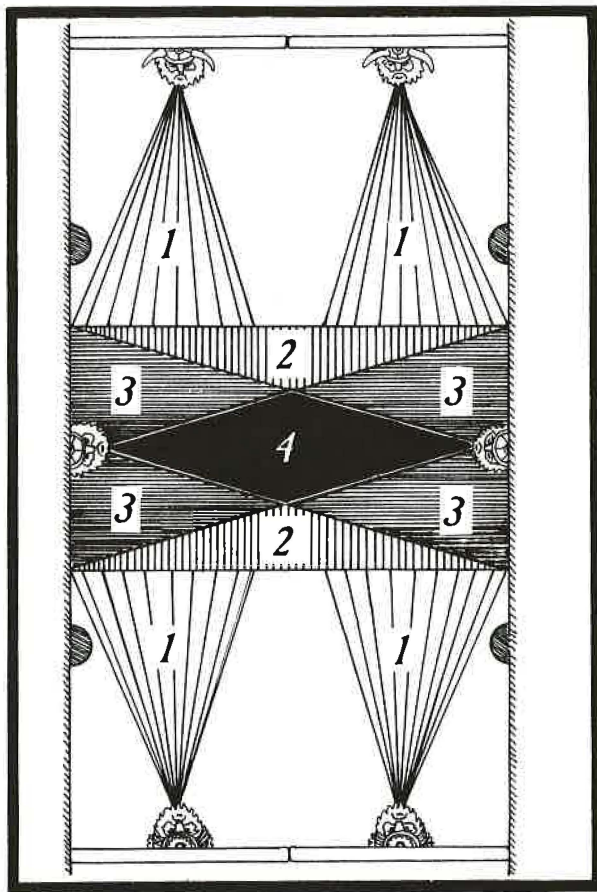
Once the trap has been activated, the doors remain closed. Characters who are still in area 24 may attempt to open the doors anew, or those trapped may try to tunnel out by some means – like the combination of *Dispel Magic* and *Smash* already mentioned.

This is an extremely vicious trap, designed to kill off even the hardest of intruders. This is just as the Dwarf-priests intended. If the adventurers set this off, not all of them are likely to survive – but they should have been warned through *Handout* 7, and they should know better than to set it off in the first place. The Crystal of Fire, along with a little luck, should keep at least some of the adventurers alive through this firestorm.

26. The Inner Shrine

This is the heart of the Shrine of Kadar-Helgad. If the adventurers get this far and Xhardja has not yet been destroyed, it will attack with every means at its command – only one side will get out of here alive.

The room is shaped like a stepped octagonal bowl. Each step is 18in wide and 1ft deep, so that the centre of the chamber is 10ft below the level of the



mud. The ceiling is 10ft above the surface of the mud at the edges, but is stepped like the floor – in the centre it is 18ft above mud level, or 28ft above the floor.

All the visible surfaces of the room (including the doors to 14, but not the doors to 25) are painted a deep red colour. This is paint, but if the players want to think it is dried blood, let them.

Painted over this on the north wall, between the doors, is a stylised image of the three-peaked mountain. The paint on the six side-walls appears to be a little mottled and uneven, but only a careful examination under good light will reveal that the dark areas form a rough humanoid outline, about 8ft high, in the middle of each wall.

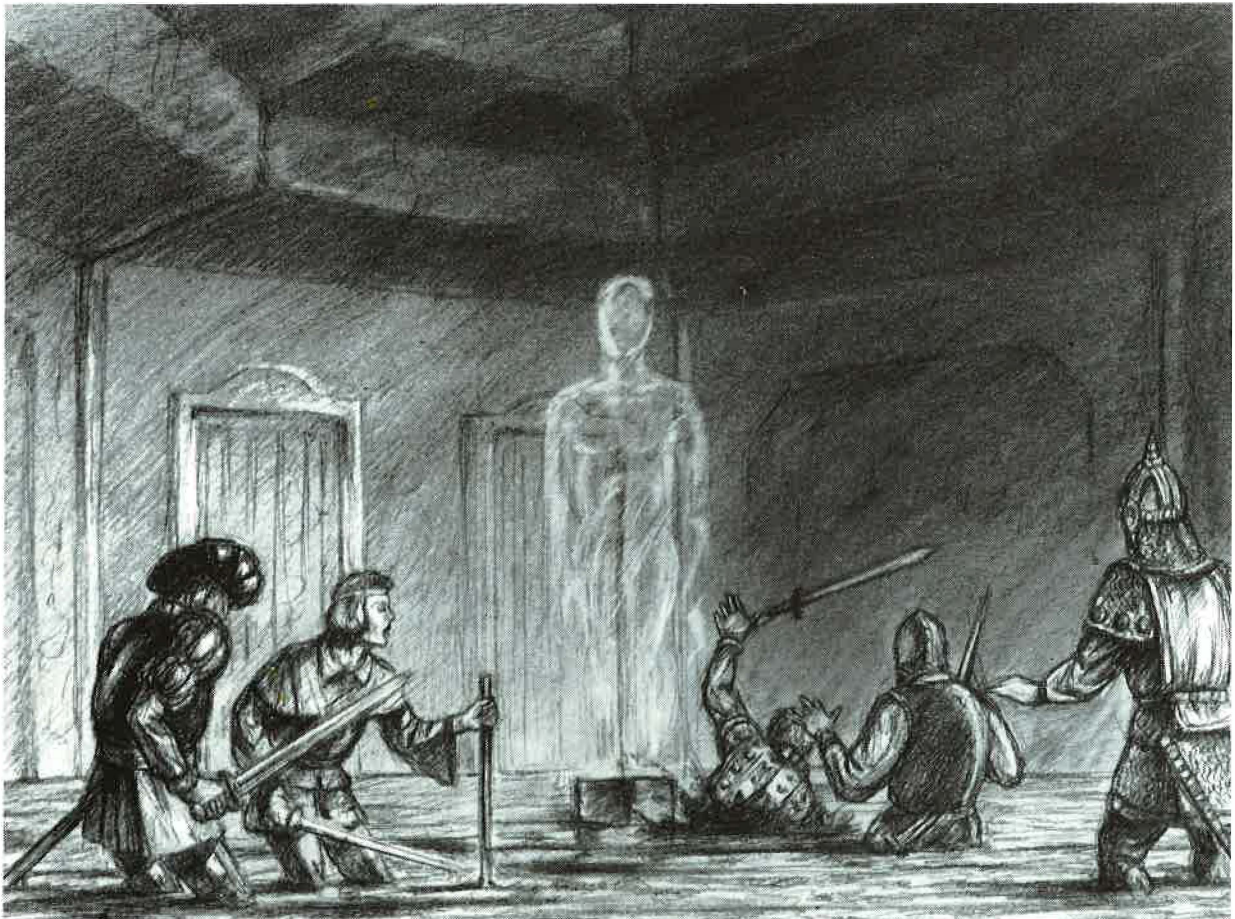
A little to the north of the chamber's centre, a rough pillar of rock stands about three feet above the level of the mud. If the adventurers have the means to investigate it, they will find that the pillar issues seamlessly out of the rock of the chamber's floor. The surface of the pillar is covered with runes and other cryptic carvings – these were to specific to the cult which worshipped here, and have no meaning beyond those assigned by the cult. The adventurers will not be able to interpret the symbols.

This rock was used by the Dwarf-priests for casting auguries – a sacrifice is made, questions may be asked, and the answers will form on the surface of the stone. Questions and answers are

always in Khazalid – the stone ignores any other language. The number of questions and their complexity are determined by the number and quality of the sacrifices: one human (7 Wound points of blood) will allow one simple question, and so on.

The stone is not omniscient, but can answer a wide range of questions, especially relating to the earth and things that are happening underground. It cannot see into the future, but may make educated guesses which are far more likely to be correct than mortal guesses on a similar matter. The answers will be highly cryptic and usually take a trained priest to unravel them, though laymen may understand something of their meaning. The answers last until the next question is asked but fade in time.

There are several things which may be done in this chamber that will set off the trap in area 25. The first is touching the stone in any way – this merely sets off the trap. Asking the stone trick questions to make it prove itself will have the same effect, as will any insult or blasphemy to the dwarven gods or the powers of earth. Although touching the stone only sets off the trap in 25, other sacrilegious acts cause a second danger to manifest itself here – the Stone Man. It is worth noting here, before describing this danger, that the doors to 14 do not close when the trap is set off – this was originally so that the priests could flee through them, possibly taking the culprit if he was highly valued. Once shut, the doors to 14 become sealed as before.





The Stone Man

If the adventurers do anything which activates this trap, the doors to 25 slam shut and the trap in that passage is set off as already described. At the same time, the stone begins to hum, and the vague figures on the six side-walls become more clearly defined

After a few seconds, a misty humanoid figure appears from each wall and floats over to a point above the stone; there, the six figures merge. While this is happening, they cannot be damaged by any means whatsoever. The figures are not real in themselves, but are merely the visible sign of a summoning spell in progress. Once the figures have merged, there is a great cracking and grinding noise from the floor, and the Stone Man rises from the floor at the foot of the rock just like a swimmer pulling himself out of the water.

The Stone Man is 12ft tall, and looks like a partially-finished statue. It has no facial features or other detail, but is simply a rough humanoid shape made of stone. It attacks the offender(s) immediately, and fights until it or its opponent is destroyed. More information about the Stone Man can be found in the *Profiles* section.

The Crystal of Earth

You may have noticed, perhaps with some concern, that here we are in the last room of the Shrine and still no mention has been made of the Crystal of Earth. So where is it, the object of the adventurers's quest?

When Xhardja ws summoned a century ago, it was given two orders: one, to defend the complex against intruders; and two, to keep the Crystal of Earth safe. Accordingly, it has hidden the Crystal inside the stone pillar. There are several clues which may lead the adventurers to find the hiding place of the Crystal of Earth:

Firstly, they should have the Crystal of Fire from **Fire in the Mountains**. This artefact will be glowing very brightly in this chamber – far brighter, in fact, than the adventurers will have ever seen before – and it will emit an almost dazzling light when it is within a foot or so of the base of the pillar. If you're feeling extremely generous, there might be an answering glow from within the pillar.

Secondly, the fact that Xhardja has probably fought to the death in here ought to give the players the idea that this room is important.

Thirdly, if the adventurers work out the prophetic function of the pillar, then the location of the Crystal of Earth will probably be one of the first questions they ask, eliciting the answer 'within'.

The pillar can be destroyed by force (T 8, D 35) or by magic. *Dispel Magic* will shatter the base of the pillar, as the Crystal and the pillar will then be forced to occupy the same space without magical aid. When the pillar is destroyed, the Stone Man crumbles to dust, and the Crystal of Earth will be found among the wreckage of the pillar.

FINALE!

The battle with the Stone Man and the possible finding of the Crystal of Earth would probably make a perfectly satisfactory conclusion to this adventure, but...

With any luck, it's been a hard slog through the lower level of the Shrine, and the adventurers will be missing fate points, several Wounds, and maybe a couple of friends. At last, the second Crystal of Power is in their hands. In this case, you can allow them out with only a few minor extra hassles.

On the other hand, there is just a chance that the adventurers have won through without any serious damage – they've been too clever by half, outrageously resourceful, or just plain lucky. They saunter into the inner Shrine, sum up the situation at a glance, and the Crystal of Earth is theirs. No suffering, no heroism, no blood. That's no way to end an adventure.

For use in such circumstances, here are three bonus endings, any of which can be used to lead the adventurers into another adventure, to give them the dramatically necessary final fight scene, or to crush any remaining end-of-adventure complacency that they may have.



Regardless of their attitude when the adventurers went in, the Ogres are definitely hostile when the adventurers come out. If they can kill the adventurers and take all their gear, the Ogres can at least claim that they were using the 'Slims' to collect goodies for them before putting them into the pot. This would not only save face, it would also give them a reputation for 'cleverness'. This is a virtue much prized among Ogres, although it is not exactly the same as the Human conception of cleverness and intelligence.

We Need a Favour

A large force of hostile creatures has just launched an assault on the Shrine complex. Perhaps the Orcs have come back, or the Goblins have got word to a few hundred of their cousins, who have come to take over. As the adventurers make their way out of the depths, Rothnogg is waiting for them. He points out how helpful the Ogres have been, and draws the adventurers' attention to the common danger. Surely, the 'Slims' can't refuse to help out – after all, there are only a few hundred of the little greenies...

Ogre Battle

A large group of Ogres has arrived at the Shrine – a whole mercenary regiment, or even more. They heard how a bunch of 'Slims' got past Rothnogg and into the complex (with or without his help), and now the Ogres are in danger of losing face.

A Rock and a Hard Place

Xhardja, as you may remember, is not utterly destroyed but simply banished from this world when the adventurers defeat it. The adventurers might think that the matter ends there, but Xhardja has decided otherwise. It may hold a grudge for having been defeated by mere soft-bodied animal-things, or it might have an unusual devotion to duty arising from the use of the Crystal of Earth to summon it. Or, possibly, it might have decided that the only way to guarantee its own freedom is to keep control of the Crystal. Whatever the reason, it calls in a few favours with a group of Earth Elementals, and sends them after the adventurers. Since they will not have had time to attune to the Crystal of Earth, half a dozen Earth Elementals of size D4+2 could give Our Heroes a hard fight. They could even be trapped, with the Ogres on one side and a few(!) Elementals on the other.

EXPERIENCE POINTS

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

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

Don't divide awards among the contributing characters – they are for *each* character who took part. Also, don't award experience for encounters and incidents which never took place for any reason. For example, if the adventurers didn't meet the Harpies on the way through the Twisted Lands, they shouldn't receive the EPs for that part of the adventure.

Going Home

The Twisted Lands

0-20 for dealing with each encounter

Chaotic Terrain

0-20 for dealing with each encounter
25 for coming through the Twisted Lands without having lost C1 points or gained Insanity Points

The Forest

0-20 for dealing with each encounter

Into the Mountains

0-20 for dealing with each encounter
0-50 for finding the Shrine

The Shrine at Kadar-Helgad

The Approach

0-50 for the effectiveness of the initial approach
100 for persuading the Ogres to help
100 for defeating the Ogres

The Upper Level

0-50 for dealing with the Goblins
0-20 for dealing with Korschner's skeleton
25 for finding *Handout 4*
50 for finding *Handouts 5-6*

The Lower Level

50 for each of Xhardja's tentacles forced to retire and regenerate
10 for spotting a mud-worm before damage is done to equipment
25 for spotting or avoiding the trap in area 16
20 for spotting or avoiding the trap in area 18
50 for finding *Handouts 7-8*
50 for stopping *Handout 7* falling apart
25 for piecing *Handout 7* back together in the right order
100 for destroying the main crystal in Xhardja's lair
50 for forcing Xhardja to retire until the adventurers reach areas 24-26
10 for evading the camouflaged pit in area 23
10-100 for opening the doors to passage 25 from the sacrificial chamber
50 for avoiding the trap in area 25
25 for surviving the trap in area 25
200 for finding and recovering the Crystal of Earth without activating the Stone Man
200 for finally defeating Xhardja
100 for defeating the Stone Man

Optional Finales

0-100 for dealing with any optional finale

FATE POINTS

If Xhardja is destroyed (no matter how) and the adventurers get the Crystal of Earth, each surviving character gains 1 *Fate Point*. The character who struck the blow which destroys Xhardja gains an additional *Fate Point*.

CONTINUING THE ADVENTURE

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



PROFILES

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

THE JOURNEY TO THE SHRINE

The Twisted Lands

The Harpies

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	41	25	4	4	11	20	1	33	35	14	43	66 5

Special Rules: *Claw* attacks. Fly as *swoopers*; **M** score is for ground movement only. Missile ranges increase one step when shooting at a flying Harpy. When flying, a Harpy can attack in any direction.

The Hydra

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
6	33	0	4	6	41	30	8	-	24	14	24	24 -

Special Rules: 1 AP, all locations. Causes *fear* in living creatures under 10 ft tall. 6 *bites*, 1 *stomp*, 1 *tail-lash*.

The Manticore

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
5	59	34	6	6	41	40	3*	-	43	24	43	43 -

*4 if the Manticore has a scorpion tail.

Special Rules: 1 *bite* and 2 *claws*. If the Manticore has a scorpion tail, it can make a *venomous* attack to front and side; the victim becomes *drowsy* on the first failed **T** test, and dies in 2D6 seconds after the second. Flies as *swooper*. Causes *fear* in living creatures under 10 feet tall.

The Forest

Giant Spider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
5	33	0	5	4	17	10	2	-	43	2	24	6 -

Special Rules: Causes *fear* in living creatures under 10 feet tall, *terror* in characters with arachnophobia. Subject to *fear* of fire but otherwise immune to psychological effects. 2 *bite* attacks, *venomous* – a failed **T** test leads to *paralysis*, with death in D6 rounds after the second failed test. Exoskeleton gives 2 AP on all locations.

Lashworms

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
0	33	0	1	3	5	*	1	-	0	0	0	0 -

Special Rules: Always attacks first, regardless of **I** scores. Immune to psychological effects. Attacks roll D4 for damage, not D6.

THE SHRINE

The Ogres

Rothnogg, Level 2 Ogre Cleric

Rothnogg is the leader of the Ogres in the caves and is head priest at the Shrine. He stands a head taller than most of the Ogres, and is covered with a multitude of ceremonial scars. He has lost the little finger on his left hand (bitten off in a playful tussle in his youth) but is otherwise fit and healthy despite being old for an Ogre. Unless in ritual dress he wears a huge chain mail shirt and, if outside, a black bearskin cloak. His only sign of office is the small piece of glinting rock that hangs on a chain around his neck. When he is officiating at the Shrine he wears a cloak covered with bird feathers, bones and skulls, and carries a tall rough staff topped with a human skull – and he wears his mail shirt on under the cloak.

Rothnogg's spellcasting abilities put him in an almost unique position among the Ogres – especially since spellcasting does not seem to have made him any weaker or less proficient in physical combat. But Ogres on the whole have a deep distrust of magic, and Rothnogg quickly realised that he could wield more influence as the chief priest of a shrine than as the advisor to a tribal chief or mercenary commander. He is an intelligent Ogre, and will be able to contrive a reasonably effective defence of the Shrine if necessary.

Like all Ogres, he is possessed of a measure of casual brutality to the smaller and weaker races – if he catches a Goblin (or even an adventurer) he is quite capable of pulling an arm off and eating it there and then. Even if he is dealing in a relatively friendly manner with the adventurers, his first reaction when they are brought to him will probably be to assess their food value:

"What's this, then? Not a lot of meat on 'em, is there? Well, stick 'em in the grub dump anyway. And pull their heads off first – don't want 'em eating our fodder."

"What? Well, well, they talk! First time dinner's

The Shrine at Kadar-Helgad

talked back in a long time. Speak up, Slm, I can't hear that squeaky little voice of yours. So you want taking off the menu, do you? What's it worth?"

In a last-ditch attempt to save himself, Rothnogg may destroy his staff by smashing the skull onto the ground – this will release an Earth Elemental of size 4 which will attack his opponents, allowing him some time to escape.

M WS BS S T W I A Dex Ld Int Cl WPFel
6 38 23 5 5 19 40 2 28 38 34 28 38 20

Special Rules: causes *Fear* in creatures under ten feet tall.

Skills: Cast Spells – see below; Magical Sense; Read/Write; Street Fighting; Strike Mighty Blow.

Spells: 16 *Magical Points*

Petty *Gift of Tongues; Produce Small Creature; Sounds.*

Battle 1 *Fire Ball; Hammerhand; Strength of Combat.*

Battle 2 *Animate Sword; Arrow Invulnerability.*

Possessions: sleeveless mail shirt (1 AP, body); sword; key to room 13; staff with bound Elemental (see above); bearskin cloak; ritual cloak; 5 crowns, 27 shillings and 54 pennies (in a leather pouch); a selection of bones, teeth, etc. (used in the telling of auguries).

Krodogg, Ogre Initiate

Of average height (12ft) and build for an Ogre, Krodogg is not as imposing as his superior Rothnogg. He has some ritual scars, but some became infected and festered. Only one or two occasionally ooze pus, but his face seems distorted almost as it had been accidentally melted and not reset quite right. For ritual purposes he has a cloak like Rothnogg's, though not so splendid, but he no staff. Otherwise he wears a filthy jacket made of an assortment of skins and furs, with oddments of armour crudely stitched on.

Krodogg is not as intelligent or accomplished as his boss and gained his current position more by determined toadying than by any real merits. Rothnogg knows that he is of little use, but prefers someone he can trust as his lieutenant. After all, Krodogg can only retain his authority if Rothnogg is around to protect him, so he has no compulsion to usurp Rothnogg's position. Both Ogres are aware of the nature of their relationship and Krodogg knows that Rothnogg has only contempt for him. If the chips are down, Krodogg will run rather than sacrifice himself for his master or the Shrine.

M WS BS S T W I A Dex Ld Int Cl WPFel
5 40 23 5 5 15 35 2 28 38 20 28 15 20

Special Rules: causes *Fear* in creatures under ten feet tall.

Skills: Dodge Blow; Strike Mighty Blow; Torture.

Possessions: semi-armoured jacket (0/1 AP, body/arms); club; feathered robe.

Hradyagg, Ogre Guard Commander

Hradyagg is a large, powerful Ogre who is almost as big as Rothnogg. He wears a chain mail coat and an open helm at all times, and wields an enormous double-bladed axe. He is fairly dull-witted, but is a good fighter and in the confined space of the Shrine would be a difficult adversary. He is endowed with a good measure of the unreasoning courage for which Ogres are justly feared, and will fight to the death in defence of the Shrine if need be. He will not throw his life away, but he will take as many attackers with him as he can.

M WS BS S T W I A Dex Ld Int Cl WPFel
5 55 23 5 5 16 35 3 28 38 14 38 25 20

Special Rules: causes *Fear* in creatures under ten feet tall.

Skills: Dodge Blow; Disarm; Strike Mighty Blow; Strike to Injure.

Possessions: mail coat and helmet (1 AP, all locations); Axe; 45 shillings; small ruby (50 GC); set of five silver dice (honestly balanced) worth 10 GC.

Grathyagg, Ogre Supplicant

Grathyagg is the only permanent resident at the Shrine who is neither a priest nor a guard. Grathyagg is here because he thinks he has been cursed: about a year ago he lost his appetite, a terrible thing for an Ogre. He looks skinnier than the other Ogres, and has a permanently miserable, haunted expression. He has decided to work in the Shrine (preparing food for all the other Ogres, ironically) until he can work the curse off.

Grathyagg wears a stout leather jerkin and carries a sword which he uses as a general-purpose knife. If the chance to defend the Shrine is presented, he will do so without regard to his own life – it is a chance for the gods to notice his piety, after all.

M WS BS S T W I A Dex Ld Int Cl WPFel
5 30 23 4 5 15 35 2 25 38 20 28 15 20

Special Rules: causes *Fear* in creatures under ten feet tall. Subject to *frenzy* (fanatic).

Skills: Cooking; Dodge Blow; Sixth Sense.

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

5 Ogre Guards

The five guards at the Shrine are not typical of the bulk of Ogre warriors. The fact that they have opted to serve at the Shrine rather than living a cheerful mercenary life of travel, fighting and double rations marks them out as reflective and philosophical – by Ogrish standards. This subtle difference may not be apparent to the adventurers, especially when the guards start treating them to an almost endless collection of height jokes and commenting to each other about the best way to prepare each adventurer for eating.

"Roast on a spit, that one. The juices'll bring the flavour out of the meat."

"Nah. Too stringy for that. Stuffed with onions and bolled – only way."

"Want to talk to the boss? Don't know about that – he might not be hungry just yet. Oh all right – through there. Don't open the door – just walk in under it. (chuckle)"

"Well, look at this – them Goblins have started painting themselves pink!"

"Can't hear you, way down there. Go and find a box to stand on."

Like nightclub bouncers, the guards like to be seen to be tough, and may casually bend thick iron bars as they talk, crush small rocks in their fists, and so on – showing off while trying to appear not to. Any 'Slim' who can match these minor feats of strength, win an arm-wrestling contest with one of the guards, or otherwise impress them will be listened to, and the other adventurers will be ignored in his favour.

M WS BS S T W I A Dex Ld Int Cl WPFel
6 33 27 4 5 17 30 2 18 18 24 18 29 13

Special Rules: cause *Fear* in creatures under ten feet tall.

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

Possessions: hand weapon (ogre sized); leather jerkin and helmet (1 AP head, 0/1 AP body); wine; coarse bread; half a wheel of blood-and-milk cheese; 2D6 silver shillings; 50% chance of an 'Ogre penny'.

Most of the Ogres have about 5 crowns worth of valuables, though the composition of this treasure may vary – some of it will be in copper and silver, with a few gold coins, and some of it will be in odd trinkets and small items of jewelry. The disposition of this among the Ogres will change as they play the dice games that fill their spare time.

The Goblins

The Goblins sneaked into the Shrine about a year ago, and were trapped when the Ogres returned. They have survived in a small area of low, narrow passages where the Ogres can't get at them. They eat by mounting swift, stealthy raids on the Ogres' supplies from time to time. They'd like to get out somehow – or, better still, make the Ogres go away and take over the Shrine for themselves – but for now they are trapped. They have no clear idea of what to do next, so they just survive from day to day.

Because of their precarious lifestyle, these Goblins are completely and violently paranoid. Anything which is not one of themselves is an enemy and

must be destroyed. They fight with the desperate ferocity of cornered rats.

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

Special Rules: subject to *frenzy* (desperate).

Possessions: hand weapon; knife; 30% chance of short bow and D6 arrows.

Korschner's Skeleton

Korschner's is a sad but all too common case: that of a magician who, though not necessarily evil (though at best self-centered), went step by step down the path to Chaos in his search for power. Each step, he promised himself, would be the last, until finally he determined to prolong his own wretched existence at the expense of the lives of others. Unfortunately, he planned without the fickle hand of Chance. The spell which he thought would give him immortality has instead confined him to a sort of living death. See the main text (area 10) for the full story.

What's left of Korschner attacks using its claw-like bony fingers, both hands counting as a single attack. This attack drains D4 points from the victim's Magic Points, *Strength*, *Intelligence* and *Will Power* – see below for details. The skeleton will attack the character with the highest MP first, if possible. The skeleton is (obviously) impervious to all spells that affect the mind including illusions.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 0 3 4 17 30 1 18 18 18 20 23 0

Special Rules: causes *fear* in living creatures. Immune to all other psychology rules (including mind-influencing spells and illusions). Cannot be forced to leave combat. Not subject to *instability* while inside area 10. Immune to non-magical weapons.

Special attack: when Korschner's skeleton scores a hit, 1D4 points are drained from his victim's Magic Points total. When this is exhausted, the next hit drains 1D4 points of *Strength*. When the victim's *Strength* is gone, he will slump to the ground unable to move. Any further hits will drain *Intelligence* and *Will Power*, in that order. It is unlikely that Korschner's skeleton will last long enough to reduce a character to zero in all four scores, but if this happens the victim is dead and Korschner adds 2/20 to each of his own characteristics, to a maximum of 10/100. When he is destroyed, victims will regain half of their lost points immediately, then 1/10 per characteristic per hour.

The Mud-Worms

These elemental parasites are up to a foot long and very thin, the widest being about a quarter of an inch in diameter. They appear to be animated

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strings of semi-solid mud, and are roughly similar to leeches. They feed on metals of every type, converting them to the foul-smelling mud which floods most of the lower level.

Rules for the mud-worms are given in the general description of the Shrine's lower level. They have no real need for a profile. Any blow will kill them.

Xhardja

Xhardja is a powerful creature of elemental Earth, but is not the same as a standard Earth Elemental from the **WFRP** rule book. Basic information on this creature is given in the introduction to the Shrine's lower level.

If Xhardja makes two successive hits, it will *entangle* its opponent. It may then try to constrict for half normal damage, or it may match strengths with its victim and attempt to pull him under the the mud to drown him. To match strengths, each side makes a *Strength* test: two successes or two failures indicate a stalemate (repeat next round), while a success and a failure indicate a result. If Xhardja wins, the character is pulled under the mud for one round (use normal drowning rules), and if the victim wins he frees himself from the tentacle.

Xhardja has 24 tentacles in all – the *Wounds* score on the profile below applies to each tentacle. It will withdraw tentacles if they take more than half

damage – these tentacles regenerate lost damage at one point per 6 rounds (1e 1 minute) while inside the rock, but will not return to attack until they are once more at full wounds.

Only the tentacles are ever free of the rock, and these are the only parts of Xhardja that can be affected in any way.

Xhardja's regenerative ability is lost when the crystal in area 22 is destroyed. Thereafter, it will be banished to its place of origin when all of its tentacles are reduced to zero *Wounds*.

Xhardja is immune to all psychology rules, and to all mind-influencing magic including illusions. It is also immune to non-magical weapons.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPF	Fel
2	33	0	6	6	23	50	*	0	20	30	66	66	0

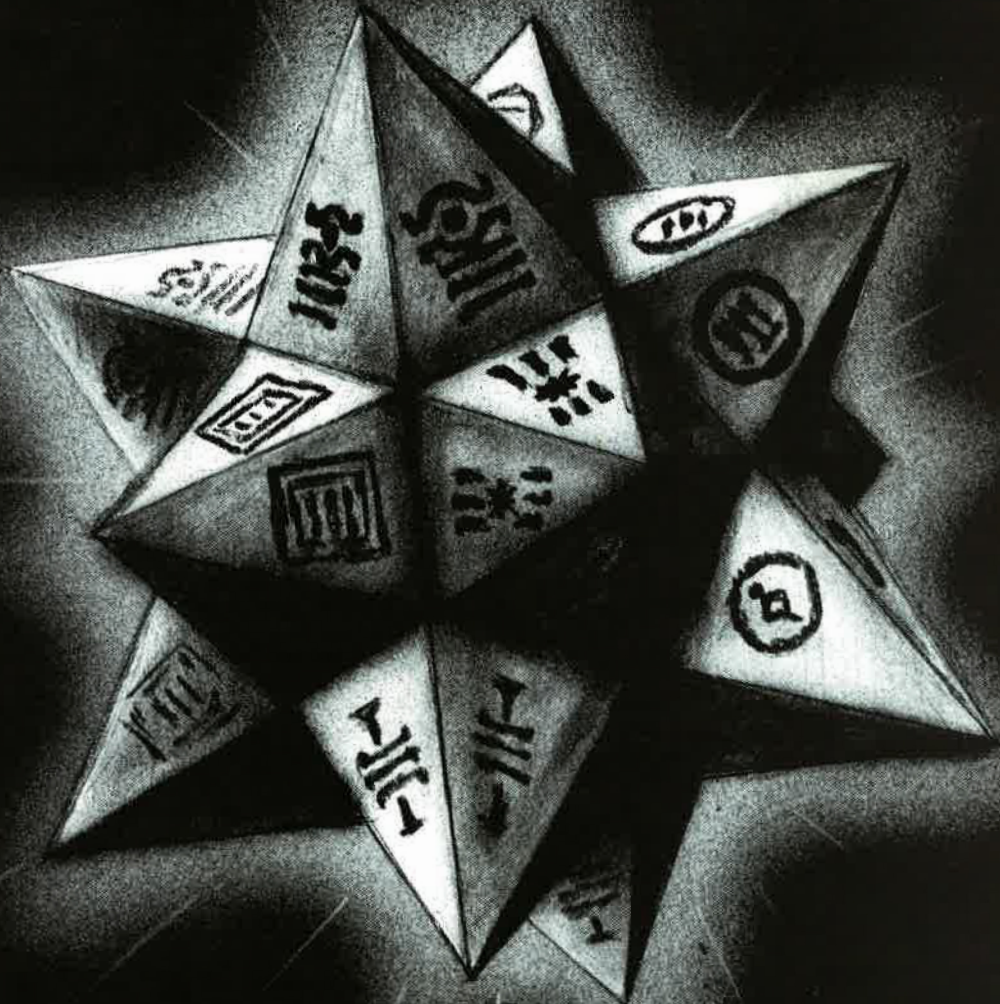
The Stone Man

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPF	Fel
4	50	0	7	5	25	23	2	23	0	0	0	0	0

Special rules: Once it has been summoned, the Stone Man will attack the adventurers and will not cease until they or it are dead. However, it cannot leave the lower level of the Shrine to pursue fleeing characters. While it is in the inner part of the Shrine (areas 24-26) the Stone Man regenerates one *Wound* per round.



THE CRYSTAL OF EARTH



The Crystal of Earth is one of a set of four crystals of immense power. Although each Crystal is a mighty artefact in itself, they become even more powerful when used in combination.

At the end of this section are some notes on combining the Crystal of Earth with the Crystal of Fire, which the adventurers will already have in their possession if they have successfully completed **Fire in the Mountains**.

USING THE CRYSTAL

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

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

Once attuned, the user merely holds the Crystal and concentrates on the effect required (successful **WP** test required, no modifiers) to bring it into being. After a Lesser Power has been used, the Crystal becomes dormant for a full turn, and no further Lesser Powers may be used in that time. After a Greater Power has been used, the crystal becomes dormant for D6 hours, and only its automatic powers will function in this time.

THE CRYSTAL'S POWERS

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

Automatic Powers

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

Earth Protection

The wielder is completely immune to damage from normal and magical earth, stone and the like. This includes cave-ins, rockfalls, *Assault of Stone* spells, stone axes and the like and so on. Stones will bounce off the wielder, causing no harm whatsoever. He becomes immune to non-magical weapons as well. You might like to keep this a

secret from your players, and stage things so that they are never certain of the truth.

Elemental Protection

An Air Elemental cannot come within 20 yards of the Crystal under any circumstances. This effect is modified if the Crystals of Earth and Air are combined.

Detect Other Crystal of Power

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

Lesser Powers

Magic Lock

The Crystal casts a permanent form of this spell, which fuses the stone and/or metal parts of the lock or bolt to be reinforced. Once the Crystal has cast this spell, it can only be undone by the Crystal. This power may be used at will.

Each time this power is used the Crystal's wielder must make a successful **WP** test to keep the power under control. Failure indicates that the Crystal's elemental power has run out of control, and *Reinforce Door* has been cast instead.

Reinforce Door

This power is also permanent in its effects, and can only be undone by using the Crystal. It fuses all the metal and stone components in a door and doorway, which means that its effect will be variable according to the amount of metal and stone in the door's makeup. As a basic rule of thumb, the door's *Toughness* is doubled. This power may be used once per hour.

Assault of Stones

The Crystal can cast this level 1 Elemental Magic spell once per hour. Each time this power is used the Crystal's wielder must make a successful **WP** test to keep the power under control. Failure indicates that the Crystal's elemental power has run out of control, and the spell has been cast D3 times at once. The power may not be used again until the same number of hours have elapsed.

Smash

This power only affects constructions of earth, stone or metal, but is otherwise identical to the *Battle Magic* spell of the same name. It may be used once per hour. If a **WP** test is failed when using this power, an *Assault of Stones* spell is cast at the same time, centred on the Crystal's wielder.

Magic Bridge

This power is identical to the *Battle Magic* spell of the same name. It may be used once per day.

Create Quicksand

The Crystal can cast this Elemental Magic spell once per day. If a **WP** test is failed when using this power, the area of effect is doubled, and this power may not be used for another 2 days.

Lesser Summoning

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

Greater Powers

Tunnel Through Stone

This effect is identical to the level 4 Elemental Magic spell of the same name. The Crystal may cast the spell once per day.

Wall Shaker

This effect is identical to the level 4 Elemental Magic spell of the same name. The Crystal may cast the spell once per day.

Greater Summoning

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

SIDE-EFFECTS

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

ROLE PLAYING THE CRYSTAL OF EARTH

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

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

The Crystal is chock full of elemental power, and sometimes – if the Crystal is not handled properly – it boils off in the wrong direction as power gets the better of control. Use this tendency to instil a little fear in the adventurers. This is a mighty artefact, and it should *never* be taken for granted.

As you describe the effects of the Crystal, keep in mind its essentially Chaotic nature. Every time, there will be some very minor twisting of the desired effects. Most of these will be harmless,



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

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

Suppose, for instance, that a player wishes to use the Crystal of Earth to drive a tunnel through a mountainside. Depending on the results of the **WP** roll, you may cause something like the following to occur:

Fail by 30 or more: Nothing happens; at your option, a whopping (99-00) failure may even do something terrible – cause quicksand under the wielder's feet, bring down an avalanche, destroy all non-magical stone and metal objects within 20 feet, or any other colourful effect you care to think of. Remember, the Crystal's wielder is protected from all stone, metal or earth-based attacks, including those generated by the Crystal.

Fail by 10-29: Nothing seems to happen, but the character later discovers that all gold and gems within 50 feet of the Crystal have mysteriously turned to, say, coal.

Fail by 0-9: The tunnel appears, but something is wrong. It goes in the wrong direction, is only two inches high, or collapses instantly.

Success by 0-29: The tunnel appears as requested, but something minor and worrying also happens. The rock of the walls has flowed into shapes like leering, mocking faces, or there is a dank, sulphurous smell.

Success by 30 or more: The tunnel appears silently, and extends straight as an arrow's flight through the entire mountain. Faint daylight can be seen gleaming like a star at the other end. The tunnel cuts through stone, dirt, underground rivers, walls, inhabitants. This is a real hazard to innocent bystanders, but exactly just what was requested.

COMBINING THE CRYSTALS OF EARTH AND FIRE

If the adventurers have successfully completed **Fire in the Mountains**, they will now have two Crystals of Power: those of Fire and Earth. The two Crystals can be used in combination by a single character, to give certain additional powers that are possessed by neither Crystal on its own. These joint powers are as follows:

Automatic Powers

Power Sharing

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

Extended Protection

When two Crystals are used together, all automatic protections are extended to cover anyone touching or being touched by the Crystals' wielder. This extended protection happens whether the Crystals' wielder wants it to or not.

Lesser Powers

Heat Earthy Substance

This power is usable once per hour. It can cause any non-magical earthy substance (ie earth, stone or metal) to heat up very quickly. The target must be a piece or an area no larger than human-sized, within the wielder's line of sight.

Weapons will become brittle and shatter the next time they are used. Heated metal armour will cause a single **S 4** hit to the wearer each round for **D4** rounds or until it is taken off. Earth and stone underfoot can become so hot that it becomes *difficult ground* for any creature walking on it without stout footwear.

Stone or metal objects (such as doors) which are heated in this way and then cooled rapidly – with water or a *Zone of Cold* spell, for instance – must make a *Toughness* test or shatter. Even if they pass the test they still lose **D4 D** points.

Greater Powers

Magma Storm

This power is similar to the *Blast* power of the Crystal of Fire (and has identical effects) but, being composed of earth as well as fire, it can affect creatures which are immune to one of the two elements.

Side Effects

Whenever a lesser power of the combined crystals is used, there is a 5% chance that the wielder will lose one randomly-determined non-magical object of metal or stone. Whenever a greater power is used, the chance is 20%. The object will crumble to dust, which then flares up for a second and is gone – destroyed to feed the elemental powers of the two Crystals.

This side effect can be particularly unfortunate if the object happens to be inside the character's clothing or in a backpack next to any inflammable material. Characters using both crystals together are well advised to ditch any non-essential stone and metal objects.

CAILLISSON SILVEREYE, TARGETEER

ex-Bodyguard, ex-Bounty Hunter



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

Cailiesson used to be a member of the *Fir Rannascath*, a group of Elven warrior-scouts who protected travellers in his native Loren Forest. He was left for dead when a caravan was attacked by Human outlaws, and spent nearly a year hunting them down. Having completed his vengeance, he was at a loose end – too much had changed within him to be able to return home, but with the hunt ended he had no real directions or aims. He fell in with a group of adventurers among the high passes of the Vaults, and is following wherever fate leads him.

A chance encounter with a homeward-bound mercenary gave him the vague idea of heading for the Border Princes – many there would pay well for a Captain of Archers with his skills. But he is quite willing to be distracted by anything else that comes along. He is still haunted by his failure to protect the caravan, and does not speak of his reasons for travelling.

BORGIN FORKBEARD, SCHOLAR

ex-Wizard's Apprentice, ex-Student



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

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

Borgin was apprenticed to a Dwarf Wizard in Zhufbar, but developed a deep interest in Dwarven history and lore. He has travelled throughout the Worlds Edge Mountains visiting historic sites and searching for lost and forgotten Dwarfholds. His dream is to rediscover one of the great lost holds from the Goblin Wars, which exist today only as entries in ancient chronicles. The Yetzin Valley has held many surprises, and there could well be more – enough to build a reputation, perhaps?

Blood in Darkness

Age: 75

Fate Points: 2

Alignment: Good (neutral tendencies)

Religion: Liadriel (not devout)

Starter Profile

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

Current Advance Scheme (Targeteer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40 ¹	+1 ¹	+1 ¹	+4 ¹	+20 ²	+1 ¹	+30 ³	+10 ¹	+10 ¹	+30 ³	+10 ¹	+20		

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

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	57	73	5*	4	10	83	2	64	56	65	80	58	4 9

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

Possessions: leather jack, sleeveless mail shirt and helmet (1 AP, body/head, 0/1 AP, arms); elf bow (R 32/64/300, ES 4, Rld 1); quiver of 20 arrows; 25ft rope; riding horse with saddle and harness, saddlebags with one-man tent, bedroll,

cooking gear; 4-pint water bottle with shoulder-strap; lute and wooden case; purse with 56 GC, 17/4, and 2 gems (50 GC each).

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

Notes

Age: 86

Fate Points: 3

Alignment: Neutral (good tendencies)

Religion: Grungni (not devout)

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	4	329	4	5*	8	27	1	21	54	38	54	25	

Current Advance Scheme (Scholar)

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

^{1 2 3} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	53	39	4	7*	10	57	1	31	54	68	6477	35	

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

Spells: 4 Magic Points

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

Possessions: leather jack (0/1 AP, body/arms); sword; dagger (I +20, D -2, P -20); writing kit; books: *Dwarven Epic Poetry of the Heroic Age*, *A Corpus of Lost Dwarfholds*, Vol II: *Black Fire Pass and the West*; pony with saddle and harness; saddlebags with bedroll, one-man tent and cooking gear; jewelled scroll-case (10 GC); 500 GC gem hidden inside clothing; 234 GC, 14/6.

Magic Items: *Jewel of Power* (energy) with 10 magic points; *Amulet of Adamantine**; *Glass of Scholarship* - a character with Read/Write skill who looks at any form of writing through the glass will understand it.

Notes

LARS MORTENSEN, FREE LANCE

ex-Mercenary Sergeant, ex-Marine



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

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

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

OLEG KURYITSIN, EXPLORER

ex-Scout, ex-Hunter



"I used to scratch a living taking caravans up and down the trade road and through Winter's Teeth, but not any more. Spend too much time around nervous merchants and you end up afraid of every little shadow. Besides, you never see anything of a country if you stick to the trade road. All you see is the people passing through, and you can see that in a city."

A native of Kislev, Oleg bears many distinguishing features of the Ungol horse-warriors who swept across the Steppes eight centuries ago. A slim, wiry man of medium height, he has a narrow, hawklike face with high, flat cheekbones and narrow dark brown eyes. His hair and straggling moustache are black.

Oleg is a self-sufficient, taciturn character, with little time for conversation and socialising. He is used to fending for himself in the wilds, and spends little time in the company of fellow-Humans.

After five years working as a scout on the Yetzin valley route, Oleg has decided that there must be more to life than nursemaiding merchants along trade roads. So he has begun to explore the Yetzin valley and the surrounding area, in search of adventure and - hopefully - some of the treasures reputedly left behind by past inhabitants. There have been rumours ever since he can remember, about a lost pass leading to a dwarven highway which bypasses the Dark Lands and runs straight to Cathay; it might just be an empty legend, but if Oleg could rediscover it, he'd make his fortune.

Blood in Darkness

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

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	29	5†	4	7	42	*1	3	1	35	23	25	33

Current Advance Scheme (Free Lance)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30†			+3†	+1†	+4†	+2	0†	+2	1†	+30†	+10	+30†	+10†

¹²⁴ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	49	6	+5	11	6	2	*2	3	1	45	23	35

Skills: Consume Alcohol; Disarm; Dodge Blow; Lightning Reflexes*; Ride – Horse; Night Vision; Row; Sailing; Secret Language – Battle Tongue; Speak Additional Language – Old Wordier; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Very Strong†.

Possessions: sleeved mail coat, helmet and shield (2 AP, all locations); sword; dagger (I +20, D -2, Parry -20); crossbow (R 32/64/300, ES 4, Rld 1 load, 1 fire); 10 arrows; backpack; grappling hook and 30ft rope; fur-trimmed hooded cloak; silver

wolf-head pendant (10 GC); rat's skull on leather thong; bronze anchor pendant; iron pendant in the shape of a stone axe; silver pendant in the shape of a stone arrowhead (10 GC); silver arm-ring (2 GC); riding horse with saddle and harness; saddlebags with bedroll, one-man tent and cooking gear; 2 bottles of rough brandy; lantern; 2-pint flask of oil; purse with 332 GC 13/6 and 4 gems (100 GC, 150 GC, 50 GC, 50 GC); gold belt buckle (35 GC).

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

Notes

Age: 25
Fate Points: 2
Alignment: Neutral
Religion: Taal

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	3	7	2	6	3	5*	7	3	1	1	25	33	32

Current Advance Scheme (Explorer)

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

¹²⁶ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	46	4	6*	13	51	2	35	43	42	38	48	23

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

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

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

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

Notes

FIATHIRIEL CLEARWATER, WIZARD

ex-Wizard's Apprentice



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

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

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

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

KLAUS TREUER, DRUIDIC PRIEST

ex-Herbalist, ex-Druid



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

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

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

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

Blood in Darkness

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

Starter Profile

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

Current Advance Scheme (Level 3 Wizard)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10'	+10'	+1'	+1'	+4'	+30'			+20'	+20'	+30'	+20'	+20'	

¹²³ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	30	3	4	8	77	1	54	40	78	49	57	43

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

Spells: 43 Magic Points

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

Battle 1: *Aura of Resistance, Cure Light Injury, Fire Ball, Steal Mnd.*
 Illusion 1: *Assume Illusionary Appearance, Bewilder Foe, Camouflage Illusion, Clone Image.*
 Illusion 2: *Ghostly Appearance, Hallucinate, Illusionary Woods.*

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

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

Notes

Although Flathiriel has just attained level 3, he has yet to acquire any level 3 spells.

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

Starter Profile

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

Current Advance Scheme (Level 3 Druid)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10'	+10'	+1'	+1'	+4'	+20'			+20'	+20'	+30'	+20'	+20'	+20'

¹²³ Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	42	4	4	9	60'	1	39	43	47	44	56	29

Skills: Ambidextrous; Animal Care; Arcane Language – Druidic; Cast Spells – see below; Charm Animal; Cure Disease; Dowsing; Follow Trail; Game Hunting; Heal Wounds; Herb Lore; Identify Plant; Lightning Reflexes*; Magical Awareness; Magical Sense; Meditation; Read/Write; Ride – Horse; Secret Language – Classical, Guildler; Secret Signs – Druid; Silent Move Rural; Sixth Sense; Street Fighter.

Spells: 21 Magic Points

Petty *Gift of Tongues, Glowing Light, Protection from Rain, Sleep.*

Battle 2 *Aura of Protection*

Elemental 1 *Zone of Hiding*
 Druidic 1 *Animal Mastery, Cure Poison, Heal Animal.*
 Druidic 2 *Giant Animal Mastery, Tanglethorn.*

Possessions: sword; 2 daggers (I +20, D -2, P -20); riding horse; 1-man tent and bedroll; saddlebags containing cooking gear and 172 GCs, 13/4.

Magical Items: Dawnstone dagger; *Boots of Leaping*; *Robe of Toughness* +3. This final item is taken from **The Restless Dead**. If you do not have access to this book, you may wish to replace it with something else.

Notes

Although Klaus has just attained level 3, he has yet to acquire any level 3 spells.

GIUSEPPI TOLLUCCI, RACKETEER

ex-Thief, ex-Burglar



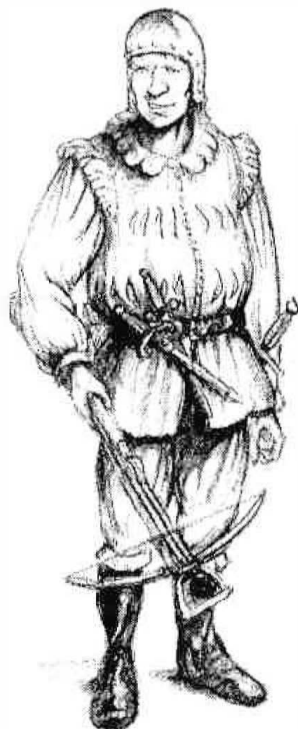
"HEY! How is everybody? Good to be out of the cold, no? Ah, what a fire! EY, PADRONE! Landlord! You got mulled wine? Good, bring me some here, to me and my friends. Everybody has a drink with Giuseppe, no? So - who is everybody, where you all going, where you all come from? Anyone wanna play cards? It's still early, we got plenty time."

Giuseppe is of medium height, wiry, and always talking. Originally from the Tlean city of Miragliano, his quick and inventive nature led him into crime - the only outlet open to those of his low social class. Despite a natural aversion to violence, he rose swiftly through the ranks of the Miraglianese underworld, until a recent indiscretion with the daughter of a prominent underworld figure made it necessary for him to seek out opportunities elsewhere. Fast.

Crossing the Vaults with the intention of heading for the great cities of The Empire, Giuseppe found that his moves had been anticipated. Finally, he decided to head for the Border Princes - where, with any luck, the aggrieved father will have no employees, associates or business contacts, and Giuseppe's legs will remain intact and useful. If he can lie low for a few months, wait for the heat to die down, and maybe work his way into The Empire over Black Fire Pass, then a new life beckons, full of new cities, new experiences and new victims.

ANDERS GRUBER, FENCE

ex-Smuggler, ex-Tomb Robber, ex-Tunnel Fighter



"Well, I suppose it's an ill wind that blows no good. My business in Helmgart had to cease trading unexpectedly, but it's given me the chance to travel, meet new people, see new places, and so on. Trade through the mountains certainly needs easing - there are a lot of opportunities for a far-sighted entrepreneur in these parts."

Anders is a bulky man of medium height, with lank, straw-coloured hair and pale blue eyes. He sees himself as an enterprising trader rather than a criminal, refusing to let bureaucrats strangle the flow of trade with their taxes and regulations. He could never settle down and become a conventional merchant, since he lacks several of the more important aptitudes - like reading and writing - and he would find life on the right side of the law too easy, and far too boring.

Anders spent his early career in what he would call the antiques business, looting tombs and other potential treasure sites. The dangers of this kind of life led him to move into distribution, until a misunderstanding with the Imperial Excise at Helmgart sent him on an extended business trip southwards, spying out new routes and potential sources - especially of 'antiques', which are his first love.

Blood in Darkness

Age: 19
Fate Points: 2
Alignment: Neutral
Religion: Ranauld

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	26	37	3	3	5	36	1	35	27	29	33	31	29

Current Advance Scheme (Racketeer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20'	+20'	+1'	+1'	+3'	+10'	+1'		+10'		+10'		

^{1 2 3} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	57	4	4	8	46	2	45	37	29	43	31	39

Skills: Concealment Urban; Dodge Blow; Evaluate; Flee; Gamble; Pick Lock; Pick Pocket; Scale Sheer Surface; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; Silent Move Urban; Specialist Weapon - Fist Weapons; Spot Trap; Street Fighter; Strike Mighty Blow.

Possessions: leather jack, leggings and cap (0/1 AP, all locations); sword; 2 daggers (I +20, D -2, Parry -20); crossbow (R 32/64/300, ES 4, Rld 2); quiver with 20 bolts; knuckledusters; lock picks; riding horse; one-man tent and bedroll; saddlebags containing cooking gear and 235 GCs, 17/4; gold ring (5 GC); gold & garnet ear-ring (3 GC).

Magical Items: magical dagger, WS +10, parries incoming hand-to-hand blows to give the equivalent of +3 AP on each body location; *Ring of Protection* vs spells, +10 to all WP tests against spells; *Boots of Speed*.

Notes

Giuseppi has now completed the advance scheme for his present career, and is looking for a career change. His recent travels have given him no opportunities to get the necessary training.

Age: 20
Fate Points: 2
Alignment: Neutral
Religion: Ranauld

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	32	3	3	6	32	1	29	31	37	35	32	35

Current Advance Scheme (Fence)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20'	+20'	+1'		+4'	+20'	+1'	+10'	+10'		+10'	+10'	+10'

^{1 2} Advances taken for characteristic.

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	42	4	4	8	42	2	39	41	37	45	42	45

Skills: Bribery; Concealment Rural; Concealment Urban; Dodge Blow; Drive Cart; Evaluate; Luck; Orientation (underground only); Palm Object; Row; Scale Sheer Surface; Secret Signs - Thieves'; Silent Move Rural; Silent Move Urban; Spot Trap; Strike Mighty Blow; Strike to Stun.

Possessions: crowbar; sword; 2 daggers (I +20, D -2, P -20); knuckledusters; shield, leather jack, leather leggings and metal helmet (2 AP head, 1/2 AP elsewhere); sleeved mail coat (1 AP body/arms/legs if worn); lantern; 30ft rope; 30ft rope plus grappling hook; crossbow (R 32/64/30, ES 4, Rld 1 load, 1 fire); quiver with 32 bolts; lock

picks; riding horse; one-man tent and bedroll; saddlebags containing cooking gear and 243 GCs, 11/4.

Magical Items: *Boots of Silence*†; *Ring of Protection* vs traps (+10 to all relevant tests, half damage); *Potion of Healing*, 2 doses.

† This magical item is taken from **The Restless Dead**. If you do not have access to this book, you may wish to replace it with something else.

Notes

ROGNI GRIMSSON, TROLL SLAYER

ex-Soldier, ex-Tunnel Fighter



"I'm told there are greenskins and worse things in these parts. Why else would I be here? I suppose it would do no harm to travel with you if you wish my protection. What will you give for it?"

Rogni is of medium height for a Dwarf, and his heavily-corded muscles stand out noticeably – there is very little fat on his body. His eyes are grey, and his hair is dyed orange and stiffened into the traditional Troll Slayer's crest. Every visible part of his body is covered in tatoos, and a heavy gold chain runs from his nose to his left ear. Rogni speaks little, and is proud and quick to anger. He will not speak of his disgrace to anyone.

Rogni's early career, spent among the warriors of Caraz-a-Carak, was distinguished; he rose quickly through the ranks, and was recruited into an elite tunnel fighting force dedicated to re-opening the Worlds Edge tunnels and clearing lost Dwarfholds of occupying Goblinoids. It was on one such expedition that he encountered an ethereal undead creature, and his courage failed him. To make his disgrace worse, he was in command at the time. He had no option but to become a Troll Slayer. Now he wanders the mountains, seeking danger wherever it may be found – only a heroic death against impossible odds can wipe out his shame.

Begin at the solstice of winter, and follow the sun around the watching stones. Thus may the way be opened. Thence to the heart of them, and feel the stone beneath your feet, but briefly, though, for your journey has begun.



Blood in Darkness

Age: 47

Fate Points: 2

Alignment: Neutral

Religion: Grungni

Notes

Hates Goblinoids. 4 Insanity Points. *Herotic Idiotcy* disorder.

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	27	3	4	7	25	1	23	55	32	51	55	23

Current Advance Scheme (Troll Slayer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10'	+10'	+1'			4'	+10'	+1'	+10'	+10'			+20'	

^{1,2} Advances taken for characteristic.

Current Profile

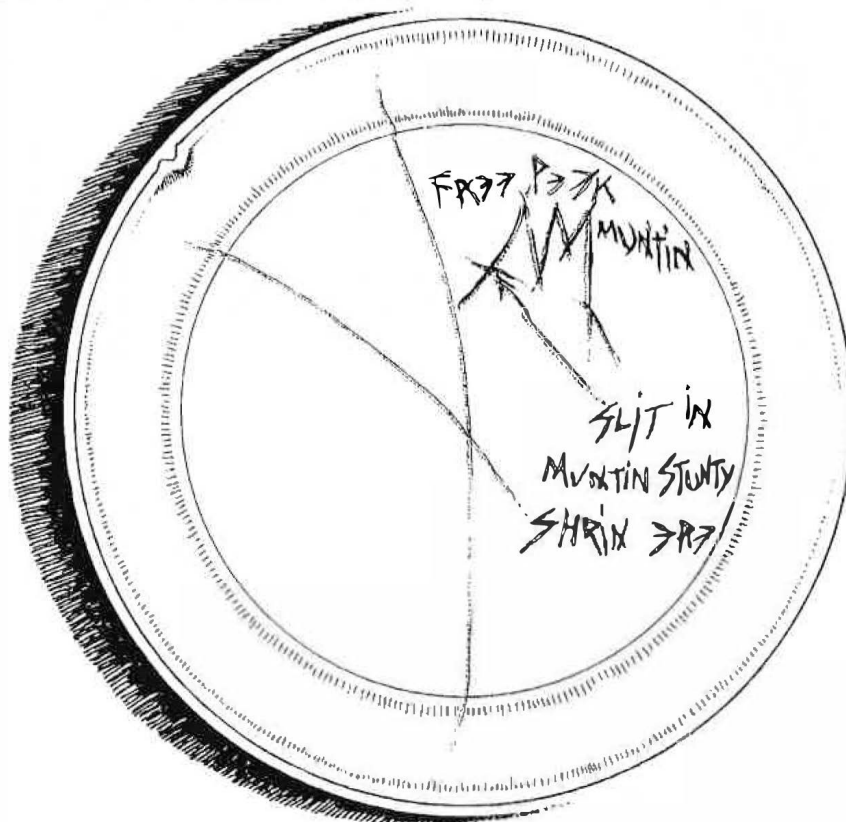
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	55	37	4	7	9	35	2	33	65	32	61	55	23

Skills: Disarm; Dodge Blow; Mining; Orientation (underground only); Secret Language – Battle Tongue; Scale Sheer Surface; Specialist Weapon – Two-handed Weapon; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeveless mail shirt (1 AP, body); two-handed axe (I -10, D +2); dagger (I +10, D -2, P -20); belt pouch with 2 days' iron rations; gold nose-chain (10 GC); gold arm-ring (15 GC).

Magical Items: Amulet of Adamantite*.

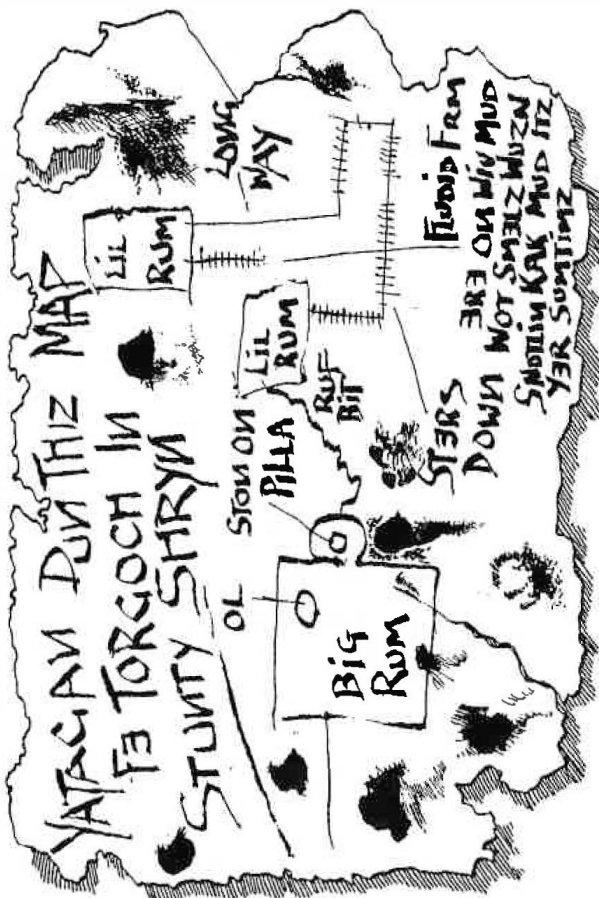
Blood in Darkness Handout 1



Blood in
Darkness
Handout 6

TORGOCH WUN MAD WIF IS
ZTON AN IS RED IS IN DARK
AN TAKIN BOUT KILN GREETS
BAK OM ZO US BOYZ LEFT IM
THE LODZL DO FOR IM!! ANA
WIF IM! ZO WE LEFT IM
WE LEFT THIZ ZUT FROM IM AZ
WE WENT AN GUD LUX TO ODE-
VER FINZ IT. EWOS CAN ON
BOUT AMVA STON IN A STONY
OL BEING MUNTINS AN ZID IS
GUNA GET THAT ALBUT WE L-
IFTID IS MAP ON A RAY WOT-
ZERE WE CAN OM AN
ZOG TORGCH AN IS ZTON!!
TEL THE GODS IT WUNT US IT
WUZ TORGCH AN WE LEFT IM
SIND UD WARBOZ UV TAT
REX BLUDAX LIONZ AN
IZ BOYZ

JEM SHON IN STUNTY
SHRIN COZ ANUVA WONWOR
VEER WISH ID NON THEN
GORA GO BAK FER IT BUT DE BOYZ
JZ ALL RUNIN OF! THEYL BE
SORRY WHEN I GET OM AN SORT
THEM PREESTS OUT LUZ THEYL
BE NEX GORA GO BAK
FER THE LVA STON NIMOW
I GET TO O THEM JEMZ
AN NO ZOGA CAN TUCH
ME!!! TORGOCH
BOS OF BLUDAX ALIIR
BOS OF WERLD!



The laughing and smiling faces of the guards were caught by the Great Smith and enshrined forever in metal and stone. None may now answer them back, lest they are angered and grow heated in argument, returning fire to fire and laying stone to blasphemers. And yet greater wonders did Smed

**Blood in
Darkness
Handout 3**

**Blood in
Darkness
Handout 2**

**Blood in
Darkness
Handout 5**

**Blood in
Darkness
Handout 4**

THOSE who seek audience with our LORD must first make him an offering. A body must be cast so that its blood falls and wets our LORD'S lips, turning red the centre of the plinth and its upper edges also. THE eyes that closely guard the ground must be blinded by the red life-offering so that our LORD may not be distracted from his feast.

THEN the singing guardians must be struck thrice to give notice of new entrance. IF this is done then our LORD will be ready to receive guests and to answer what they will. BUT the lore of hospitality requires that admittance be gained only after the request has been made. SO read the words that are given and the rocks will hear and respond. HERE upon the offering will be received and the way will be clear.

SOME words of advice that should be heeded: DO not ask more than has been given. AND do not touch lest you be touched in return, for it is said that what our LORD receives he will return in time, tenfold and more.

FOR if you trespass and flee you will be damned. ALL faces will turn with hatred on those who try to leave thus, and they will be burned and banished from this place forever. AND especially beware should a threat be made towards our LORD'S special feature in the octogonal hall on

**TAKE HEED, O POWERS OF STONE AND STEEL,
AND DO NOT DENY ME PASSAGE.**

**I AM COME TO YOU A TRUEBORN SON OF
GRUNGNI, WHO FIRST OPENED THE
UNDERGROUND WAY.**

**I AM FREE FROM DISHONOUR, COWARDICE AND
TREACHERY. MY SOUL IS UNBURDENED BY
GUILT.**

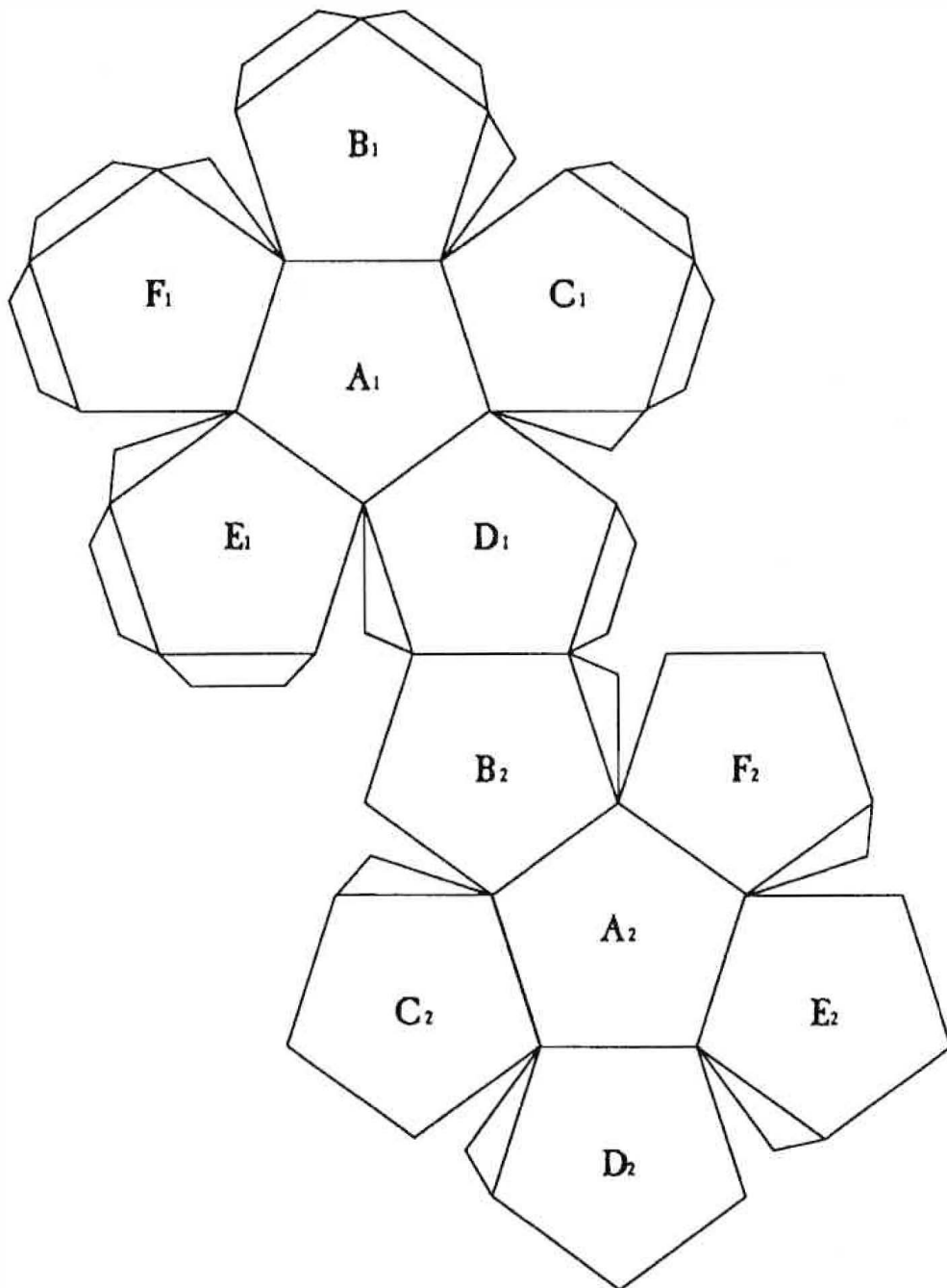
**I HAVE DONE ALL THAT IS REQUIRED OF ME,
THEREFORE OPEN THE WAY UNTO ME AND
DELAY ME NO LONGER.**

**Blood in
Darkness
Handout 7**

**Blood in
Darkness
Handout 8**

HANDOUT 9

THE CRYSTAL OF EARTH



How to build the Crystal of Earth

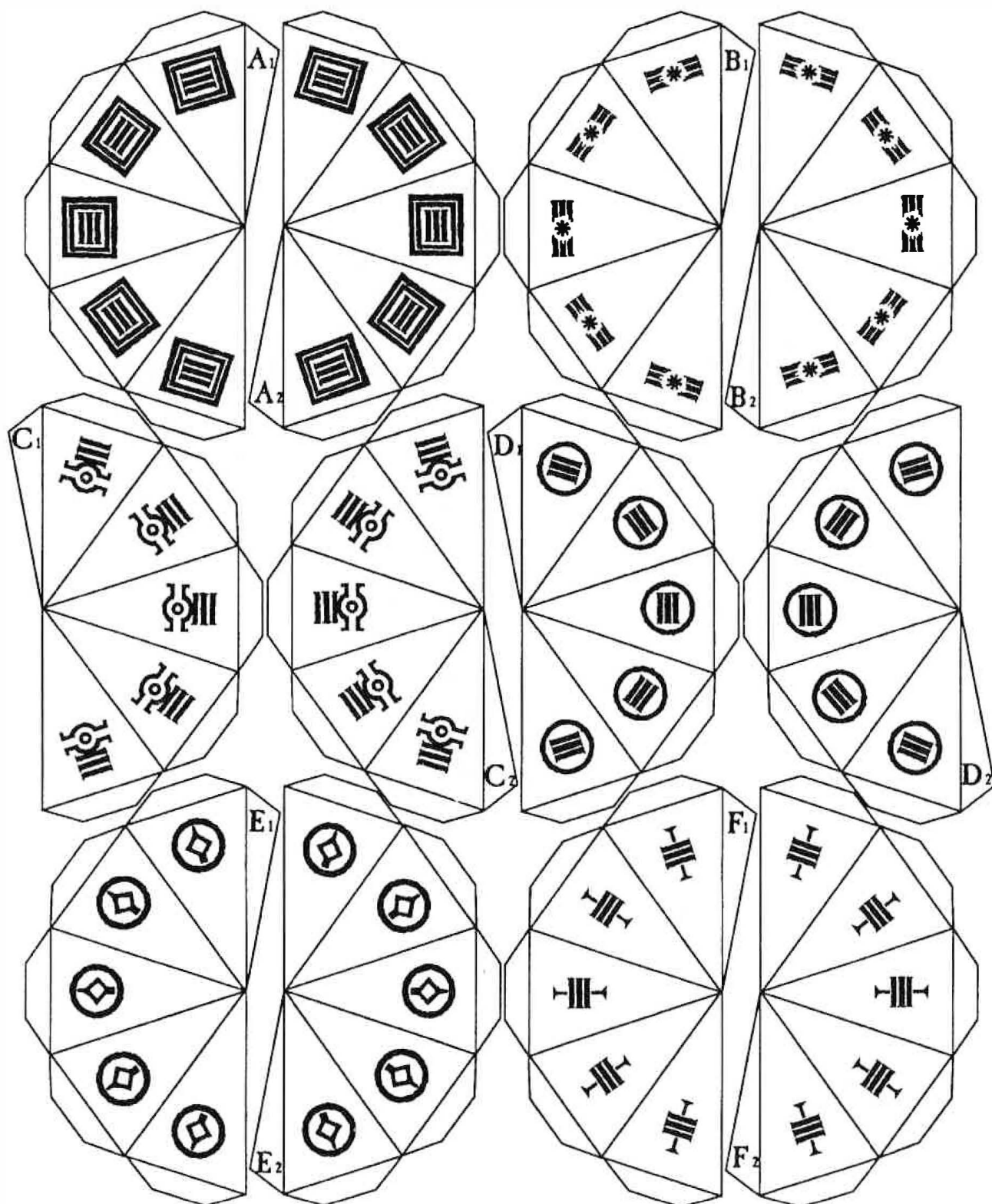
Glue or photocopy pages 75 & 77 onto thin card of about the same thickness as a plain postcard. You will also need some clear general-purpose adhesive (not super-glue) to assemble the Crystal.

Cut round the outline of the net on this page, and then score internal lines on the front to make 'mountain' folds. Glue each triangular tab to the underside of the edge on the adjacent pentagon on faces B1 to C1. Do the same with faces B2 to C2, then glue the remaining tabs into place to make a 'D12' shape (this is the internal

bracing of Crystal). Set the 'D12' aside to dry. Cut out each pair of 'spires' (A1 + A2, B1 + B2, etc), and again score the internal lines on the front to make 'mountain' folds. Glue the large tab to the underside of the long edge on the same spire. Allow these to dry.

Finally, fold the remaining tabs on each spire inwards, and glue spire A1 to face A1 on the 'D12'. Repeat for the remaining 11 spires. Note that the Crystal should have the same symbol on spires attached to directly opposite faces when it is finished.

**Blood in
Darkness
Handout 9**



**Blood in
Darkness
Handout 9**

SHRINE MONSTER AND TREASURE ROSTER

Area

Contents

Notes

1. Entrance	2 Ogres	Pillars outside serve as alarm system.
2. Guard Room	1 Ogre	
3. Store Room		
4. Blocked Stairs	Grathyagg (night)	
5. Ogre Quarters	2 Ogres (day) 3 Ogres (night)	
6. Shaft		Connects to 9 and 15. 3ft 6in wide.
7. Antechamber	2 Ogres	During the day one Ogre will be Hradlyagg.
8. Hradlyagg's Quarters	Hradlyagg (night)	Chest with treasure in room, another treasure chest hidden down well.
9. Goblin Quarters	14 Goblins	Passages very confined.
10. Sealed Chamber	Korschner's skeleton	Assorted potions.
11. Upper Shrine		Hole leads to 24.
12. Krodogg's Quarters	Krodogg (night)	Chests of miscellaneous equipment, <i>Handout 4</i> .
13. Rothnogg's Quarters	Rothnogg (night)	Potion ingredients, box with treasure and <i>Handouts 5-6</i> .
14. Antechamber	Xhardja, Mud-Worms	Doors to 26 can only be opened by correct ritual in 24.
15. Store Room	Xhardja, Mud-Worms	2 Ogre corpses.
16. Trapped Room	Xhardja, Mud-Worms	Gate trap in passage.
17. Priests' Quarters	Xhardja, Mud-Worms Yellow Mould in table	<i>Ring of Adamantine</i> hidden in table
18. Trapped Passage	Xhardja, Mud-Worms	Portcullis trap.
19. Main Hall	Xhardja, Mud-Worms	Door to 21-23 barred on other side.
20. Library		<i>Handouts 7-8</i> .
21. Audience Chamber	Xhardja, Mud-Worms	
22. Xhardja's Lair	Xhardja, Mud-Worms	Crystal allows Xhardja to regenerate.
23. Antechamber		Pit concealed by illusion of floor.
24. Sacrificial Chamber	Xhardja, Mud-Worms	Doors to 25 can only be opened by correct ritual.
25. Passage	Xhardja, Mud-Worms	Fire/molten metal trap.
26. Inner Shrine	Xhardja, Mud-Worms Stone Man	<i>Crystal of Earth</i> hidden within prophetic pillar.

SHRINE MOVEMENT AND COMBAT SUMMARY

The confined space in the shrine affects movement and combat as shown here. Creatures may attempt to move one step faster than their *Max. Move* rate given below, but must make a *Risk* test each round - those who fail suffer D3 **W** points automatic damage (regardless of *Toughness* and armour) and spend a round inactive and *prone*.

Standard Passages (3-4ft wide, 10ft high)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-	-	-	run
Dwarf	-5	-5	-5	normal
Elf	-10	-5	-10	cautious
Human	-15	-15	-15	cautious
Ogre	-20	-30	-20	cautious/2

Stairs count as passages, except that any creature fighting or attempting to move at more than *cautious* speed while on stairs must make an *I* test (Tunnel Fighter +20) or fall, spending one round inactive and *prone*.

Standard Rooms (12ft high)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-	-	-	run
Dwarf	-1	-	-	run
Elf	-5	-	-	normal
Human	-5	-10	-5	normal
Ogre	-20	-30	-20	cautious

Goblin Passage (area 9)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-5	-5	-5	run
Dwarf	-10	-10	-10	normal
Elf	-15	-10	-10	cautious
Human	-15	-15	-15	cautious
Ogre		impassable		

Upper Shrine (area 11)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-	-	-	run
Dwarf	-	-	-	run
Elf	-	-	-	run
Human	-	-5	-	run
Ogre	-	-10	-	normal

Main Hall (area 19)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-	-	-	run
Dwarf	-	-	-	run
Elf	-	-	-	run
Human	-	-	-	run
Ogre	-	-5	-	run

Sacrificial Chamber (area 24)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-	-	-	run
Dwarf	-	-	-	run
Elf	-	-	-	run
Human	-	-5	-	run
Ogre	-	-10	-	normal

Inner Shrine (area 26)

<i>Creature</i>	<i>WS</i>	<i>BS</i>	<i>I</i>	<i>Max. Move</i>
Goblin/Halfling	-	-	-	run
Dwarf	-	-	-	run
Elf	-	-	-	run
Human	-	-	-	run
Ogre	-	-5	-	run

Tunnel Fighters

Characters who have followed the Tunnel Fighter career are more at home in these subterranean surroundings. Accordingly, they suffer only half the characteristic penalties given here, rounding fractions down. Where movement is impeded, their maximum movement rate is one step faster than that shown on these tables.

