

WGM1
ACCESSORY

for 4-6 characters of levels 1-3

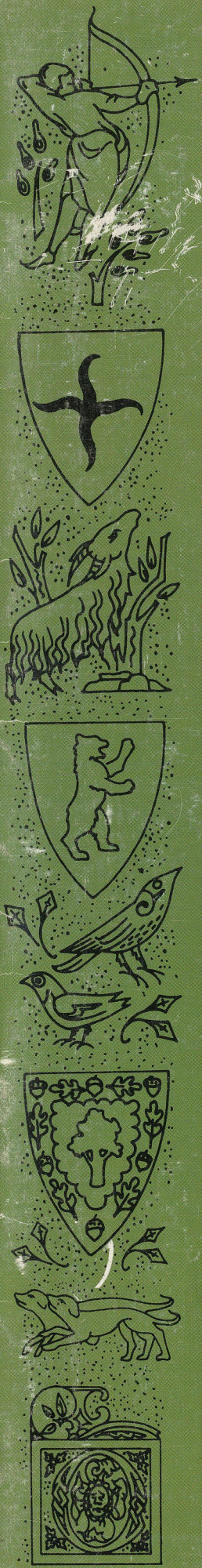
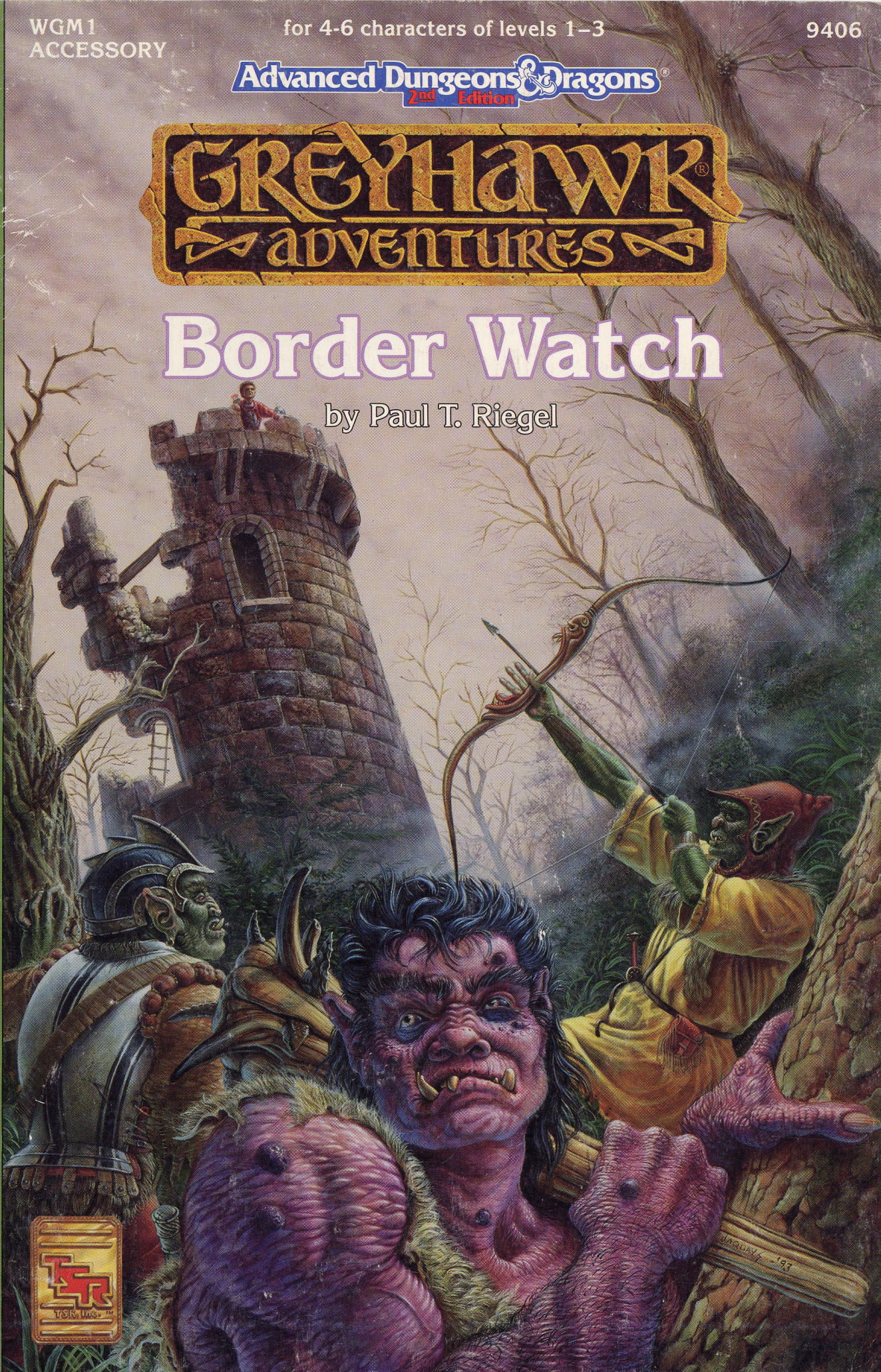
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Advanced Dungeons & Dragons[®]
2nd Edition

GREYHAWK[®] ADVENTURES

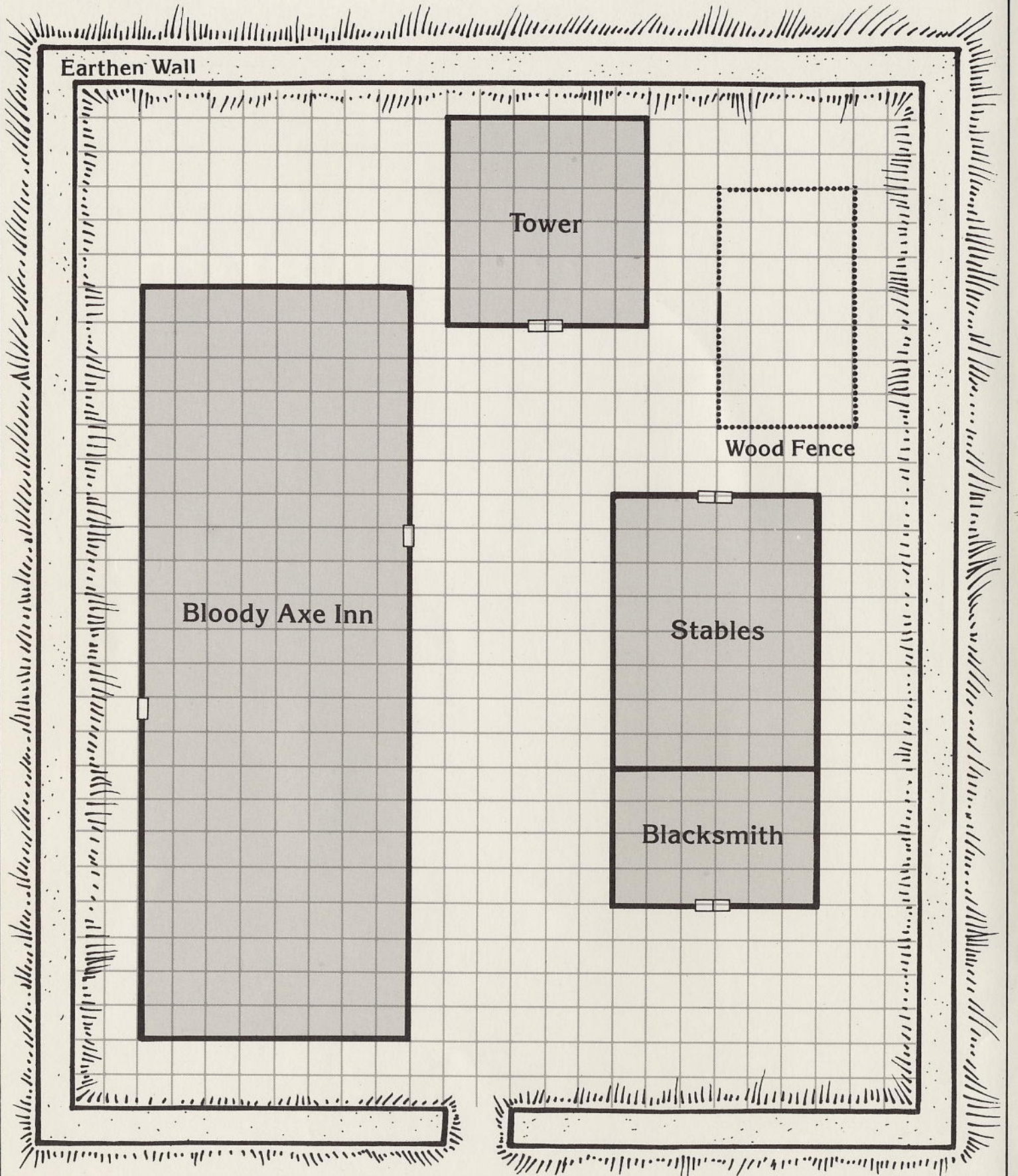
Border Watch

by Paul T. Riegel



Bloody Axe Inn

One square = 10 feet





Caves

One square = 10 feet

Advanced Dungeons & Dragons® 2nd Edition

GREYHAWK ADVENTURES

Official Game
Adventure

Borderwatch

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Introduction

The war is over . . . but not for Iuz.

Behind his newly-conquered borders, Iuz plots a scheme to strike at the very heart of Furyondy. What starts out as a simple border watch assignment for the characters becomes an adventure of war, espionage, and intrigue that may shake their nation to its highest levels!

This adventure, designed for four to eight characters of levels 1-3, takes place on the Furyondy-Iuz border in the wake of the recent Greyhawk Wars. The DUNGEON MASTER™ should familiarize players with the current situation in Furyondy, Iuz, The Shield Lands, and The Horned Society, as detailed in the *From The Ashes* boxed set. The PCs begin the adventure at the citadel of Greatwall, sometime during the month of Patchwall (October).

Greatwall

The war has transformed Greatwall from a simple farming village into a stronghold that stands against the dread forces of Iuz. The citadel's defenses have continued to expand during the summer months, and now nearly a quarter of the town's population of 3,900 belongs to the military.

The remaining populace labors 14 hours a day in the fields, struggling to keep the stronghold self-sufficient, but finds that it cannot survive without the traffic of the area merchants. Merchants who do make the trek find it extremely profitable—usually receiving 300 percent of the normal market price for their goods—but despite the lure of such money, few take the risk. Greatwall stands as one of the key barriers holding Iuz's forces at bay, and the raiding parties which cross the Veng River make regular commerce along the trails impractical.

With a small civilian population, however, and little in the way of natural resources, Greatwall relies more on such merchants than even Count Artur Jakartai would like to admit. This means Jakartai must find some way to convince the merchants that trading with Greatwall can be both practical and profitable—which is where the PCs come in.

The Mission

Jakartai needs the trade routes reestablished, but also has a second, secret mission for the PCs to accomplish that not even they know about. The count suspects (correctly) that Iuz is plotting a new offensive, so he must fortify Greatwall quickly

before the Iuzian forces strike. To do that, however, he must send a large amount of gold to Willip, where officials there can provide Greatwall with the supplies necessary to survive the Iuzian attack and the upcoming winter. Jakartai cannot send the gold in several small shipments—that might take too long. He must also keep the shipment secret, since Iuz would certainly cross the river and attack to seize that amount of gold.

The count, therefore, has decided to conceal the shipment under the guise of another needed mission (the trade route), and has chosen several unknown adventurers (the PCs) to avoid appearing conspicuous. The trade route takes the party a stone's throw away from the Iuzian border, where Jakartai's enemy would never suspect he would transport such important cargo. And, in the meantime, Jakartai has sent out several other "dummy" caravans, with more well-known adventurers, to throw off suspicion.

Furthermore, because Jakartai suspects Iuz of readying a surprise attack, he has sent a secret agent, Jetero, to pose as a merchant in the caravan and collect intelligence along the way. Because the route skirts the Veng, Jetero will have the opportunity to keep close track of the Iuzian troop movements and report back to Jakartai upon the mission's completion.

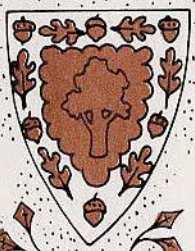
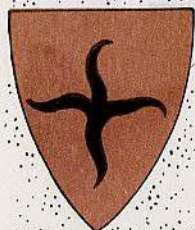
Thus, while the PCs may not realize it, they hold the future of Greatwall—and perhaps all of Furyondy—in their hands.

The Adventurers

The PCs do not currently lead a very exciting life in Greatwall. Perhaps they grew up in town, and saw it transformed from a small farming village into a war-forged stronghold. Perhaps they became adventurers by fighting in the war, or perhaps they came to Greatwall as part of one of the many merchant caravans that once passed through to or from Willip.

By now, however, the PCs have had a chance to explore all that Greatwall has to offer, which isn't much. Individuals can join the local militia, work the fields, or work as an artisan. If the PCs join the militia, they will get the exciting task of standing guard duty for eight hours a night without any recognition for their diligence. There is no glory in working the fields, and adventuring skills do not usually lend themselves to artisanship.

The PCs have, however, managed to get some



practical experience by helping to fend off a few of the initial raids sent against the citadel in the war's aftermath. Such border raids break the monotony of citadel life, but are too erratic and unspectacular to provide any ongoing excitement. After one such minor expedition, as the PCs sit in Greatwall's only tavern, The Behir and Beholder, that the real excitement finally begins.

Adventure Summary

Here is how the story will most likely unfold for the adventurers:

The party, spending a quiet night in Greatwall, suddenly finds itself brought before Captain Gillmore, head of the Greatwall guard. Gillmore tells them of his need for adventurers for an important mission leaving at dawn—a caravan, leaving for Willip, to bring crucial supplies to the border posts along the Veng River. The expedition will then return and bring similar supplies to back to Greatwall.

Unknown to Gillmore, however, there is a traitor in his midst; his sergeant, Krayquer, has sold out to Iuz, and as the sergeant briefs the PCs on their mission he feeds them false information. Then Krayquer tells the enemy forces that a Furyondian secret agent named Jetero will accompany the caravan, and to lay plans to assassinate him.

The party, meanwhile, meets with the caravan's merchants to discuss the trip, and then sets out with them in the morning. The first leg of the trip passes uneventfully, but during the second leg the party finds a destroyed wagon train, similar to their own. Investigating, they find the body of Jetero's twin brother, a merchant named Jasmalus who traveled this route, and whom Jetero impersonated for this trip. Through misfortune, the orcish raiders stumbled onto his brother's caravan first, and, thinking his brother to be the secret agent, attacked. The raiders realized their mistake when they could not find the important government documents the caravan should have carried, and so set up traps to spring another ambush.

After defeating the ambush, the party heads to Fort Belvor, named after Furyondy's ruler, which sits across the Veng from one of Iuz's most powerful strongholds, Molag. Here, the PCs begin to see something of Jetero's true nature, as an orcish catapult attack comes just as Jetero meets with his secret agent contact.

From Belvor, the caravan heads to the village of

Introduction

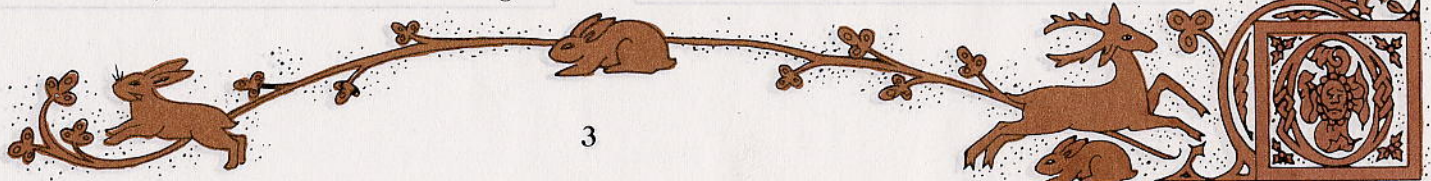
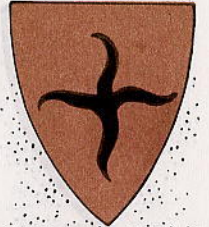
Batlet, a small hamlet guarded by a border post nicknamed Fort Disaster. The PCs soon find out why it has earned its nickname—it is almost always under attack. Indeed, another attempt to break the fort comes during the PCs' stay, and the PCs again see that their companion Jetero is more than he seems.

The fourth leg of the trip takes the party members to the Crystal River, where they stumble across a nighttime orcish caravan fording the waters to head into Furyondy. Defeating the orcs, the PCs find the wagon filled with foodstuffs and other supplies—a peculiar cargo for orcs, who usually simply take what they need by raiding. This bit of information tips Jetero off to the fact that Iuz must be building a secret stronghold inside of Furyondy itself, and he realizes he must warn Jakartai as soon as possible. Reaching Barduk, Jetero reveals himself to the PCs and asks them to take his secret journal to a Ranger contact nearby, who will bring the intelligence information to Jakartai.

The PCs meet Jetero's strange contact: A lizardman ranger, unnaturally intelligent for his race and who has aligned himself with the side of good. The lizardman lives in the woods near the Crystal River with a female druid, guarding a group of Shield Land refugee children whose families perished during the war. The PCs pass on their information to the lizardman, and discover through conversation that the sergeant at Greatwall has betrayed Furyondy. Realizing Jetero's life may be in jeopardy, the PCs rush back to Barduk to warn him.

Back at Barduk, however, Iuz's forces have sprung a surprise attack. The purpose of the attack is not so much to damage Barduk as it is to cover an assassination: that of Jetero. The PCs return just in time to find the orcish raiders retreat and Jetero die before their eyes.

An investigation by the PCs reveals Jetero's killer, a drow agent for Iuz. The drow, under interrogation, confirms that Iuz has set up a secret base within Furyondy, and barter his life in exchange for its location. The PCs head to that location and launch a strike against the stronghold, aided by some of Barduk's men. After a pitched battle with the humanoid leadership at the secret base, the party breaks Iuz's plans, and saves Furyondy from a deadly attack within. The caravan continues on to Willip under protection from Barduk's men, while the PCs return to Greatwall, hailed as heroes.



Greatwall

Read the following to the players:

You sit in The Behir and Beholder, the only tavern in Greatwall, taking the chill off the autumn night. Suddenly, the front door bangs open and three Greatwall guards enter. You recognize them as a sergeant and two men-at-arms. As they approach you, you see another three Greatwall guards enter through the back door and head toward your table.

As they arrive, the sergeant—a harsh-looking human with a long scar on the left side of his face—turns to you with his finger pointed.

“You . . . and you . . . and you . . .” He identifies each of you in turn, then barks a command: “Your presence is required by the captain of the Greatwall guard. Come with me.”

PCs who refuse or demand a further explanation are summarily arrested. If any resist, remind the players that fighting the citadel guard at a time of near-war might be considered an act of treason. If PCs persist, run a combat in which the sergeant (a 6th-level fighter) and five guards (4th-level fighters) attempt to subdue them. In the miraculous possibility that things go badly for the sergeant and his men, have the citizens in the tavern continue to fetch more city guard until the PCs relent. (Of course, the PCs at this point will have some explaining to do).

The sergeant escorts you, under guard, into the main hall of Greatwall Keep itself, a giant pillared room containing a massive, wall-length hearth. A raging fire warms the barren marble walls and floor, and illuminates a long and wide oaken table covered with parchment and maps.

After about 10 minutes the guards snap to attention as double doors at the end of the hall swing open. In strides Gillmore, captain of the Greatwall guard, a well-built man with a war-hardened face but a manner more cordial than the sergeant who escorted you here.

“I must apologize for the manner in

which Sergeant Krayquer has brought you here,” Gillmore begins, his deep voice resonating throughout the vast chamber. “But our time grows short. Please sit down and relax, as I have something which I need to discuss with you.” He claps his hands twice, and two servers appear with jugs of wine and begin serving you. Then he orders everyone else besides you and Krayquer out of the room.

When all have left, Gillmore begins.

“As you are aware, Iuz and his forces of evil continue to pressure us, despite the peace agreement. This jeopardizes Greatwall’s strategic position; we rely almost entirely on outside sources for supplies, and the violence has made the journey here too unprofitable for most merchants. Even our traditional trading partners in Willip refuse to take the risk.

“I need to prove to them they can make the trip safely and profitably. This is where you come in.

“I wish you to escort a caravan of three merchant wagons to Willip and back. The caravan leaves tomorrow at dawn and must return as quickly as possible, before winter strikes. The wagons carry traditional trade goods, to be exchanged for the food and supplies we will need to survive the oncoming winter. Iuz’s raids have occupied my forces so completely that I must turn to you.

“You must use the old Grabford-Critwall-Willip trail to resupply the border posts and to show the Willip merchants that it can still be traveled safely. I understand this will put you along the Veng River, a stone’s throw from the land of Iuz. Fear not—border patrols guard the riverbanks from Iuz’s incursions.

“For your heroic service to Greatwall, I will award you each 1,000 gold pieces upon your return.” He claps his hands again and the sergeant re-enters with several sacks, each containing 250 gp. “This additional payment should be enough to cover whatever expenses you might have before you leave.” He pauses again and looks at each of you confidently. “Well, my friends . . . what do you say?”

Greatwall

Gillmore refuses to haggle over the price, and seems offended at the very notion of personal greed outweighing the need to save Greatwall from Iuz. Should the PCs refuse the offer, Gillmore jails them for treason and eventually executes them unless they relent. Should they agree, he concludes their business:

“Sergeant Krayquer here will brief you on the mission. The merchant Malin, and two trader comrades, shall meet you at the citadel gates at dawn tomorrow. You may meet them tonight at The Behir and Beholder, if you wish.”

Gillmore then departs, leaving Krayquer to inform the party about the specifics of their mission. Unknown to Gillmore, however, Krayquer is secretly an agent who has sold his loyalty to the forces of Iuz. In fact, Krayquer picked the party members for this mission specifically because he knew of their inexperience and expects they will not survive to tell of his treachery.

To guarantee that they do not, however, Krayquer briefs the PCs with false information.

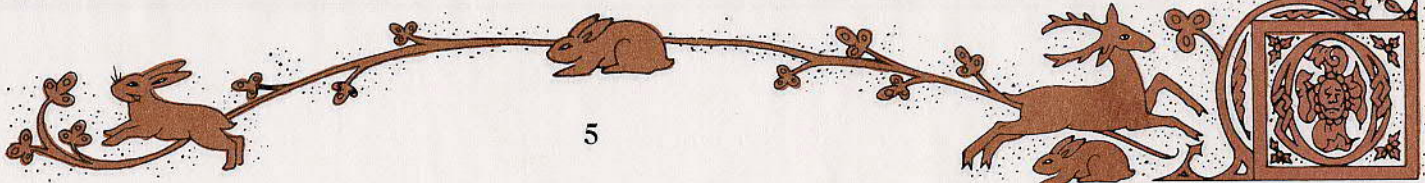
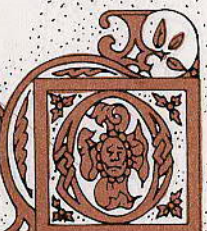
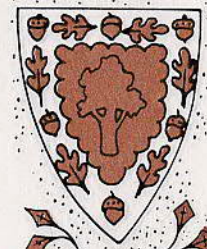
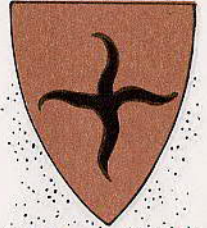
He does not tell the party anything glaringly untrue, but he does distort and mislead enough to put the party in jeopardy. He gives incorrect travel times between border posts, inappropriate terrain information and inaccurate descriptions of orcish raiding tactics.

He remains characteristically rude and unsavory during the briefing; this should (hopefully) cement the information in players' minds enough that they remember who told it to them when things start going wrong.

Most importantly, however, Krayquer instructs the PCs to kill any lizardmen on sight. Krayquer knows of Jetero's secret contact in the woods, and that the lizardman has nearly stumbled across his true allegiance several times. He suspects Jetero may attempt to contact the lizardman along the way, and doesn't want the PCs to make any connections between what the lizardman says and his own behavior.

If the PCs ask for an explanation, Krayquer tells them Iuz uses lizardmen as spies who travel unhindered beneath the waters of the Veng. In reality, this isn't true; there are hardly any lizardmen in the area at all.

Krayquer does give the PCs an accurate map



Greatwall

of their route. Show players the color map on the outside gatefold of the module, and allow them to reference it during the adventure.

Contacting the Merchants

After meeting with Krayquer, players can find the trio of merchants—Malin, Emerald, and Jasmalus—at The Behir and Beholder. The PCs recognize them as having entered the bar for dinner shortly before the sergeant and his men appeared. Malin and Emerald now drink together at a table, while Jasmalus sits in a corner booth by himself having a quiet cup of tea.

Malin, 3rd-level Fighter: Str 13, Dex 10, Con 14, Int 12, Wis 15, Cha 16; hp 20; AC 10; THAC0 18; Dmg by weapon (dagger); AL LN.

Malin, a boisterous middle-aged man, stands 5'9" and weighs about 50 pounds more than he should. His full brown beard and mustache frame a fun-loving face, but grey has begun to streak his chestnut-brown hair. Similarly, a grumpy demeanor now occasionally colors his regular exuberance, usually when he drinks too much (like now). Once the dealmaking begins, however, both grumpiness and exuberance vanish, and Malin turns into as cutthroat a merchant as they come.

Emerald, 3rd-level Thief: Str 8, Dex 15, Con 11, Int 17, Wis 14, Cha 18; hp 16; AC 10; THAC0 19; Dmg by weapon (dagger); AL CG. Thief Abilities: PP 50%, OL 35%, F/RT 30%, MS 25%, HS 25%, HN 15%, CW 85%.

Emerald, a beautiful, poised, half-elven female, stands only 5' and weighs a mere 90 pounds. Her flowing, sandy-brown hair offsets her piercing green eyes, and at only 24 years old, she holds an unusual position of statute in her community. She uses both her beauty and her age to skillfully disarm her negotiating opponents. She has traveled extensively with Malin, who has become a bit of a father figure to her. He tutors her in the art of dealmaking, and she keeps him from turning into a grump.

Jasmalus, 5th-level Wizard: Str 8, Dex 12, Con 10, Int 18, Wis 12, Cha 14; hp 16; AC 10; THAC0 19; Dmg spells or by weapon (dagger); AL NG.

Spells: *magic missile, shield, sleep, stinking cloud, web, fireball.*

Jasmalus, a human in his mid-50s, stands a full 6'1" but weighs only 155 pounds, giving him a frail and tired look. His solid white hair tapers into a nicely-trimmed beard and mustache, but his clothing suggests a ragged beggar more than it does a well-groomed merchant. This inconsistent appearance provides a clue that Jasmalus is not what he seems—in fact, he is not Jasmalus at all. He is Jetero, Jasmalus's twin brother, who works as a secret agent for the count. Jetero frequently poses as his merchant brother to travel to different areas without suspicion, as he plans to do now.

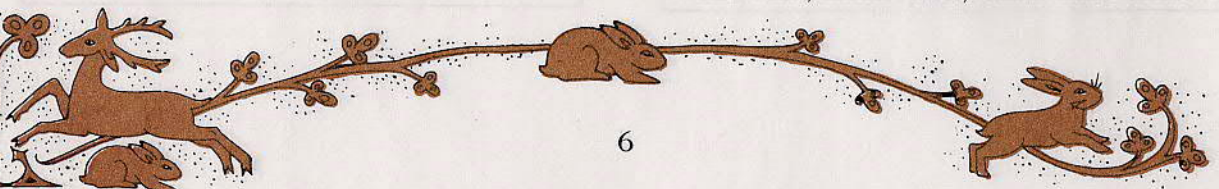
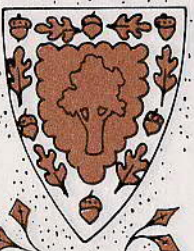
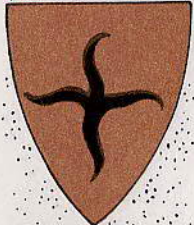
Jetero (as Jasmalus) must guarantee the safety of the gold, and collect intelligence on Iuzian troop movements in an effort to determine when Iuz will strike. Jakartai suspects that Iuz's border raids conceal a much larger hidden agenda, and it is Jetero's task to uncover it.

Neither Malin nor Emerald have had much contact with Jasmalus over the years, so do not suspect the ruse.

The PCs have the opportunity to discuss the journey with the merchants, including any special preparations they might have to make. The merchants will suggest the PCs use the gold they received from Gillmore to buy horses, even though the caravan travels slowly; the PCs can command more of a deterrent presence from horseback, and can deal with crisis more effectively on horseback than if they rode up on the wagons.

None of the merchants will engage in combat unless absolutely necessary; they are poorly armed and armored, and after all, that's why Gillmore hired the PCs onto the journey. When combat strikes, they will help the teamsters control the horses, put out any wagon fires started by flaming arrows (a favorite tactic of the orcs), and generally take cover inside, under, or behind the wagons.

The orcs, meanwhile, make little effort to



Greatwall

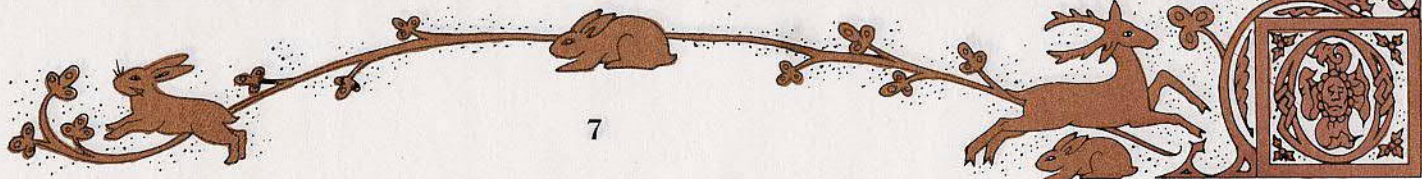
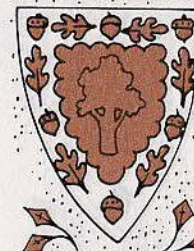
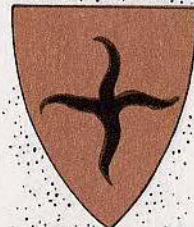
attack the merchants; they're not entirely stupid, and know that the caravan guards pose the true hazard. Once the guards are gone, the teamsters and the weakling merchants become easy pickings.

If the party appears in jeopardy, Jetero may cast spells to aid them, but he will keep his efforts concealed—perhaps casting from behind a wagon, or when the PCs are too occupied by combat to notice. Jasmalus is not known to have any magical ability, and Jetero does not want to raise any suspicions from Malin or Emerald.

Occasionally on the trail, party members may see Jasmalus making notes in a small book, particularly when the trail winds near the river. These notes are for Jakartai, constituting Jetero's records of Iuzian troop movements and similar observations. Jetero guards this book closely, and would prefer to keep its existence hidden entirely. Nevertheless, he recognizes the impossibility of doing that when traveling so closely with so many people for so long.

If any question him on it, he describes it as his "personal diary" and asks that the inquisitive person respect his privacy. He will feign offense at any further attempts to discover the journal's contents.

He has also protected the book with two *magic mouth* spells—one that shouts "Alarm!" when the book is picked up by anyone other than Jetero, and one that shouts "Alarm!" when someone other than him opens it.



Ambush!

Three wagons arrive at the citadel gates at dawn. Each carries a teamster (driver) and one of the merchants. The teamsters, rough-looking men, appear as if they pulled their wagons themselves rather than drove them.

Heavy tarps cover the wagon crates. The merchants tell inquisitive characters the crates contain general supplies, but they hold something far more important: Greatwall's collected treasury of nearly 50,000 gp in gold and silver bars, along with important government documents about the citadel. The wagons do carry some supplies, mostly to cover the more important shipment, and which the merchants will sell along the way.

Disuse has allowed the early part of the old trail to become overgrown recently, but deeply-cut ruts, from the commerce that once flourished along the route, still mark it well enough. Flat, open grassland dominates the first part of the trail until the road winds eastward to follow the Veng River.

Encounters on the Trail

The trail is a dangerous place; friendly encounters are few and far between. Random encounters are optional (particularly for a beginning party). Dungeon Masters who want to give their parties an extra challenge can check for encounters as per page 101 of the DUNGEON MASTER™ Guide (about one encounter every three or four days). Use the encounter tables in the *From the Ashes* boxed set during the daytime, and use the following table for nighttime encounters.

1d8 Roll	Encounter
1	Wolves
2-3	Orc Raiding Party
4	Bandit Raiding Party
5	Goblins
6	Giant Badger
7	Fire Beetles
8	Destroyed Wagon

Wolves (1-6): These beasts attack only if they perceive an advantage. Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 10; THAC0 19; #AT 1; Dmg 2-5; SA Nil; SD Nil; SZ S; ML Avg (10); XP 65.



Ambush!



Orc Raiding Party: The orcs are on their way to a raid (2d4+8 orcs if before midnight) or on their way back from a raid (1d6+5 orcs if after midnight). Orcs: Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All orc raiders carry a short bow. In addition, 50% carry an axe and 50% carry a broad sword.

Bandit Raiding Party: The bandits are on their way to a raid (1d6+6 bandits if before midnight) or on their way back (1d8+4 bandits if after midnight). Bandits: Int Avg; AL CE; AC 7; MV 9; HD 1; hp 5; THAC0 20; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Avg (10); XP 15. All bandits carry short bows and short swords.

Goblins (1-10): Goblins who have long plagued the Veng River valley spot the caravan at it travels along the riverbank. Goblins: Int Low; AL LE; AC 6; MV 6; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ S; ML Avg (10); XP 15. All goblins carry axes.

Giant Badgers (1-3): Int Semi; AL N; AC 4; MV 6; HD 3; hp 14; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA Nil; SD Nil; SZ M ML Avg (8); XP 65.

Fire Beetles (3-12): Int Non; AL N; AC 4; MV 12; HD 1+2; hp 6; THAC0 19; #AT 1; Dmg 2-8; SA Nil; SD Nil; SZ S; ML Steady (12); XP 35.

Destroyed Wagon: The PCs come upon the charred remains of a cart and several ravaged bodies. From the look of the corpses, it appears that the attack took place only about a day ago. The small farming family ventured onto the trail to flee the increasing number of raids near their town along the Iuzian border when a band of hobgoblins fell upon them.

The Trip to Morsten

The teamsters press the wagons at the fastest possible speed—about 15 miles a day—so the merchants expect the journey to take a little more than a month. The trip to Morsten should take about six days. An escort of 10 Greatwall cavalymen accompanies the party for the first half of the first day, but then turns back toward the citadel, leaving the caravan on its own.

Once the cavalymen depart, the DM should convey a sense of vulnerability to the players; the PCs now stand alone against the raiding orc and hobgoblin hordes. Despite such tension, the caravan reaches Morsten without incident (unless the DM chooses to roll for random encounters).

Characters will have little chance to explore Morsten; they arrive in the evening and must be ready to leave again at first light.

The Trip to Fort Belvor

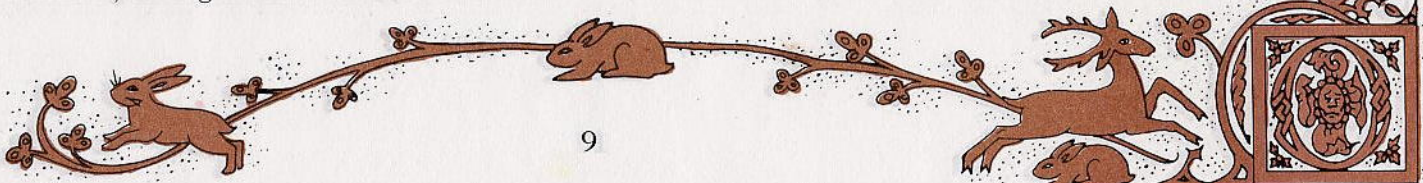
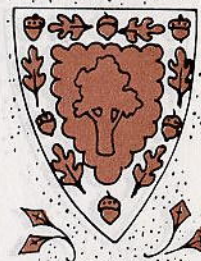
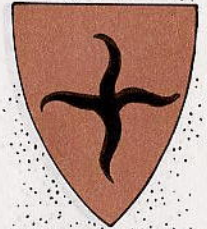
Unease builds during the second leg of the journey as the caravan begins to skirt the Veng River, the only barrier that separates Furyondy from several thousand bloodthirsty Iuzian troops. The leg takes eight days, and by the beginning of the last day both the teamsters and merchants have grown significantly nervous. The teamsters push the wagons as fast as they dare go, but they eventually push too much, and a wagon throws a wheel in the late morning.

This takes more than four hours to fix, and sets the caravan back considerably; Malin had hoped to reach Fort Belvor by nightfall. Now the caravan must either travel in darkness—far too dangerous in this area—or find a safe place to camp. Still, Malin insists on pressing the caravan for as far as it can go before bedding down for the night.


As they press on, reading the following.

Tensions run high as dusk begins to fall, and you plainly see fires burning in the distance on Iuzian side of the river. Then you slowly realize that one of the fires isn't from across the river at all, but on the winding trail up ahead. When the trail straightens out, the source of the fire comes into view: a burning wagon, on its side in the middle of the road, part of an ambushed three-wagon train.

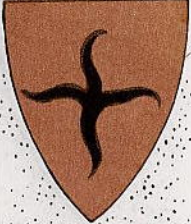
When the party nears the wagons, read the following boxed text.




Ambush!




You see that the middle of three wagons lays overturned and virtually demolished on the road. To the right lies the charred wagon, still smoldering. To the left stands a third wagon, apparently undamaged but awash with blood. Large spots of blood also dot the surrounding area, but you see no signs of bodies anywhere. Cargo from the three wagons lies ransacked and scattered across the roadway, but little appears taken. You also note numerous crudely-fletched arrows lying among the cargo, several charred near their arrowheads.



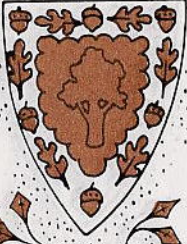
Characters who scan the surrounding area note several small copses of trees set apart from the woodland beyond; in one of them they can find the nine bodies of the caravan members who died in the raid.




One of the bodies will provide some surprise: It is Jasmalus, Jetero's twin, killed by a dagger thrust in the back. Thieves immediately recognize the dagger as the mark of the Scarlet Brotherhood, and easily note the poison compartment concealed in the hilt—now empty.



The discovery shocks and upsets Jetero, but he does not reveal his ruse; continuing to call himself Jasmalus, Jetero gives his brother his own name and describes him as a merchant who also frequented this area. (The module, to emphasize his double-role, will continue to refer to the PCs' traveling companion as "Jetero", but the DM should remember to call him "Jasmalus" when speaking of him to the players.)



The pretense is a difficult one for Jetero, but he resolves to grieve privately later. As an agent for Jakartai, he long ago steeled himself to the sorrows of war, and recognizes that the needs of Furyondy supersede his own personal pain.



Still, he insists that the caravan's members receive a proper burial, which will take several hours. Malin appears reluctant but agrees, resolving to spend the time sifting through the caravan's cargo for anything of measurable worth.

As the PCs begin to dig the graves, read to them the following boxed text. (The PCs may decide not to look for bodies; if that occurs,

simply read this to them as they poke through the wreckage.)

You suddenly hear a loud "snap" come from the woods nearby. Looking up, you see an orc, spying on you, appearing alarmed at having made such a noise. In a fit of panic, he turns to run, and disappears into the woods.

This is a ploy intended to lure characters away from the caravan. An orc raiding party waits in ambush, with orders to kill Jetero. The orcs had originally attacked Jasmalus's caravan, mistaking him for Jetero, who was delayed by the thrown wheel. It was mere coincidence that Jasmalus, an area merchant, carried a shipment from Belvor to Morsten at the same time that Jetero traveled in the opposite direction.

The orcs soon realized their mistake when they could not locate the special government documents Jetero's caravan carries. They now lie in wait, the woodlands in the area nearby trapped to capture and kill anyone going into them.

Anyone following the orc on horseback has a 75% chance per round of tripping one of the traps. Anyone pursuing on foot has a 50% chance per round of tripping a trap. The area is infested with these traps; anyone moving even a few feet has a chance of stumbling across a new one.

The decoy orc, of course, knows where the traps are laid, and tries to draw pursuers directly into them; anyone on the verge of reaching him has a 10% higher chance of tripping a trap that round. The DM can either pick the trap or roll for it randomly (1d3):

Pit Trap: The orcs have dug these 10-foot-wide, 5-foot-deep trenches to lame any horse falling into them. Each pit also contains a bed of sharpened spikes. Horses tumbling in suffer 1d6+2 damage and have a 75% chance of falling lame. Those on horseback must make a Riding proficiency check or be thrown to the pit floor, and those without the proficiency must make a Dexterity check at -8. Those failing suffer 1d3+1 (horses, being larger, suffer more damage from the spikes).

Those simply walking across a pit trigger it only 50% of the time, since the orcs designed them to collapse under a horse's weight.

Ambush!

Net Trap: These nets spring up from underneath a carpet of leaves whenever a hoof or foot snags a tripwire. The nets usually catch only the front end of the horse, causing it to rear up and possibly throw the rider (the nets cannot actually entrap an entire horse). Characters with the Riding proficiency can control their horses on a successful check, while those without the proficiency must make a Dexterity check at -8. Those failing the check are thrown; those succeeding remain mounted but must spend the next round allowing the horse to regain its footing. Thrown riders suffer 1d6 falling damage.

Individuals on foot may be caught by a net trap if they fail to make a Dexterity check at -4; it takes three rounds to escape a net, during which time attackers gain a +4 to hit.

Log Traps: A log tied back and suspended high enough so that when the horse triggers the trap, the log swings down and hits the rider full force. Victims suffer 1d10 damage and must make a Strength check at (MS)10 to remain mounted (falling inflicts 1d4 damage). This trap has no effect on unmounted characters; the logs swing over their heads.

Once the traps have sprung, the orcs attack. Orc Group One leaps out of the woods in front of the caravan and opens fire with shortbow, using flaming arrows to set the wagons ablaze. This slows their rate of fire to 1/round, but the arrows inflict an extra point of damage against people (1d6+1) or force target objects to save against fire (wagons are thick wood against normal fire). Once all the wagons are ablaze, the archers turn their attention to the party. A wagon, once ablaze, becomes completely awash in flames in 1d4 rounds unless someone attempts to control the fire (the merchants and teamsters can do this automatically, though it takes them 1d6 rounds to put the fire out completely).

Orc Group One (4): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield short bows and hand axes.

One round after the archers launch their first volley, Orc Groups Two and Three crash onto the trail from the woods behind the caravan. One group attacks from each side to cut off retreat. The orcs first attack any PCs who did

not pursue the lone orc into the woods; if all PCs followed the orc, then both ambush groups converge on Jetero.

Orc Groups Two & Three (4 each): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield broadswords.

The orcs fight until their morale fails, then flee through the trapped area of the woods.

The possibility exists, of course, that the PCs do not attempt to pursue the lone orc. If this occurs, the orcs simply launch their ambush attack but receive a -2 penalty to their morale scores.

If the PCs capture any orcs alive they may interrogate them, but must speak orcish. The orcs will sputter for a few minutes in racial pride and false bravado, but they're just ambush troops and not really courageous at all. After a few minutes of threats from the PCs, the orcs will break down and beg for mercy, telling the party all it wishes to know. They tell of orders to attack a three-wagon caravan that was to have passed by a few hours earlier, with a merchant resembling Jetero. When the caravan they attacked did not have the proper government documents ("writin's," the orcs say), they realized they had ambushed the wrong caravan and set up for another attack. They do not know who issued the order to attack, only that an orog commander relayed it to them.

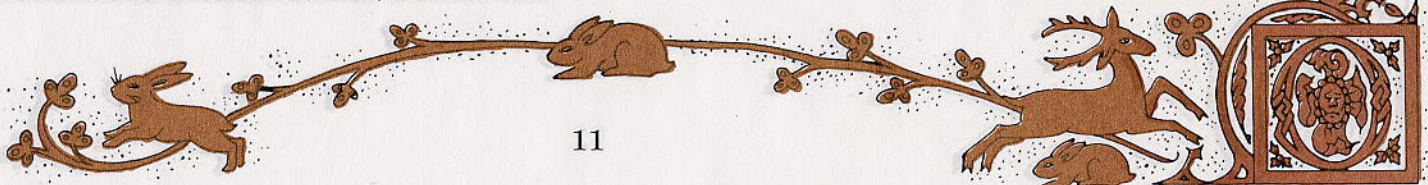
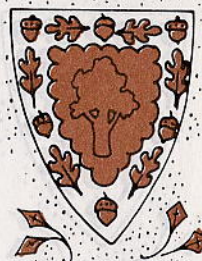
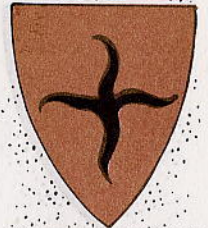
If questioned about the dagger, they say that a human brought it to their orog leader several days earlier (Sergeant Krayquer, actually). If pressed for a description of the human, the orcs simply shrug and say that all humans look the same.

The orcs can also tell of the local raids, and a bit about their nearby foes, but know nothing of the secret base inside Furyondy.

The party can set off at daybreak and reach Fort Belvor well before noon. Five cavalrymen from the fort meet the caravan five miles outside the fort and escort it in.

Fort Belvor

Read the following to the players.



Ambush!

As you approach the fort, you see it sits directly across the Veng River from the Horned Society capital of Molag, now under Iuzian control. It is an old fort, with an intact but deteriorating 30'-high curtain wall surrounding the main compound. Two towers on the curtain wall side face the Veng River, while a massive gatehouse faces the west.

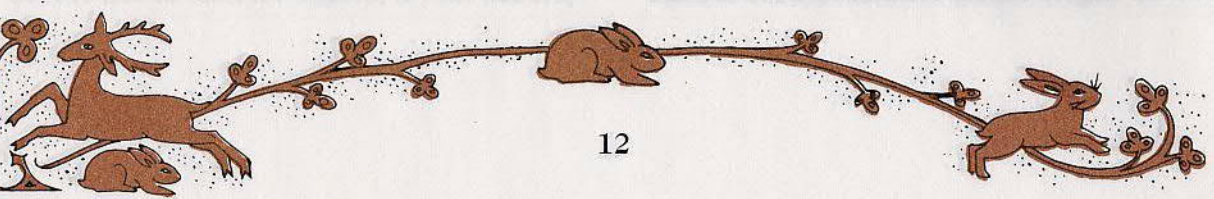
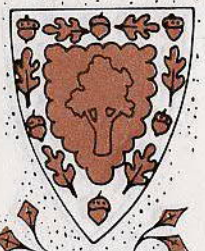
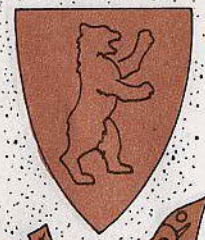
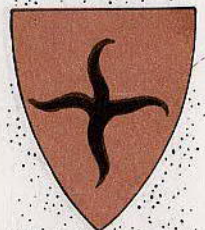
You pass through an abandoned village outside the stronghold; the people still come here during the day to tend the fields and graze their livestock, but all have left the village for the safety of the fort. Many of the buildings stand burned or battered: damaged by the war, assaulted by raiders, or cannibalized for their resources.

The cavalymen escort you toward the massive pair of banded wooden gates, guarded by four halberdmen standing duty outside. With the approach of the wagons, the massive doors swing wide, and the caravan enters the fort itself.

Malin and Emerald set up shop almost immediately and begin to sell things to the citizenry. Jetero helps with setup but later disappears, to meet with his contact in Belvor. If questioned later on his disappearance, he simply says he went to visit an old friend, to tell him of his brother "Jetero's" death. In actuality, he met with Mikinus, head of the Belvor guard, to tell him of the ambush on the road. He has deduced that Greatwall must have a traitor in its midst, since the ambushing orcs knew of his presence.

As the PCs wander around the fort, read the following.

Looking about the fort, you notice the fort's garrison stands somewhat depleted when compared to the troop presence in Greatwall. Judging by the size of the fort, it should hold more than 250 men, but has only about half of that. You're also unable to miss the signs of flame arrow attacks, and the numerous water buckets strategically positioned in anticipation of the next attack.



Ambush!

As you wander about, the inhabitants of the fort recognize you as outsiders and deluge you with questions of the outside world. It becomes clear that they have little opportunity to stray far from the safety of the fort, and that, at least for them, the war is still very real.

The DM should roleplay with the players, as locals bombard them with questions about this hamlet and that hamlet, which ones survived the war, and have they seen their sister/brother/cousin from village so-and-so. A bard will become especially popular here. When the PCs have had enough of this, allow them to explore the fort and resupply themselves with anything they might need for the next leg of the journey.

General supplies are limited (200% of PH listed price, and nothing too unusual), but the PCs can barter down to normal prices in exchange for adequate news of the outside world. The fort guard can replace arms and armor (within reasonable limits) for free, and clerics will also freely heal injured party members. Residents of the fort still consider this wartime, and pitch in however they can.

The captain of the guard, Mikinus, meets the PCs after they return to the caravan and offers them drinks and dinner. He expresses his gratitude for the supplies they have delivered and says that he wants to discuss the orcish attacks they've seen on the trail.

In actuality, however, he seeks to test if any in the caravan have betrayed Furyondy, concerned about the information that Jetero has passed to him. Read his opening discussion to the players.

"Orcs seem to have some kind of plan to keep us pinned here, and they do a fine job of it. They're also not alone—we've seen more and more human bandit raids, probably from the former Bandit Kingdoms. It's strange, too, that we've seen so many orcs—this area used to be attacked mostly by hobgoblins, so I suppose that means Iuz is moving his troops. They tell us the war is over, but it sure doesn't seem that way from here."

If the PCs talk at length with Mikinus about the area—which he is happy to do, to pump them for information—they can get more accurate information about travel times, terrain, and enemy tactics. The DM can use Mikinus to contradict Sergeant Krayquer's information, and thus give players more of a fighting chance out on the trail.

Mikinus knows nothing of Krayquer, and if asked about the difference in information, he laughs and says, "That's what you get for listening to a backfield sergeant who won't come close to the fighting." He has trouble doubting the word of a Furyondian soldier, however; more likely, he secretly suspects the PCs have deliberately distorted the information for the merchants.

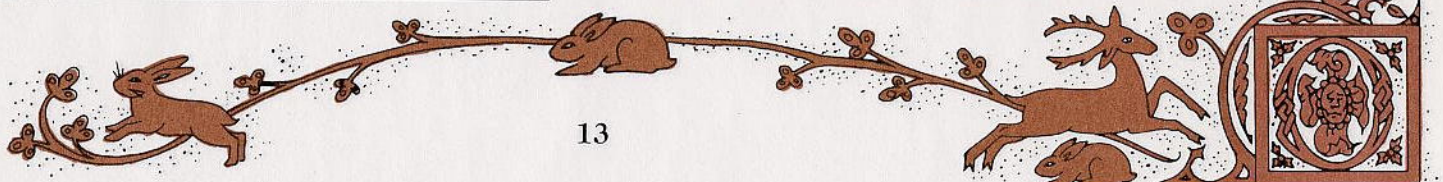
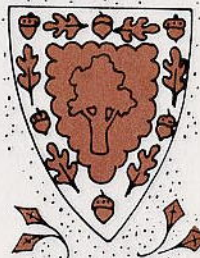
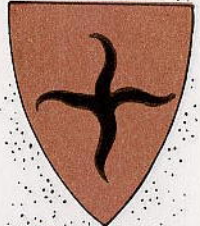
If asked about lizardmen, Mikinus shakes his head and says that he hasn't heard about any sightings in the area at all.

After the PCs have retired, at around midnight, read the following to the players.

What you hoped would be a quiet night off the trail becomes a flurry of shouts and the sounds of running guardsmen. As you wake, you hear the sound of a fiery catapult shot soar above the Veng river and crash down in a loud explosion near the base of the fort. The walls shudder from the impact, and patches of plaster and dust fall from the ceiling. You race to the window to see the fiery shot tumble down into the river, which extinguishes it in a sizzling hiss.

You note with relief that the shot failed to breach the fort's wall, just in time to see another fiery ball come hurtling over the river. This one crests the wall and lands inside the fortress courtyard, destroying a small building and setting part of the wall ablaze. Guardsmen race with buckets to extinguish the flames, while others run to man their posts and fortify the stronghold's defenses.

Though this appears to be an emergency for the fort, this actually occurs almost every night, and the soldiers spend the large part of the next day fixing the damage from the night before. Iuz may one day launch a full-scale assault to take Fort Belvor, but for now he



Ambush!

intends only to keep the forces inside depleted and occupied, while he foments other plans.

The attack continues for about an hour, with another catapult shot coming every 1d10 rounds. None manage to damage the fortress significantly, though the attack does keep the stronghold's forces occupied.

During this attack, the PCs can discover Jetero consulting with Mikinus in a corner near the fort's wall. The pair had hoped to meet in secret, but now have been interrupted by the orc attack. As a catapult shot sails overhead, the flames illuminate the courtyard and the PCs catch a glimpse of Jetero and Mikinus in a heated exchange.

It is unlikely that PCs will be able to reach the two before they part ways and disappear into the fort, but if they do, they catch only bits of a conversation drowned out by the chaos in the fort. They hear Mikinus attempt to convince Jetero that the PCs are untrustworthy, his suspicions fueled by the inaccurate infor-

mation they spoke to him about, while Jetero refuses, convinced of the PCs' loyalty by their bravery in fighting on the trail.

If the PCs later question Jetero about the meeting, he denies it, suggesting that they mistook someone else for him during the tumult of the attack. If the PCs actually catch the pair in the act, Mikinus orders the pair back to their rooms and Jetero explains that he only sought the captain's attention to get a guard posted by the wagon cargo. He denies that the conversation related to the PCs, claiming that they must have heard incorrectly among the din.

Characters might wish to help the soldiers cope with the attack—putting out flames, tending to the injured, or standing watch against an orc raid. If they do, Mikinus's opinion of them changes considerably, and he outfits all of them with fresh steel before their departure in the morning.

At daybreak, the merchants check their cargo (undamaged) and head out for Batlet.



Fort Disaster

The trail turns southwest, with terrain of rolling hills and small patches of trees. The trip to Batlet takes eight days, and Malin orders the caravan to bypass Fendrelan to make up for lost time. The DM can roll for encounters normally, or, if the PCs have fared well up to this point, might insert the optional encounter listed below. The attack occurs just after the party has descended one hill into a small valley and begins to climb another hill.

The Ambush

Three groups of orcs, along with their leaders, have strategically positioned themselves in the area. One group hides on the trail ahead, just over the crest of the oncoming hill. Another hides behind the hill the party has just descended, having quietly allowed it to pass. A third lurks in "turtled" positions along the trail, ready to attack (a turtled position is one in which an individual is buried with only a small breathing tube to the surface).

The caravan spots ambush group #1 as it appears on the crest of the hill in front of the wagons. The orcs rain flaming arrows down on the caravan, with +1 to attack rolls because of higher ground. After a round of arrow fire, ambush group #2 appears on the hill behind the caravan and charges downhill to attack (+2 to hit when they reach the caravan at the end of the round). Ambush group #3 leaps up from turtled positions at the beginning of round 3. The archers in group #1 then cease their fire and rush in to attack.

Ambush group #1 consists of the following:

Orcs (4): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield shortbows and spears.

Orog (1): Int High; AL LE; AC 4; MV 6; HD 3; hp 15; THAC0 17; #AT 1; Dmg by weapon (broad sword); SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 65.

Ambush group #2 consists of the following:

Orcs (4): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield broadswords.

Orog (1): Int High; AL LE; AC 4; MV 6; HD 3; hp 15; THAC0 17; #AT 1; Dmg by weapon (broad sword); SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 65.

Ambush group #3 consists of the following:

Orcs (6): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield broadswords.

This is a simple orc border raid; they know nothing of the caravan's contents, of Jetero, or of the secret luzian base within Furyondy.

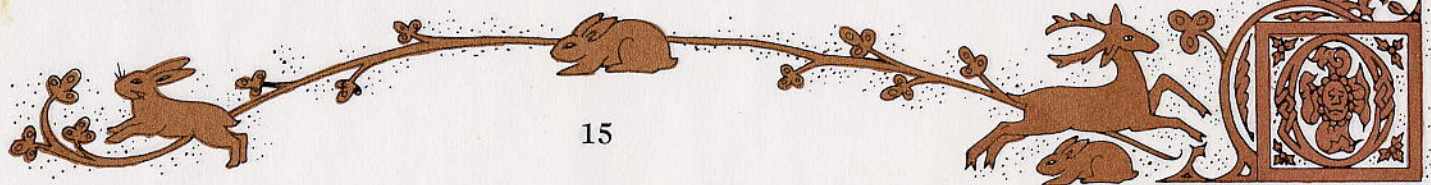
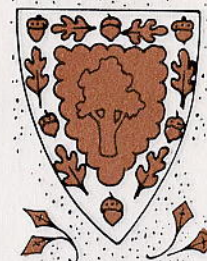
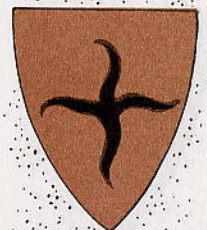
Fort Disaster

The caravan will stop in Fendrelan only if absolutely necessary; otherwise, it will head straight on to Batlet. Read the following boxed text to the players as the PCs approach, information which they see for themselves, or have gained through conversations with Mikinus at Fort Belvor or the merchants and teamsters on the trail.

The village of Batlet consists of several dozen small hovels scattered about surrounding a dilapidated fort. A small hamlet of only 100 people, Batlet contains of mostly farmers and fishermen, whose sole source of protection is Border Post Three. The locals, however, have a different name for it: Fort Disaster.

Unlike Fort Belvor—which officials constructed to stand against The Horned Society capital of Molag—the border posts were only intended to staff a small garrison for local defense and provide stopping-off points for merchants traveling the Grabford-Critwall-Willip trail. As such, officials didn't give the posts names, and had to haphazardly convert them into military forts when the war began.

Border Post Three is one such fort, and leaves a great deal to be desired. It suffered heavy damage during the war and has not yet been repaired. The post's defenses consist of a 30'-high tower, which has numerous chips and nicks covering its outside



Fort Disaster

wall. Still, it shows no signs of obvious penetration points—yet. The fort's battlement did not fare nearly as well. About half of it now litters the ground around the tower. You feel a sense of desperation about your mission as you approach the ragged-looking fort: If this is the best protection that Furyondy can provide merchants along this trade route, commerce has hit a new low indeed.

Allow the players a few moments to react to the scene, and perhaps have PCs talk to a few of the villagers (who find it relatively funny that they're planning on re-establishing a trade route here). Then read them the following boxed text.

Three wide, well-worn stairs lead up to a large, reinforced door which would bar the entrance to the tower, though it now hangs open and unguarded. As you enter, you see a barren, filthy tower interior that appears as if it hasn't been cleaned or straightened in months. This is just one symptom of the breakdown of morale and discipline among the troops defending the border post.

Next to the tower stands the ruins of a fortified stone house, with the second story collapsed onto the first. The fort appears capable of 65 men or so, but right now there couldn't be more than 40 or so manning the defenses. Somehow, despite it all, the fort has managed to hold off the orcish offenses and continue to make its stand.

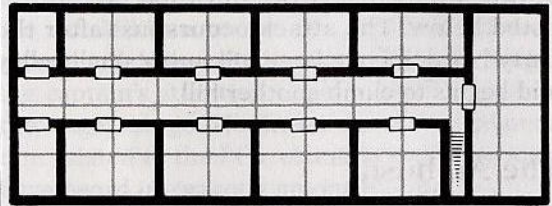
Despite the fort's decrepit condition, Malin insists on stopping at the border post overnight, since the only other alternative would be to spend the night on the road. This proves to be an unfortunate decision for the party, since Iuz's forces decide to mount another offensive that very night to break the fortress once and for all.

The DM can simply describe the attack in summary to the players, or allow the PCs to engage in the fighting if they feel up to it (remember, though, they're low-level charac-

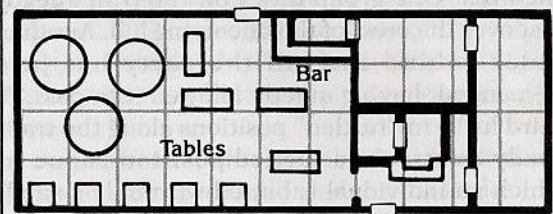
Bloody Axe Inn

One square = 10 yards

Second Floor



First Floor

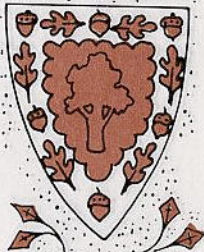
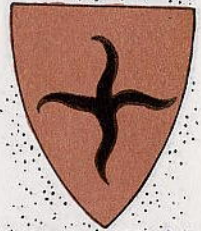


ters). The DM should try to avoid running a full-scale combat with the full roster of guards and attackers; this would be far too cumbersome for most DMs. Better to pick a few of the attacking creatures in relation to the PCs' ability, and let the guards take care of the rest. Perhaps the PCs might take on a mix of orcs and orcish leaders, or perhaps they might all gang up on the attacking force's ogre. Perhaps they might join in with a contingent of guards in fending off some of the bandits. The DM should use his best discretion in determining what kind of fight the PCs are capable of and the players are interested in.

The attackers strike about an hour after midnight, with three groups of 10 humanoids each firing flaming arrows at the garrison as they row across the Veng. Once reaching the shores, they will launch a full-scale attack. Bandit forces, meanwhile, wait just outside the tower, ready to attack anyone who attempts to flee.

Humanoids fighting in this battle receive a -4 bonus to their morale rolls—Iuz has grown impatient with the war band's failure to take down such a decrepit fort, and has ordered

Fort Disaster



them to return victorious or not return at all.

The DM should create the atmosphere for the players of desperate battle anarchy during the attack—this may indeed be Fort Disaster's last stand!

Orcs (24): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THACO 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield shortbows and hand axes.

Orc Leaders (3): Int Avg; AL LE; AC 4; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg by weapon; SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 35. All wield broadswords.

Orogs (2): Int High; AL LE; AC 4; MV 6; HD 3; hp 15; THACO 17; #AT 1; Dmg by weapon; SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 65. Both wield broadswords.

Ogre (1): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 21; THACO 17; #AT 1; Dmg 1-10; SA +2 to damage; SD Nil; SZ L; ML Steady (12); XP 175.

Bandits (20): Int Avg; AL CE; AC 7; MV 12; HD 1-1; hp 6; THACO 20; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (12); XP 15. All wield short bows and short swords.

The human bandits have no loyalty to Iuz, and fight on the side of the orcs only as a matter of convenience, to profit from their raids. Thus, they get no morale bonus, and are easy to break if they find themselves overwhelmed.

When invasion hits, some of the populace panic and run, only to be caught by the bandits waiting outside. Most others simply hide in their homes, hoping to escape the barrage of flaming arrows. Some form a fire brigade to put out any fires caused by the raid. A few pick up weapons and fight as ragtag defenders when the orcs breach the compound.

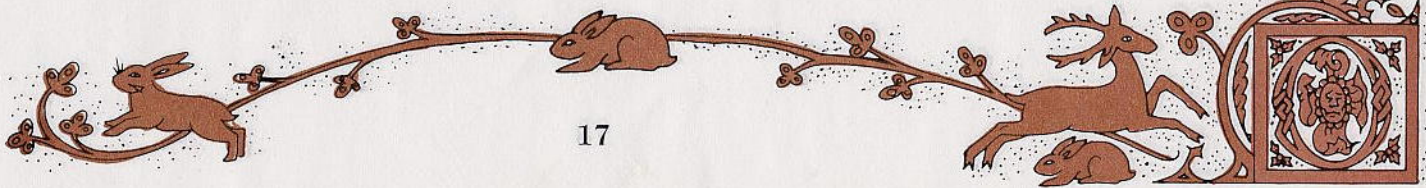
The entire garrison turns out in five rounds, starting with the 10 on watch and then six from the tower each round as the combat progresses. The humanoids breach the defenses on round six, swarming into the courtyard and tower and triggering a full-scale fortress defense.

Garrison Troops (40): Int Avg; AL LG; AC 7; MV 12; HD 1; hp 8; THACO 20; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Elite (14). Those on watch wield short bows and long swords. The rest wield only long swords.

Characters watching the tower during the battle spot a mage on the top hurling spells down against the invaders. Those passing a Wisdom check think it looks like their merchant companion Jasmalus, but between the darkness, the distance, and the confusion of the battle they have difficulty saying for certain. They will not find "Jasmalus" until after the battle, when they discover him hiding in his room, allegedly taking shelter from the combat. He denies participating in the battle, intent on keeping his impersonation intact.

The DM should allow the guardsmen to eventually drive off the invaders, unless the PCs do something remarkably stupid that ends up accidentally aiding the orcs. In that case, allow the PCs to flee with the caravan as the tower falls, punching through a line of attacking bandits in their escape.

After the attack, garrison soldiers pick up the pieces from the battle, a racket which continues well into the morning and prevents the PCs from getting any real sleep—a fitting end to their stay at Fort Disaster.



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The fourth leg of the trip takes eight more days, taking the party across the Crystal River and into the town of Barduk. The DM can roll for random encounters during the trip, but no set encounters occur until the party fords the Crystal River.

When the PCs near the river, read the following to the players.

Night has already fallen, but Malin insists you press on until you reach the next town—Barduk is just past the Crystal River, and you can already hear the river now. As the trail bends around a small hillock to turn towards the river ford, you spot the Crystal's dark, rushing waters. You also spot—orcs! A two-wagon train, led by the humanoids, fords the river toward you and into Furyonyd. They seem to be too busy crossing the river to see you yet. You have surprise!

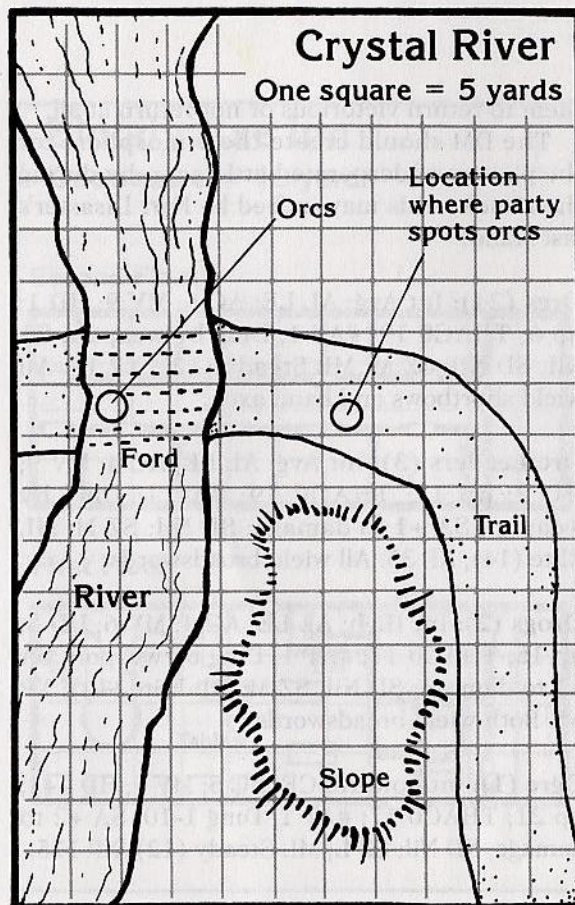
Recent rains have swollen the river, so the humanoids are indeed too occupied with the task of crossing the water to notice the party—for once, the PCs can get the jump on the orcs.

After the free round, the orcs rush to attack, possibly meeting the party in the middle of the water. This should provide some dramatic combat, as the PCs clash with the surprised orcs under the night sky, the swollen river rushing by them.

If the PCs do not charge to attack, the orcs take refuge behind their wagons (+6 to AC) and pepper the party with flaming arrows. If the PCs retreat, the orcs do so as well, leaving the pair of caravans in a Mexican standoff. The orcs can wait like this until sunrise, at which point they must head back into hiding and try again the next night.

The water is knee-deep and moves swiftly. Anyone meleeing in the water does so at a -2 to hit (archery is unaffected) and must make a Dexterity check when struck, or fall into the water. (Consider orcs to have Dexterity 11 and the orog to have Dexterity 13.)

Individuals who fall into the water lose all Dexterity and shield bonuses to AC, while the attackers receive an additional +2 bonus to their THAC0. Individuals struck while fallen



slip further and become caught in the river current. This sweeps them downstream (60 feet per round), inflicting 1d4 points of additional damage from swallowed water and jagged rocks.

A fallen individual may regain his footing at any time by making a Dexterity check, though this takes the entire round to do so. Individuals swept away by the current make the check at -2, or continue to hurtle downstream (taking 1d4 damage per round).

Individuals on horseback may fight in the waters without penalty (the horses are strong enough to ford the currents without problem), but the orcs will quickly recognize their disadvantage and attempt to unseat the rider—usually by killing the horse. Individuals thrown from their horses for any reason are automatically swept downstream for 1d4 damage (in addition to the 1d6 for falling off the horse).

Both horses and footmen move at ½ rate when in the waters.

Orcs (8): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil;

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SD Nil; SZ M; ML Steady (12); XP 15. All wield short bows and hand axes.

Orc Leaders (2): Int Avg; AL LE; AC 4; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg by weapon +1; SD Nil; SZ M; ML Elite (14); XP 35. Both wield broadswords.

Orog (1): Int High; AL LE; AC 4; MV 6; HD 3; hp 21; THACO 17; #AT 1; Dmg by weapon +1 (long sword); SA Nil; SD Nil; SZ M; ML Elite (14); XP 175.

After the combat, players find the orc wagon train (two wagons in all) filled with supplies, including foodstuff, orcish weapons and armor, and 1,000 gp worth of crudely-forged gold ingots. Captured orcs offer no explanation of why they transported such supplies into Furyondy; they would rather take a quick death now than face what Iuz would have in store for them for betraying his stronghold.

Still, the existence of the caravan heading into Furyondy in the dead of night is enough to tip Jetero off; he realizes that the troop movements he has tracked indicate a secret Iuzian base within Furyondy itself. The wagon train, filled with supplies, confirms its existence. Presently he says nothing, but he resolves to warn Jakartai once the party reaches Barduk.

An hour later, Border Post Number Four comes into view. Read the following to the players.

The post at Barduk consists of an earthen wall surrounding a battered 30'-high tower, with little else. A small town which has seen better days surrounds the fort, but the village of Barduk appears mostly deserted.

Two riders from the fort meet you on the outskirts of town. They escort you through the empty town and into the fort. As you pass through the town, you notice most of the buildings appear damaged, either from physical attack or from fire. Most of Barduk's barns, warehouses, and shops lie demolished, while evidence of heavy orc raids—arrows, rusted shields, and axes—remain strewn about on the ground.

The Village of Barduk

Because major events in the adventure occur in Barduk, the module describes the town in depth.

Barduk once prided itself as a prosperous town, aided by its location near the fords over the Veng and Crystal rivers. As Barduk grew, officials established Border Post Number Four. The tower had seen incalculable caravans pass, prior to the war.

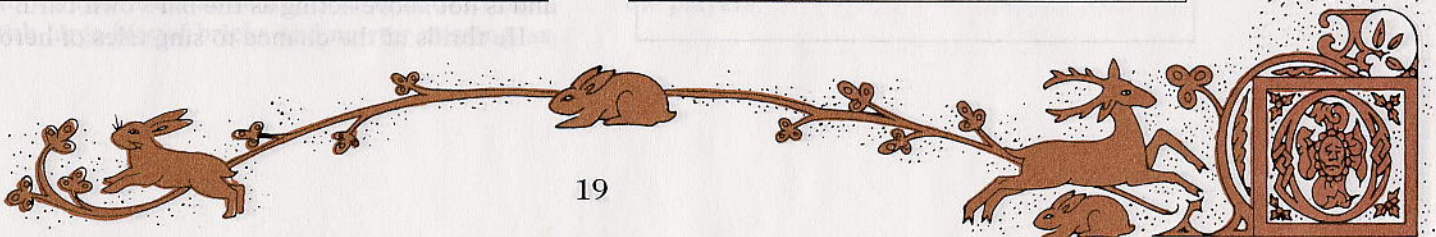
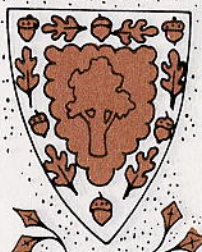
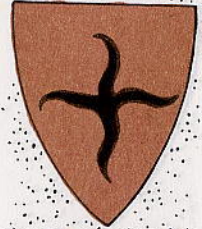
Barduk sits in a small valley between two hills, with the fort atop the hill that overlooks the Veng River. This gives the tower a commanding view of all of the surrounding territory. A nearly sheer cliff drops off from the fort's outer wall facing the riverbank, giving it a strong defensive posture.

Since the war, however, the town has begun to disintegrate. Many of the town's men became soldiers and did not survive the war, and many families have moved away to find work in Willip. Last winter brought an epidemic to the town, which additionally reduced its population, and now the increase in orcish raids threatens to shrink it even further.

But the plague, and the raids, have not tapered only the town's population, they have virtually decimated its militia. The military compliment once stood at 65; now, it stands at 12. Were it not for the orcish war bands also contracting the plague, the fort would have fallen long ago.

A Shield Lander named Captain Rildillian heads the ragtag remnants of the border post, all veterans of the recent war. The general populace of Furyondy usually resents Shield Land refugees, but residents here accept them as fighters in the greater cause. Indeed, they have to—were it not for the Shield Landers, Barduk would have no militia at all.

By coincidence, the entire surviving garrison hails from the same town inside the Shield Land, thus earning Border Post Number Four the nickname "Fort Critwall"—even though it lies 100 miles from that captured city's border.



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During the war, the post served as the southern end of the border defenses against The Horned Society. Prior to the war, it did not share a common border with The Horned Society, and so became the place where Furyondy sent its least capable troops. Thus, it was not well built, nor was it maintained well with the little money it did get.

Fort Critwall

As they reach the fort, read the following.

An earthen wall, 20' tall, surrounds the fort, apparently of new construction. The wall slopes up to a 10-foot-wide top, with randomly-placed spikes covering the outer side of the wall. A 6'-deep, 10'-wide trench surrounds the wall, completely encircling the fort save for the main avenue that leads into its entrance.

You pass through the guarded entrance to enter a small, open plaza. In addition to the tower, the earthen wall circles a two-story inn and a combination smithy and stables.

The Smithy and Stables

When the players enter the smithy or stables, read the following to them.

The smithy and stables stand one story tall, 30' wide and 60' long, of simple wood construction. Double-doors mark the main entrances to both halves of the structure.

The smithy portion of the building consists of a hearth, an anvil, and a wide variety of tools and tool-making equipment. Coal and iron bins sit just inside the doors.

The stables consists of a small corral holding the fifteen horses owned by the military. The horses roam their wooden pen during the daytime, and at nighttime remain in their stable stalls.

A mountain dwarf named Morin runs the smithy, and spends virtually all of his time

working metal for the garrison of the fort. A veteran of the war against Iuz, he broods a bit too much now that he has lost his family.

He has, however, taken a mentally handicapped teenager named Frakus under his protection, so now Morin feels a compelling reason to stay in Barduk rather than to return to his underground homeland.

Morin, 4th-level fighter: Str 18, Dex 11, Con 16, Int 12, Wis 8, Cha 8; THAC0 15; hp 40; Weapon *battleaxe* +1; AL LG.

Frakus mans the stables and cares for the horses at the fort.

None at the stables realize Frakus is actually a half-orc, and most simply think that he is an exceptionally large human teenager whose parents perished during the war. His 14-year-old frame stands 6' tall and weighs 220 pounds, though he has the mind of a 7-year-old and upsets easily when Morin is not around.

He possesses a natural affinity with animals, is a particularly good groom, and locals treat him with the proper amount of kindness and respect.

Frakus: Str 17, Dex 12, Con 14, Int 4, Wis 5, Cha 4; THAC0 20; Weapon *axe*; hp 12; AL NG.

The Bloody Axe Inn

Read the following boxed text when the players reach the inn.

The Bloody Axe Inn dominates the interior of the fort. At one time, it laid claim as the largest inn on the Grabford-Critwall-Willip trail. The front of the building has two large pane-glass windows, still intact, with a well-used swinging wooden door between them.

Behind the bar stands a 4'6" dwarf named Borik. Borik, like Morin, is a holdover from the war. Borik's one goal in life is to run a great bar. A warm and friendly bartender, he is also versed in the classics of the Dwarven Kingdoms and is not above acting as the bar's own bard.

He thrills at the chance to sing tales of hero-

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ism and love, and, for a dwarf, has a fairly melodic voice.

Borik is a master brewer as well, as he makes much of the beer and ale he serves in the bar. He has set aside a portion of the storeroom as a small brewery.

Borik, 3rd-level fighter: Str 16, Dex 11, Con 17, Int 14, Wis 10, Cha 15; THAC0 17; hp 25; Weapon broadsword; AL CG.

A small office sits behind the counter at the entrance of the inn. The office has a desk (usually stacked high with parchments) and a large strongbox with the inn's gold (about 1,000 gp) beneath the desk.

The kitchen is well-kept and exceptionally well-run by the cook, Squarin. The house specialty is an exquisite lamb stew, but it is also known for its pheasant when in season. A door on the far side of the room leads to the store room, and a door on the rear wall leads outside. The only other door leads to Morin's sleeping room.

Squarin is a human female with a commanding presence in the kitchen. She demands respect from the serving girls in the inn, and gets it.

Squarin stands 5'4" and weighs 220 pounds. She has short, dark brown hair and dark brown eyes. She takes great pride in her food and in its service.

The storeroom is divided into two sections, the brewery and the storage area. The brewery always has several large casks of beer and ale

The storeroom consists of supplies needed to run the inn.

Upstairs is a long hallway with numerous doors leading into the rooms of the inn. The first room on the right leads to the female staff's quarters. The first door on the left leads to the male staff's quarters. At the far end of the hall is the room of Celini, a half-elf who plays a large role in the later part of the adventure. The room to the right of the staircase is used as more storage space.

The Tower

The tower stands 30 feet tall and is made of stone. The walls show signs of serious attack, with large bits of bricks and mortar missing, as

well as a gaping 3-foot-wide hole about 15 feet up the wall.

The door opens up into a chamber 30'x30'. A large hearth dominates the far wall. An open staircase to the right of the room ascends to the upper floors. The rest of the wall is used for racks to hold garrison weapons. In the center of the room is a table, 10' in diameter, surrounded by 10 wooden chairs.

The second story contains another 30'x30' room. This is the garrison's quarters. This is filled with beds, but otherwise is identical to the floor below. A banded wooden chest sits under each bed, and extra blankets cover a 3'-wide hole in the tower wall, keeping out the chill air.

The third story holds another 30'x30' room, and serves as the storage room for the fort. It contains food, wine, weapons, and armor for the fort's garrison. The provisions are the most that could be gathered before the winter.

The top story holds the battlements of the tower. Looking out from here, the PCs can both of the fords under the fort's protection. It also has a commanding view of the Shield Land territory on the far side of the Veng River. Fires, inside the Shield Lands, can be seen in the distance, even during the day.

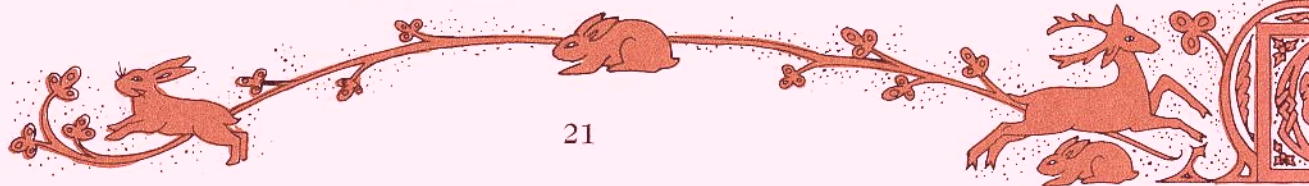
The captain of the garrison is a Shield Lander named Rildillian. Rildillian is a young soldier but a veteran of hard fighting. He wants nothing more than to see his homeland free from the evil of Iuz. **Rildillian, 4th-level fighter:** Str 16, Dex 12, Con 14, Int 12, Wis 4, Cha 12; THAC0 15; hp

37; Weapon two-handed sword; AL NG.

The Secret Mission

As soon as the party reaches the Bloody Axe Inn, Jetero tells the PCs he needs to talk to them right away. He becomes uncharacteristically aggressive, and insists that the PCs check in quickly and head to his room right away. If they appear reluctant, he notes that the caravan appears to be in danger, and that he wishes to meet with them to make new plans.

He leaves Malin and Emerald to set up for business the next morning. Then he heads upstairs with the party. Read the following to the players.



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Jasmalus seems to study each of you intently as you enter the small room. Closing the door behind him, he begins to speak.

"I know how odd this must seem. I realize I do not present my friendliest face to the world, but my privacy has its reasons. Nevertheless, the death of my brother, and other events on this trip, force me to reveal myself.

"I told you my brother's name was Jetero. That was a lie. My brother's name was Jasmalus, and he was the merchant who traveled these routes. MY name is Jetero, and I am a special agent for Count Artur Jakartai. The count sent me with this caravan, posing as my brother, to secretly scout the border and track Iuz's troop movements."

He takes out the small book you have seen him writing in during the course of the journey.

"My information of these troop movements is contained in here. It points to one invariable conclusion: that Iuz has manned a secret humanoid base within Furyondy itself. Moving troops and supplies in during the dead of night, he has used these not-so-random border raids to cover his true intent. The caravan we stumbled across a few hours earlier could mean nothing else.

"A secret Iuzian base hidden within our borders could spell doom for Furyondy. I must warn Jakartai immediately and have him pass word along to Belvor. To do this, I must deliver this book.

"I have a problem, however. Someone has betrayed my position, someone within the Furyondian command. The orcs attacked my brother's caravan because they believed him to be me. Only a few knew of my impersonation—it can only mean we have a traitor in our midst.

"But it also means that I cannot deliver this book myself. With the fate of Furyondy at stake, I cannot endanger this information.

"I have contacted one of Jakartai's scouts in the area, a trustworthy agent named Jeremiah. You can find him at a safehouse in the woods nearby. I will give you directions there. He . . . well, you will know him when you see him."

Jetero will answer any questions about the rendezvous, but he emphasizes that the PCs must be the ones to deliver the book—as mere caravan guards, they are inconspicuous and will attract little attention leaving the fort.

He refuses to give PCs a description of Jeremiah; the possibility still exists that they might be captured, and he cannot risk compromising the identity of such a valuable agent.

The party is to meet the contact on the banks of the Crystal River. Jetero describes a pair of flat rocks which lean against each other, forming an inverted "V" shape at the river's edge. The contact, he says, will meet them there.

After the PCs depart, read the following to them.

You travel for nearly an hour upon small pathways through the brush near the river's edge; though a roadway follows the river southward, you know that many riverside landmarks could not be spotted from the road. Even without a clear path to travel on, however, you travel steadily, if not rapidly, to the meeting place.

Then, after nearly an hour of travel, you spot two rocks forming an inverted "V" just as Jetero had described. Then, as you scan the brush for a pathway to the landmark on the river's edge, you hear a rustling sound in the brush to your left.

The noise comes from a small, freckle-faced girl named Sarah Jean. Only six years old, Sarah Jean has wandered away from her nearby home to quickly become lost in the woods. She obviously fears the strange PCs, but fears wandering alone in the woods even more.

Though the PCs do not realize it yet, Sarah Jean is one of several Shield Land orphans watched over by Jeremiah and his druid companion, Alexia. The children all lost their families in the war. Now the ranger and the druid shelter them in a woodland cabin, away from the violence that plagues the nearby border towns.

Sarah Jean managed to wander off while both adults discussed matters privately (actually, the meeting with the PCs). Sarah Jean, of

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course, knows nothing of the meeting, and simply wants the PCs to help her find “Mr. Iggy” and “The Leaf Lady.”

Presuming the PCs are not hostile towards her, she begins to talk with them, though, obviously, her knowledge is limited to that of a six-year-old. She cringes if the PCs carry any exposed weapons around her; the horrors of war have clearly marked this child, and the PCs would do well to keep their weapons put away. They might try to take her mind off her situation by discussing things that she’s interested in—flowers and butterflies being particularly appropriate—or simply try to help her find her way back home.

Allow the players to roleplay with Sarah Jean for a few minutes, and then read the following boxed text to them. Read it to them immediately if the PCs take any hostile action towards her.

Suddenly, a shadowed humanoid figure crashes through the bushes, seemingly out of nowhere. Its jagged teeth flash in the moonlight as it sweeps away the brush with a powerful swing of its thick, scaly tail. Muscles ripple beneath its reptilian skin, and a loud hiss coats its forked tongue with glistening spit. Before you even realize it, the creature has a bowstring pulled taut, a gleaming arrowhead aimed at you at point blank range. You have only a few seconds to move, but the creature clearly has you dead to rights.

Give the players a moment to react, and then have the lizardman growl in a low hiss, “Unhand the girl, banditssss—sssshe issss under my proccssssion!”

Jeremiah will fire the arrow at anyone who takes offensive action. If this occurs, however, have Sarah Jean prevent full-blown combat by shouting, “Mr. Iggy!” and running up to hug his leg.

Jeremiah will drop his bow and lift her up, confident the PCs will not strike him while he is holding the child. He then replies, playfully, “I told you to stop calling me that, you little wanderling—my name is Jeremiah.”

This should allow the PCs and the ranger to

dissolve any initial hostilities. Once they make proper introductions, Jeremiah accepts Jetero’s book from them and then invites them back to his cabin. If they accompany him, read the following boxed text.

Taking Sarah Jean’s hand in his own, Jeremiah leads you down an almost invisible trail on the opposite side of the nearby road. You soon come upon a log cabin, virtually unnoticeable behind a thorny wall of brush. A narrow strip of land separates the cabin from its camouflage.

Once inside, you see a small fire light the cabin’s interior from the hearth on the wall opposite the door. Near the fireplace, a woman in a light green gown smiles at Jeremiah, and then nods toward you.

Sarah Jean rushes off towards the woman, but soon you see several other children quickly pop their heads out of hiding. They eye you cautiously for a moment, then head over to the young girl to excitedly pepper her with questions about you and her adventure in the woods.

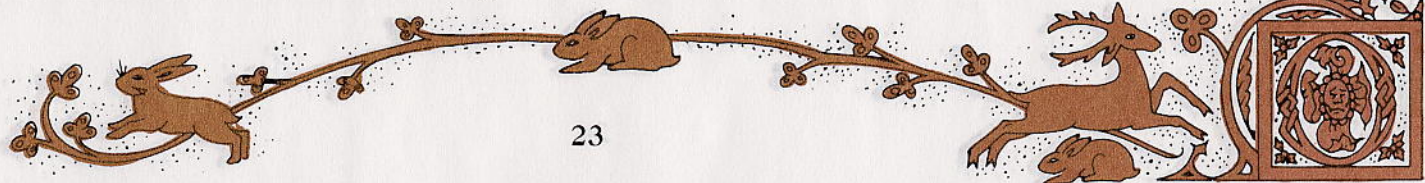
Jeremiah smiles at the children and then motions you toward a few benches. “Ple-sssse, take a sssseat,” he says. “I may need to assk you ssssome quesstionsss about thisssss.” He taps a finger on the notebook, and then sits down to quickly begin reading it.

As Jeremiah reads the notebook, Alexia introduces herself and offer the PC’s food and drink. She answers any questions about Jeremiah, herself, or the children, and offers to heal any PCs who are wounded.

During this time, the children also begin to approach the PCs. The DM should try giving each child a slightly different personality, using the descriptions below as a guide.

The Cabin’s Inhabitants

Jeremiah, 5th-level ranger (lizard man): Str 17, Dex 12, Con 13, Int 16, Wis 12, Cha 9; AC 5; MV 6, 12 in water; HD 5; hp 31; #AT 1; Dmg by weapon; THAC0 15; Weapons sword, dagger; AL NG.



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Jeremiah, an unnaturally intelligent lizardman, has aligned himself with the side of good. He works for Count Jakartai as a scout and special agent, using his ability to travel underwater to infiltrate enemy defenses.

Jeremiah never quite fit in with his fellow lizardmen. He tended to care more deeply for the land and creatures around him than for his brethren and their aggressive activities. As the Greyhawk Wars began, Jeremiah's tribe expelled him—it would rather he died trying to fend for himself than protect him when he would not fully contribute to the tribe. During the war, he learned to survive in the woods, and spent many months secretly helping Furyondy in its fight against the Iuzian forces.

Jeremiah's actions earned him many friends by war's end. When one of them, the druid Alexia, asked him to assist her in raising and protecting young refugees from the Shield Lands, he knew he had found a new home.

His actions in the war, and afterwards also, brought Jeremiah to the attention of Jetero. In the wake of the war, Jetero convinced Jeremiah to aid him in keeping a close watch on the forces of Iuz. He acts as border guard along this section of the river, and using Alexia's pet hawk, he informs Captain Rildillian at Fort Critwall of any orcish movements he may discover.

Alexia, 3rd-level human druid: Str 12, Dex 12, Con 11, Int 12, Wis 14, Cha 16; hp 13; AC 8 (currently 10); Weapon staff; AL N.

Alexia, a strong-willed human druid, has a deep platonic affection for Jeremiah. Though she detests war, she gives him moral support in his decision to work against the forces of Iuz. Individuals, she knows, must each choose their own way.

The Children

Sarah Jean: This freckle-faced 6-year-old loves all things beautiful, and her reaction to the PCs here will depend on their treatment of her during the previous encounter.

John and Mathew: These identical twins are only 11 years old, but both have already

decided to follow the path of warriors. They idolize Jeremiah, and stare in awe at the PCs' gleaming weapons. The pair will gladly demonstrate their fighting prowess with a pair of "dueling sticks" (dead tree branches) they practices with.

Luke: This 8-year-old almost always has a thoughtful look on his face. More than any of the others, he seems to understand exactly what the horrors the war have wrought. Though terminally quiet, he's often found lurking near other people's conversations, like a shadow—a habit that's earned him the nickname among the other children, "Luke the Spook."

Gregory, Carrie, and Heather: These three toddlers keep a fair distance between themselves and the PCs, though proper urging may draw them out.

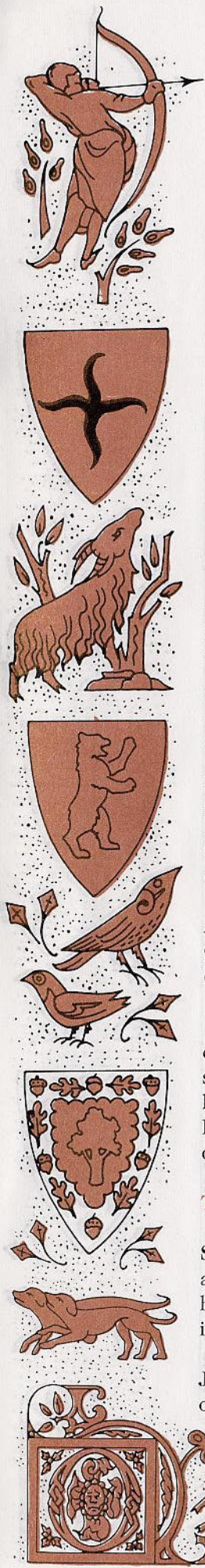
Roleplay the children for as long as the players seem interested, and then have Jeremiah finish reading the book. Read the following boxed text to the players.

"Unfortunately," Jeremiah says, closing the book, "I believe Jetero'sss conclusionsss are correct. I cannot think of any other reassson for orcesss to take sssuppliesss into Furyondy, other than to sssstock a fortresssss within.

"And indeed, there sssseemsss to be a traitor in our ranksssss. Have you any idea who it isssss?"

If the players do not seem speculative, Jeremiah asks them to recount the events of the mission for him. If players do not mention the sergeant in their summary, the DM should have Jeremiah ask them about the person who briefed them on the mission, mixed in with other unrelated questions. This should get them thinking about Krayquer.

When the discussion does turn to Krayquer, Jeremiah mentions that the sergeant occasionally runs missions to him, and thus he is familiar with the area. This might tip players off to the fact that Krayquer should have known the correct information that he improperly presented to them during the briefing.



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These realizations should work to remind players that Krayquer urged the PCs to kill any lizardman on sight—an order he would have never normally given knowing that Jetero’s caravan would be passing near Jeremiah’s cabin.

This should be enough to allow the players to determine the identity of the traitor. In the event that they don’t, have young Luke pipe in with the following information at an appropriate moment.

Surprisingly, little Luke suddenly speaks up, his quiet voice interrupting the loud discussion.

“Mr. Iggy, are you talking about the scar-faced man who meets with the pig men? I saw him give them a book just like that,” he says, pointing to Jetero’s notebook.

“I know the pig-men is bad,” he adds, looking down at his shoes, “but I didn’t want to say nuthin ‘cause I thought you might get mad at my leavesdropping.”

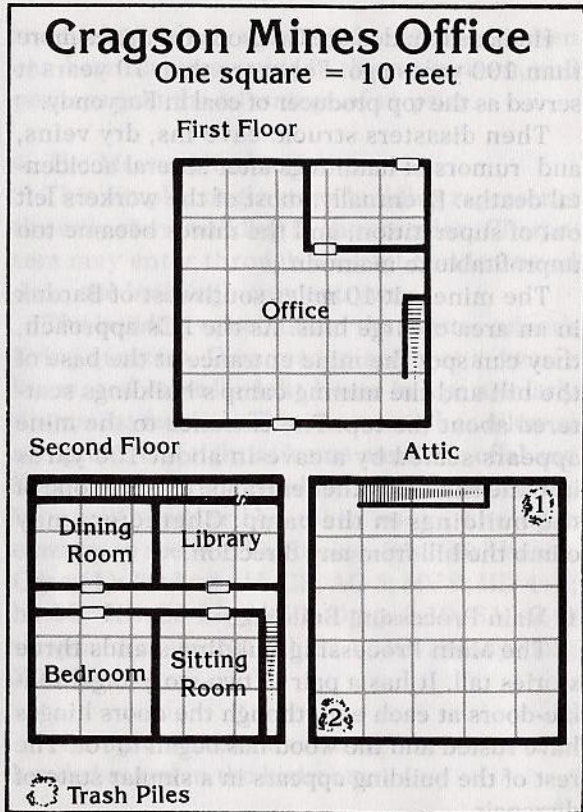
Luke, of course, means “eavesdropping,” for which Alexia often scolds him (though really he just wants to be part of the conversation).

When questioned, Luke explains what he saw: The last time the scar-faced man (Krayquer) came to meet Jeremiah, Luke followed him out of the house because he wanted to ask questions about what it was like to live in a fortress. Before Luke could catch up with him, however, the boy saw Krayquer meet with three orcs and a “dark, pointy-eared boy” (a drow), to give them the book.

This took place about two weeks after the PCs left Greatwall. Though he didn’t know it, Luke bore witness to Krayquer delivering information about Jetero to the orcs, and hiring a dark elf to assassinate the secret agent when the caravan reached Barduk.

If the players don’t need any help in deducing the traitor, let Luke chime in anyway to confirm their suspicions.

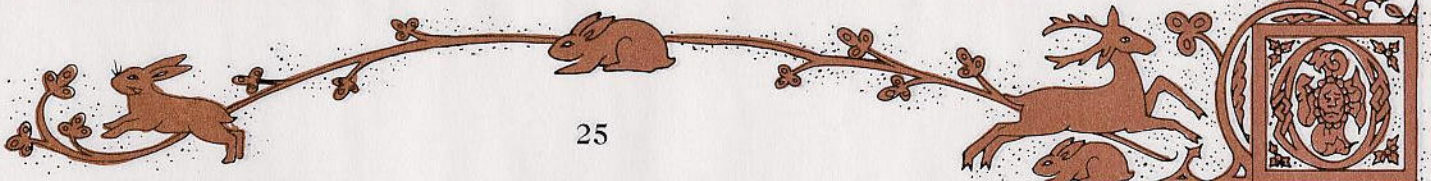
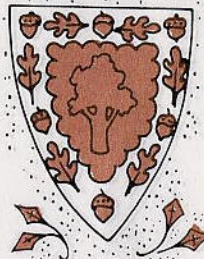
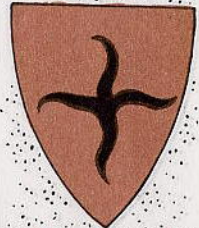
Then have Jeremiah become apprehensive and gather his things hurriedly. He urges the PCs to do the same—he must get the book to Jakartai, and they must return to Barduk to warn Jetero of Krayquer.



Alexia will cast a brief spell over the book to waterproof it, and then the group returns to the riverbank.

At the river’s edge, Jeremiah tucks the book into a belt pouch, and then bids the PCs farewell. He swims into the current, disappearing beneath the murky waters.

Using the rivers to hide his movements, he will take the Crystal up until it meets the Veng, and then take the Veng until he reaches Greatwall.



The Cragson Mines

Humans founded the Cragson coal mines more than 100 years ago. For more than 70 years it served as the top producer of coal in Furyondy.

Then disasters struck: cave-ins, dry veins, and rumors of hauntings after several accidental deaths. Eventually, most of the workers left out of superstition, and the mines became too unprofitable to maintain.

The mines sit 10 miles southwest of Barduk in an area of large hills. As the PCs approach, they can spot the mine entrance at the base of the hill and the mining camp's buildings scattered about the top. The entrance to the mine appears sealed by a cave-in about 100 yards into the shaft. Another entrance exists in one of the buildings in the camp. Characters may climb the hill from any direction.

1. Main Processing Building

The Main Processing Building stands three stories tall. It has a pair of two-story-high double-doors at each end, though the doors hinges have rusted and the wood has begun to rot. The rest of the building appears in a similar state of disrepair.

Inside, the players find a single large, open room, three stories high. The room contains a rock crushing machine, along with several ore wagons. A large pile of raw ore still sits by the machine, awaiting processing.

If the PCs investigate the raw ore, they uncover the rotted bodies of three humans. These men secretly worked the mine before the orcs came, bringing out small amounts of gold ore. The three quarreled, began fighting, and accidentally hit the lever that released the coal ore from above. The coal buried them, killing all three instantly. Players can still find one of the bodies clutching a small leather purse, containing 250 gp worth of unworked gold ore.

2. Barracks

The barracks, one of the largest buildings in the camp, stands two stories tall. Double-doors to the south open up into the main chamber, as does a side door to the east.

Inside, the PCs see a large open bay filling the entire first floor. The room once house more than 100 bunks, the remnants of which still lie scattered about the bay. An open staircase rises up to the second floor at the end of the bay.

Giant centipedes infest the remnants of the bunks, and attack if disturbed or if the PCs linger too long on the first floor.

Giant Centipedes (18): Int Non; AL N; AC 9; MV 15; HD 1/4; hp 1; THAC0 20; #AT 1; Dmg Nil; SA Poison; SD Nil; SZ T; ML Unsteady (7); XP 35.

The second story resembles the first except that someone has piled the trash from the bunks into the far corner of the room. Giant rats have made their home in these former bunks, and they attack PCs who become too inquisitive. Otherwise, they simply stay content to just hide in the junk.

Giant Rats (8): Int Animal; AL N; AC 7; MV 12; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg: 1-3; SA disease; SD Nil; SZ Tiny; ML Unsteady (6); XP 15.

3. Office

The only other multi-floor building in the camp is the former work camp office, where the mine's owner once lived. It stands three stories tall, with some signs of recent repair. Single doors lead into the building from the front and the back.

The front door leads into the main office of the mine, now barren except for several large tables. The rear door leads into a private kitchen, once used to fix meals for the owner of the mine and his private guests. Some rotted meat and blackened, rock-hard bread sit on a large, heavy, food-preparation table (to have been eaten by the three men in the processing building). Another door leads from the kitchen to the office, and an open staircase rises up along the office's east wall.

Upstairs, a hallway leads to four rooms—a library, a sitting room, a dining room and a private bedroom. The library contains empty bookshelves, with a secret door in the corner, opening up into a staircase that leads to the attic.

Giant rats have infested the private dining room, eating food left by the three men from building #1. If the PCs enter, they attack.

Giant Rats (4): Int Animal; AL N; AC 7; MV 12; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD Nil; SZ Tiny; ML Unsteady (6); XP 15.

The Cragson Mines

The sitting room still contains several broken and rotting chairs in the room. The bedroom, once affluent, has fallen into similar disrepair. A large pile of trash covers the corner of the floor, while several sleeping rolls lie spread out in another corner. The PCs can also find some general adventuring supplies among the bedrolls.

The attic lies virtually empty, save for two trash piles and 12 giant bats which enter and exit through a broken section of the peaked roof. Characters spot the bats immediately upon entering the attic, but the animals do not attack unless disturbed or the party makes a particularly loud noise. The trashpile furthest from the staircase contains a secret cache. The mine's former owner plastered it into the ceiling of his attic for safekeeping, but its weight eventually caused a patch of roof to collapse and the cache fell to the floor, covered in rubble. (This is the hole through which the bats travel.)

The cache, in a small iron box, contains 750 gp worth of various uncut gems (turned up in the mining), a wrought platinum ring with 150 gp, and a *ring of protection +1*.

Giant Bats (12): Int Animal; AL N; AC 8; MV 3 Fl 18; HD 1/2; hp 2; THAC0 20; #AT 1; Dmg 1-2; SA Nil; SD Confusion; SZ M; ML Unsteady (5); XP 35.

4. The Smelter

This stands as one of the larger single-story buildings in the camp, and seems of more recent construction than the surrounding buildings. The entrance—wide enough to handle sizable wagons—opens into a large single room with a small smelting furnace in the center. Tools for melting down ore into ingots sit neatly stacked in one corner. Three empty triple-ingot molds lie on the ground next to the furnace.

5. Mess Hall

This long, single-story building has three single doors on the front and one leading out the back. The front doors lead into the mess hall, where four orcs currently eat among the broken tables. **Orcs (4):** Int Avg; AL LE; AC 6; MV 9; HD 1; hp 7; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. All wield short swords.

The rear door leads into the main kitchen, with an open doorway connecting the two

rooms. Individuals entering through the kitchen can hear the orcs eating in the main room, and perhaps gain the advantage of surprise.

6. The Master Miner's House

This simple, single story building represents the only stone building in the complex. Characters may enter through a metal-banded wood door, the building's only entryway.

The building once housed the master miner's living quarters. Orcs recognized it as a dwarf's home, and ransacked the house in a particularly disgusting fashion. That, however, has allowed an ogre to feel right at home amid the offal and disarray, and now he sleeps in the bedroom. When PCs enter the main room, the ogre emerges to see who has broken into "his" house. **Ogre (1):** Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 20; THAC0 17; #AT 1; Dmg: 1-10; SA +2 to weapon damage; SD Nil; SZ L; ML Steady (12); XP 175.

The ogre attacks unarmed, but has a two-handed sword in the bedroom.

7. The Livery

This building shows signs of recent, minor maintenance. An oversized set of double doors leads in from the front.

Inside, the PCs find an anvil and a complete set of blacksmith tools. Crudely-forged orcish metalwork, such as spikes and wagon wheels, lean against the wall near the anvil.

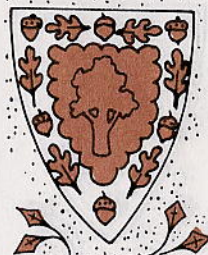
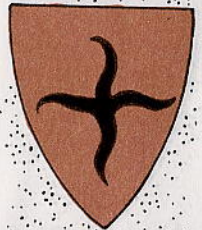
8. The Stables

This poorly-constructed building has large double-doorways at both ends, though only one set of doors still stands (the other set has come unhinged and lies under a thin carpet of dirt on the ground). The walls have numerous boards missing, and slats of sunlight stream into the musty stalls.

The orcs have stabled six draft horses here, along with three orcish wagons.

9. Storehouse

The storehouse, a single-story structure, has two sets of double doors in front. Inside, the PCs find a large open room with several kegs and many crates. The kegs contain orcish ale (relatively rancid), and the crates hold several



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thousand arrows, all bearing the distinctive fletchings of the Shield Land.

10. Ore Storehouse

The ore storehouse is a large, flat-topped building used to contain the ore while awaited processing. Except for some coal dust, it is now empty.

11. General Store

The general store consists of a building with three single doors that each lead into a separate room. At one time, the store supplied miners with their living needs. It now stands filled with rubbish.

Anyone opening the center door triggers a crossbow trap set by the orcs. It strikes with a THAC0 of 18 and inflicts 1d6 damage.

12. Tavern

The tavern, a small, well-built building, has single doors in the front and back. Six orcs currently have a drunken card game within; the PCs automatically gain initiative the first round and gain a +2 on initiative the second round. The alcohol has also tampered with their THAC0 scores, but has improved their bravery (morale score).

Orcs (6): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 7; THAC0 20; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Elite (15); XP 15. All wield short swords.

These orcs are the drivers of the wagons from building #8, so they have only limited knowledge of the underground operations. The orcs drink out of a keg of the rancid ale, and have 154 silver pieces in various piles on the table.

13. Church

This building served as the church for the miners. A large padlock and chain currently bars the double-doors to the finely-built structure.

Players might suspect the chain is to keep people out, but in actuality it is meant to keep something in—the skeletons that have risen in the aftermath of the orcs' desecration of the temple.

Should the PCs pick the lock and open the door, or smash a window to gain entry, they find themselves struck by a foul stench—one so fierce it makes them retch unless they make a Saving Throw vs. Poison at -4. Those failing the

save spend one round retching and suffer a -2 penalty to THAC0 for 1d10 rounds. Characters must cover their mouths and noses to enter.

Once inside, skeletons rise up from the rubble the next round and attack. Note that PCs must keep their faces covered during the combat, or suffer the effects of the stench.

Skeletons (8): Int Non; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD spell immunities, half damage from edged or piercing weapons; SZ M; ML Special; XP 65. All wield long swords.

14. Chimney

This is the smallest building in the complex. It could easily be mistaken for an outhouse. It has one single door, which opens into a chimney extending into the mines below. (DMS should be especially mindful of characters bashing the door in; it could turn into a fatal fall into the mineshaft.) The shaft is 7 feet wide and extends downward, out of sight. A 200-foot-long coil of rope sits lashed to a deeply-driven stake just inside the doorway.

The Iuzian Plan

Iuz himself developed this plan to strike at the heart of Furyondy and rekindle the war as the humans attempt to rebuild. The plan is deadly in its simplicity: First, he has ordered a series of border strikes to draw attention and to deplete the reserves of the border posts. In the meantime, he has secretly established a humanoid base within Furyondy, using the raids as diversions for secret shipments of cargo and for the quiet movement of troops.

When the base stands ready, Iuz will step up his border attacks and force Furyondy to move most of its troops up to the front. Then, with the inner regions of Furyondy vulnerable, Iuz's secret base will strike, capturing undefended territory and cutting off supply lines to the border troops.

The hordes of The Horned Society will then swarm across the Veng, pinning down the border troops. They eventually will join up with the inner front, serving as reinforcements. Then the united humanoid forces will sweep overland, crushing Furyondy once and for all.

The PCs now enter Iuz's secret base itself, perhaps the only hope that stands between Iuz's plan and the final defeat of Furyondy.

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The chimney, an air duct for the former mine below, widens and narrows during the 200-foot descent but always remains passable enough for large humans to fit through (ogres have a tight squeeze). The chimney ends in a dead drop to chamber #1.

Dwarven miners carved the rooms and passages out of hard, solid rock. Ceilings run 10 feet high unless specified otherwise, and PCs must provide their own sources of light.

The orcs in the complex represent Iuz's better troops, so have higher-than-usual morale scores.

The DM might wish to check for wandering encounters in the mine if the party dawdles, makes too much noise, or the players want a bit more excitement. Check once per turn on 1d10; encounters occur on a roll of 1. Use the following chart to determine encounters:

1d8 Roll	Creature
1	Orc Party
2	Orog party
3	Ogre
4	Carrion Crawler
5	Giant Rats
6	Giant Centipedes
7	Camprats
8	Orc Leaders

Orcs (4): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. All wield broadswords.

Orogs (2): Int High; AL LE; AC 4; MV 6; HD 3; hp 18; THAC0 17; #AT 1; Dmg by weapon; SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 65. Both wield long swords.

Ogre (1): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 22; THAC0 17; #AT 1 Dmg 1-10; SA +2 to weapon damage; SD Nil; SZ L; ML Steady (12); XP 175. It fights unarmed.

Carrion Crawler (1): Int Non; AL N; AC 3/7; MV 12; HD 3+1; hp 19; THAC0 17; #AT 4; Dmg 1-2; SA paralysis; SD Nil; SZ L; ML Special; XP 270. Four tentacles have been severed in skirmishes with the orcs, and the creature may only concentrate its attacks on one target at a time. If encountered, remove the creature from Chamber #8. If slain in Chamber #8, remove it from the wandering encounters list and substitute a patrol of orcs (listed above).

Giant Rats (18): Int Semi; AL NE; AC 7; MV 12; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD Nil; SZ T; ML Unsteady (5); XP 15.

Camprats (20): Int Animal; AL N; AC 6; MV 15; HD 1/4; hp 1; THAC0 20; #AT 1; Dmg 1; SA Nil; SD Nil; SZ T; ML Unsteady (5); XP 7.

Giant Centipedes (22): Int Non; AL N; AC 9; MV 15; HD 1/4; hp 1; THAC0 20; #AT 1; Dmg Nil; SA poison; SD nil; SZ T; ML Unsteady (5); XP 35.

Orc Leaders (2): Int Avg; AL LE; AC 4; MV 9; HD 2; hp 12; THAC0 17; #AT 1; Dmg by weapon; SA +1 to Damage; SD Nil; SZ M; ML Elite (14); XP 65. Both wield long swords.

Chamber #1

This chamber, beneath the chimney, has a 15-foot ceiling. Two orcs stand guards here, using their infravision in the pitch darkness. The orcs attack immediately once the first PC climbs down into the chamber. This gives the orcs automatic initiative and allows them to attack without regard for the PC's shield or Dexterity armor class bonuses. The PC can avoid these penalties by simple dropping down the last 15 feet, but this causes 1d4 damage (falling onto hard stone).

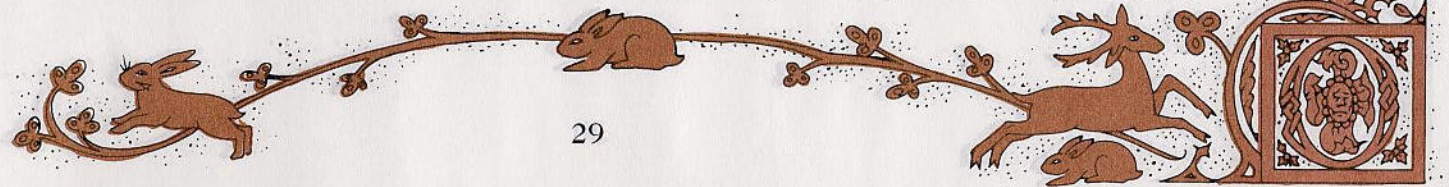
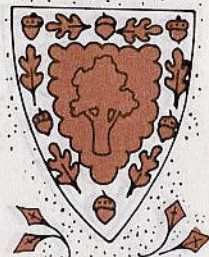
Other PCs can descend the last 15 feet safely while the orcs are engaged in combat. PCs will have a difficult time attempting to aid in the combat while hanging from the rope; somatic spellcasting and archery are impossible, and this position makes most other weapon attacks too unwieldy. Impress upon players the exact precariousness of their characters' situation — dangling from a thin rope in pitch darkness, suspended 15 feet above a whirling combat of clashing steel.

Orcs (2): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 7; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Elite (14); XP 15. They wield long swords and spears.

If the PCs engage the Chamber #1 orcs in combat for more than two rounds, the orcs in Chamber #2 send one of their number to investigate. This orc arrives on round 5, and joins in the battle. Should the orc not return to his comrades, the remaining orcs head to Chamber #1 and arrive in round 10. (See Chamber #2 for details on these orcs.)

Chamber #2

The orcs use this 20-high chamber as their barracks. A single torch lights the room, scented in



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the south wall. The room contains six rough wood bunks, a table, and four chairs.

The orcs in this room may have gone to Chamber #1 during the combat there. If not, the PCs catch these orcs off guard and receive a free round of attack.

Orcs (6): Int Avg; AL LE; AC 7; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. All wield broadswords.

The orcs have 40 gold coins of Shield Land mintage and 240 gp worth of looted jewelry, scattered among the various bunks.

Chamber #3

The orcs use this dark chamber for storage. Crates and boxes fill the area, holding Shield Land weapons and armor. Giant centipedes have infested the crates; when PCs open one of the boxes, 1d10 of the creatures attack.

Giant Centipedes (1d10): Int Non; AL N; AC 9; MV 15; HD 1/4; hp 1; THAC0 20; #AT 1; Dmg nil; SA Poison; SD Nil; SZ T; ML Unsteady (5); XP 35.

Chamber #4

This 25-foot-high chamber houses the barracks for the orogs. A single torch lights the chamber from an alcove to the north. As soon as the PCs enter, the orogs attack.

Orog (4): Int High; AL LE; AC 5; MV 6; HD 3; hp 18; THAC0 17; #AT 1; Dmg by weapon; SA +1 to damage; SD nil; SZ M; ML Elite (14); XP 65. They wield long swords and carry 50 gp each.

Chamber #5

This chamber stands 20 feet high and is lit by two torches, one on the east wall and one on the west. As the PCs round the second turn in the approach tunnel, they hear an argument erupt filled with loud, barking shouts. Those that speak orcish recognize it as a fight over a card game. Four orcs stand over a small table, yelling at and pushing each other, while two more orcs lie on beds nearby. The argument has momentarily distracted the orcs, and attacking PCs can automatically gain initiative for the first round.

Orcs (6): Int Avg; AL LE; AC 7; MV 9; HD 1; hp 5; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. They wield broadswords.

The PCs find 180 sp in the room, mostly on the table.

Chamber #6

This chamber houses the main barracks for the orcs, who currently sleep in their beds. Anyone besides a thief who enters this room inadvertently wakes one of the orcs. The orc shouts a warning to his comrades, who leap up naked from their beds and grab weapons nearby, attacking at the end of the round. Thieves who make successful Move Silently rolls each round may slay the orcs as they sleep (one orc per round), but any failure wakes one of the orcs and triggers the combat.

Orcs (12): Int Avg; AL LE; AC 10; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. All wield broadswords.

The PCs find 220 gold pieces among the orcs' possessions.

Chamber #7

The orcs have tethered their wolves here, and put a slatted wooden gate across the entrance, fastened by a small padlock. The wolves start to bark and howl if they catch scent of the PCs, a 50% chance each round the PCs stay within 30 feet of the chamber opening. The noise does not attract any orcs—none are nearby—but it should panic the players enough to give them a bit of a scare.

If released, the wolves will attack the PCs, but otherwise are helpless in their pen. (Characters get no experience points for slaying helpless creatures.) **Wolves (4):** Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 18; THAC0 19; #AT 1; Dmg 2-5; SA Nil; SD Nil; SZ S; ML Avg (11); XP 65.

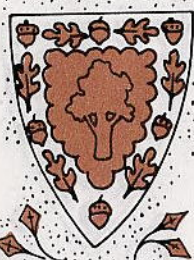
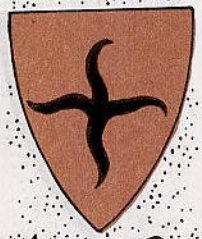
Chamber #8

This 30-foot-high chamber contains the main orcish food supply. A carrion crawler lurks amid the boxes, tamed by the orcs after several skirmishes. PCs entering the chamber see a fresh slap of meat near the entrance. The carrion crawler attacks from behind one of the crates shortly after the PCs enter. Roll normally for the monster's chances to surprise the characters.

The carrion crawler has only four attacks, having lost half its tentacles in its fights with the orcs. It must concentrate all of its attacks on one opponent.

Carrion Crawler (1): Int Non; AL N; AC 3/7; MV 12; HD 3+1; hp 19; THAC0 17; #AT 4; Dmg 1-2; SA paralysis; SD Nil; SZ L; ML special; XP 270.

The crates contain various orcish delicacies



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and foodstuffs (edible, but generally repulsive, to nonhumanoids). In addition, the PCs find a crate containing six *potions of healing*.

Chamber #9

This serves as an outpost station to prevent entry into Chamber #10. The chamber, 30 feet high, contains both orcs and ologs in the guard post.

Orcs (6): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 7; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. All wield broadswords.

Ologs (2): Int High; AL LE; AC 4; MV 6; HD 3; hp 15; THAC0 17; #AT 1; Dmg by weapon; SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 65. Both wield long swords.

The passage to the south leads to the caved-in mine entrance (impassable). The passage to the north leads to the complex's payroll depository.

Chamber #10

This 25-foot-high chamber contains the payroll depository for the war band. A wooden slatted gate fastened with a small padlock covers its entrance. The PCs can see numerous crates and sacks through the gaps between the slats.

An ogre inside waits to attack any unauthorized individuals in the chamber. It takes him only a moment to realize this also includes the PCs. Since he hides behind several large crates, roll his chances for surprise normally.

Ogre (1): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 22; THAC0 17; #AT 1; Dmg 1-10; SA +2 to weapon damage; SD Nil; SZ L; ML Steady (12); XP 175.

The various crates contain 2,000 gp, 8,000 sp, and 12,000 cp, all of mixed mintage. A *broad sword +1* has been hidden underneath the crate containing the copper pieces. Players will be tempted to have the PCs take as much treasure as they can possibly carry, but remind them about encumbrance and the effects it could have on their characters' combat abilities. If the players seem greedy, be sure to have them specifically account for the amount of weight their characters carry.

Chamber #11

The orcs had no particular use for this chamber, so left it empty and unguarded. Close exami-

nation reveals this as the chamber from which the three humans found the gold ore, though the vein is mostly spent now—an individual with the Mining proficiency can, if given time, extract about 100 gp worth of raw gold.

Chamber #12

This room contains the linchpin encounter of the adventure, the Elders of the Orcish War Band. Slaying these leaders will rout the orcish forces inside the base and scatter them back across the Veng. Four torches light the 15-foot-high chamber, one in each wall. The Elders have heard the combat as PCs fought their way through Chamber #13, and now stand ready to fight. These humanoids represent the elite of Iuz's secret forces in Furyondy.

Orc Leaders (4): Int Avg; AL LE; AC 4; MV 9; HD 2; hp 16; THAC0 17; #AT 1; Dmg by weapon; SA +1 to weapon damage; SD Nil; SZ M; ML Elite (14); XP 65. Both wield long swords.

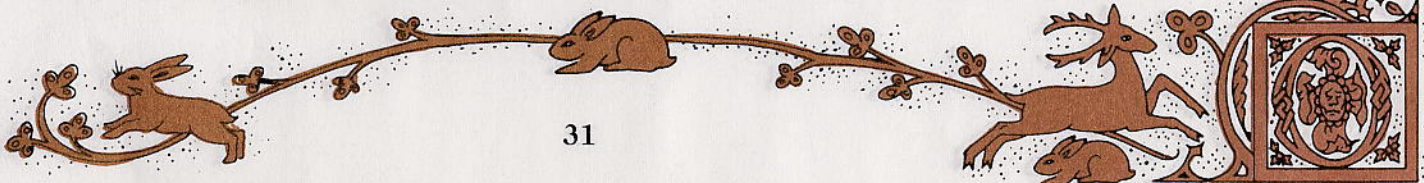
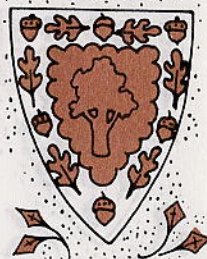
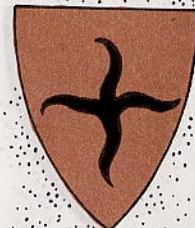
Ologs (2): Int High; AL LE; AC 4; MV 6; HD 3; hp 24; THAC0 16 (adjusted); #AT 1; Dmg by weapon; SA +1 to weapon damage (not including magical long sword); SD Nil; SZ M; ML Elite (14); XP 65. Both wield *long swords +1*.

Ogre (1): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 33; THAC0 17; #AT 1 Dmg: 1-10; SA +2 to weapon damage; SD Nil; SZ L; ML Steady (12); XP 175. It fights unarmed.

The PCs find maps detailing Iuz's war plans spread on a table in the center of the room, as well as 300 gp and two healing potions in a chest in a corner. The maps detail the war plan described at the beginning of the chapter.

When the orcs discover the death of their leaders, their morale automatically fails and they shout the news throughout the complex as they attempt to flee. Of course, the possibility exists that the PCs won't realize that the deaths of the Elders will cause the remainder of the orcs to bolt; rangers will automatically know this, but give other PCs an Intelligence check to make the obvious deduction—they've fought enough orcs by now to know how they operate!

Of course, if the PCs don't make this realization, they might simply snatch Iuz's plans and hightail it out of the complex—which, since the orcs will eventually stumble across their fallen leaders, will do the trick too.



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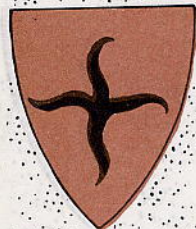


Chamber #13

This chamber guards the war room of the War Band Elders, and contains some of the best regular orc troops in the complex. All have superior morale scores.

Orcs (8): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Elite (14); XP 15. All wield long swords.

The noise of the fighting in this room alerts the Elders, who prepare for battle. If the PCs somehow bypass these orcs without battle, give them a +2 to initiative on the first round of combat against the War Band Elders.



Chamber #14

This chamber also serves as barracks, and has features identical to Chamber #2, including the orcs. These orcs, however, are too far away to hear the combat in Chamber #1. The can PCs find 60 gp total at various bunks in the chamber.

Chamber #15

This chamber holds the main orcish armory. Weapons and armor fill large crates, as well as lying scattered about the 20-foot-high chamber. Another padlocked, slatted gate blocks its entrance.

Inside are enough arms and armor to equip a small army. Most of the armor is heavy orcish leather (treat as studded leather), designed for hit-and-run ground skirmish troops.

Chamber #16

This chamber is the base's main guard station, safeguarding the entrance to the complex. This means the orcs here are ready for trouble; little chance exists to surprise them.

Orcs (6): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SA Nil; SD Nil; SZ M; ML Steady (13); XP 15. All wield broad swords.

Orc Leaders (2): Int Avg; AL LE; AC 4; MV 9; HD 2; hp 12; THAC0 17; #AT 1; Dmg by weapon; SA +1 to damage; SD Nil; SZ M; ML Elite (14); XP 65. Both wield long swords.

Chamber #17

Guard wolves inhabit this chamber, howling when they catch the scent of nonhumanoids in much the same manner as the wolves in Chamber

#7. Unlike those wolves, however, these howls manage to alert the humanoids in Chamber #16. The wolves have a 50% chance per round of catching the scent of any nonhumanoid who passes within 30 feet.

Again, the orcs have penned in the wolves. The wolves attack if PCs let them loose, but are otherwise helpless. Their chamber, unlit, stands only 4 feet high.

Wolves (3): Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 18; THAC0 19; #AT 1; Dmg 2-5 SA Nil; SD Nil; SZ S; ML Avg (11); XP 65.

The tunnel to the north leads out of the complex, to a secret entrance hidden in the nearby woods.

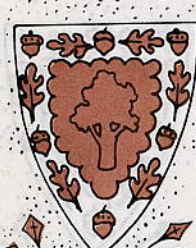
Conclusion

The defeat of the Elders of the Orcish War Band scatters the secret humanoid forces and destroys Iuz's fledgling plan to conquer Furyondy. With Iuz's war maps now in hand, Jakartai and Belvor can anticipate his moves and prevent him from fomenting a similar plan. Border posts along the trade route are fortified, fully garrisoned, and given adequate funds for their maintenance. Jeremiah successfully delivers Jetero's book, which provides ample evidence to convict Sergeant Krayquer as a traitor. Gillmore has him interrogated until he talks, and then orders him executed.

Malin and Emerald successfully make the journey to Willip and back again, delivering the shipment of gold and returning to Greatwall in time to stock it for the winter. Willip merchants still won't travel the trade route for the time being — perhaps by the spring, when things have settle down — but, after all, Jakartai can't have everything.

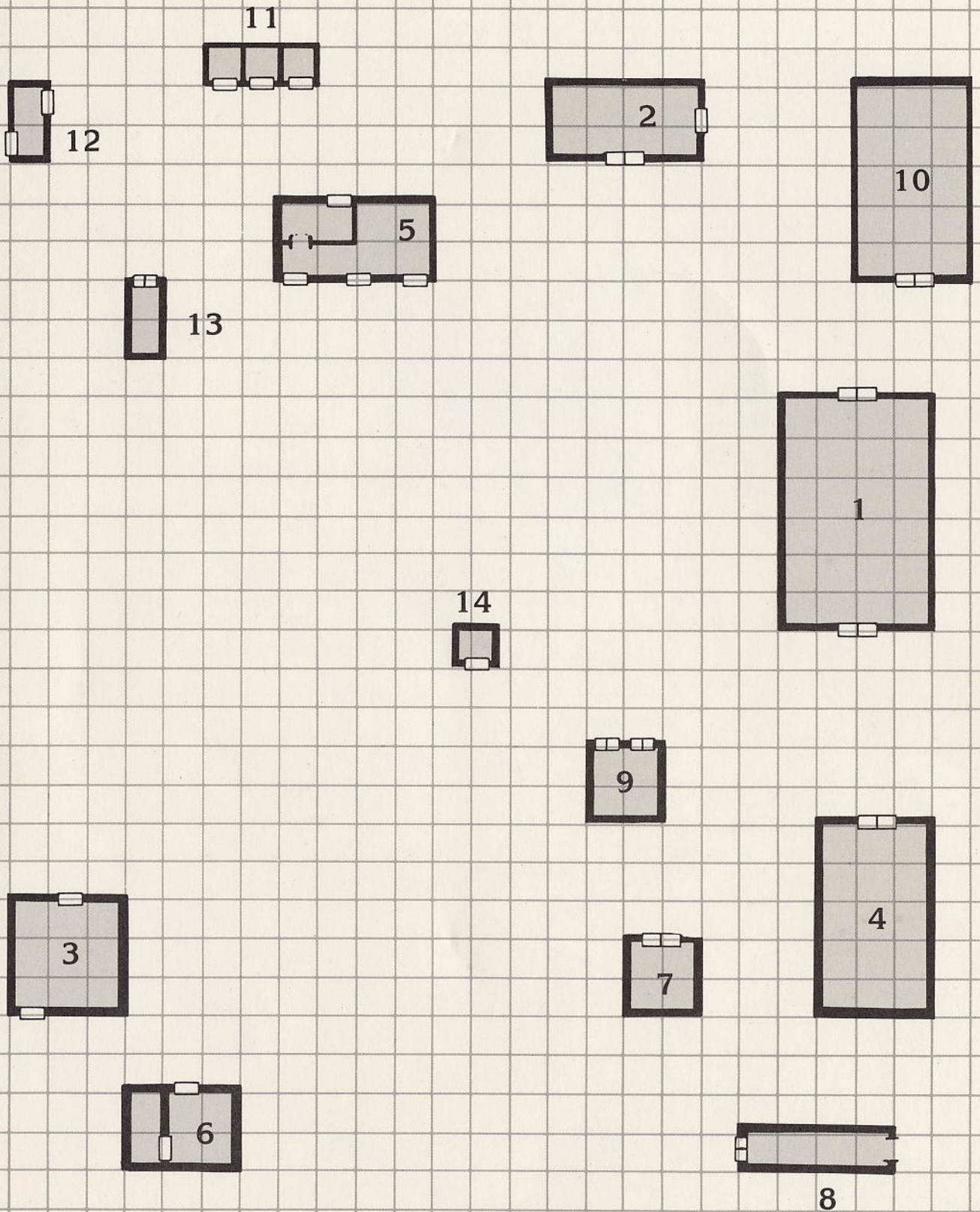
As for the PCs, Jakartai gives them a hero's welcome in Greatwall, doubles their reward and offers them positions with the Furyondian secret forces. The DM can use this as a good starting point for future adventures, or can devise other rewards that provide equally opportune jumping-off points.

And, of course, there is always the matter of Iuz's revenge! The demi-power continues to scheme, outraged that his brilliant plans have been foiled by a group of rank amateurs. Next time, he will make sure not to entrust his plans to incompetents . . . Next time . . .



Cragson Mines

One square = 20 feet



One hex = 30 miles

MILES

IUZ

LANDS

VESVE FOREST

WHYESTIL LAKE

HORNED SOCIETY

SHIELD LANDS

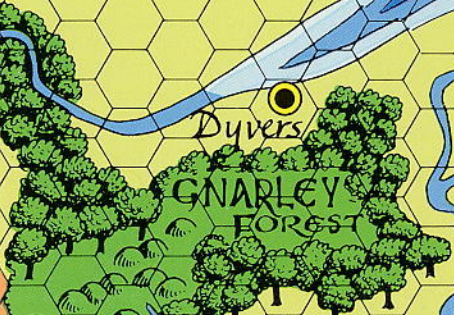
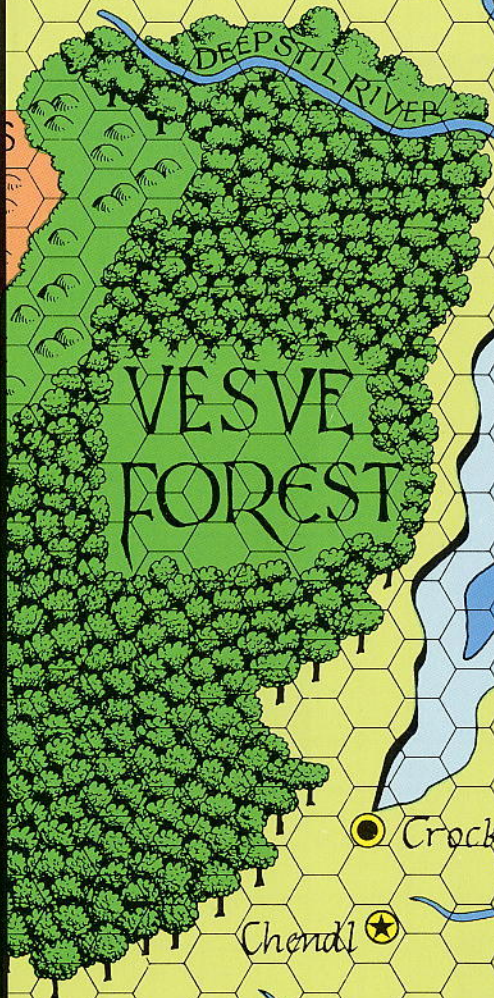
KINGDOM OF FURYONDY

NYRDY

MIDBAY

CAIRN HILL

GNARLEY FOREST



DEEPSTIL RIVER

DUST RIVER

OPIC RIVER

Dorakaa

Grabford

VENG R.

Fort Belvor

Mursten

Fendrelan

Crockport

Greatwall

Batlet

RITENSA RIVER

Chendl

CRYSTAL RIVER

Bardute

Critwall

VELVEDYVA RIVER

Littleberg

Willip

FURYONDY

Libernen

NA
ekuna
City

ATE RIVER

Dyvers

GREYHAWK

Deyarnish

Verbobonc

NEEN RIVER

Maurer Co

Haveday

GREYHAWK® ADVENTURES

Border Watch

by Paul T. Riegel



Greatwall is in peril—not from the military forces of Iuz, but from lack of goods and supplies. Caravans from Willip have ceased thanks to increased dangers on the Willip Critwall Grabford Trail. As the key fort positioned to contain the Iuzian flood, Greatwall is a strategic necessity. Its failure would mean a major incursion along the border.

Your characters are hired to escort a caravan from Greatwall to Willip; if its merchants are afraid to come to the fort, the fort will go to them. This should be simple, cut and dried guard job. Right?

Of course not. There are many surprises in store for your little caravan, and your characters will need to keep their wits about them day and night in order to make it to the other end. Secret plans are afoot, conspiracies are brewing, and nothing is as it seems while on the Border Watch.

This module uses information presented in the From the Ashes boxed set and the Iuz the Evil accessories. However, ownership of these two products is not necessary to play this module.

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