

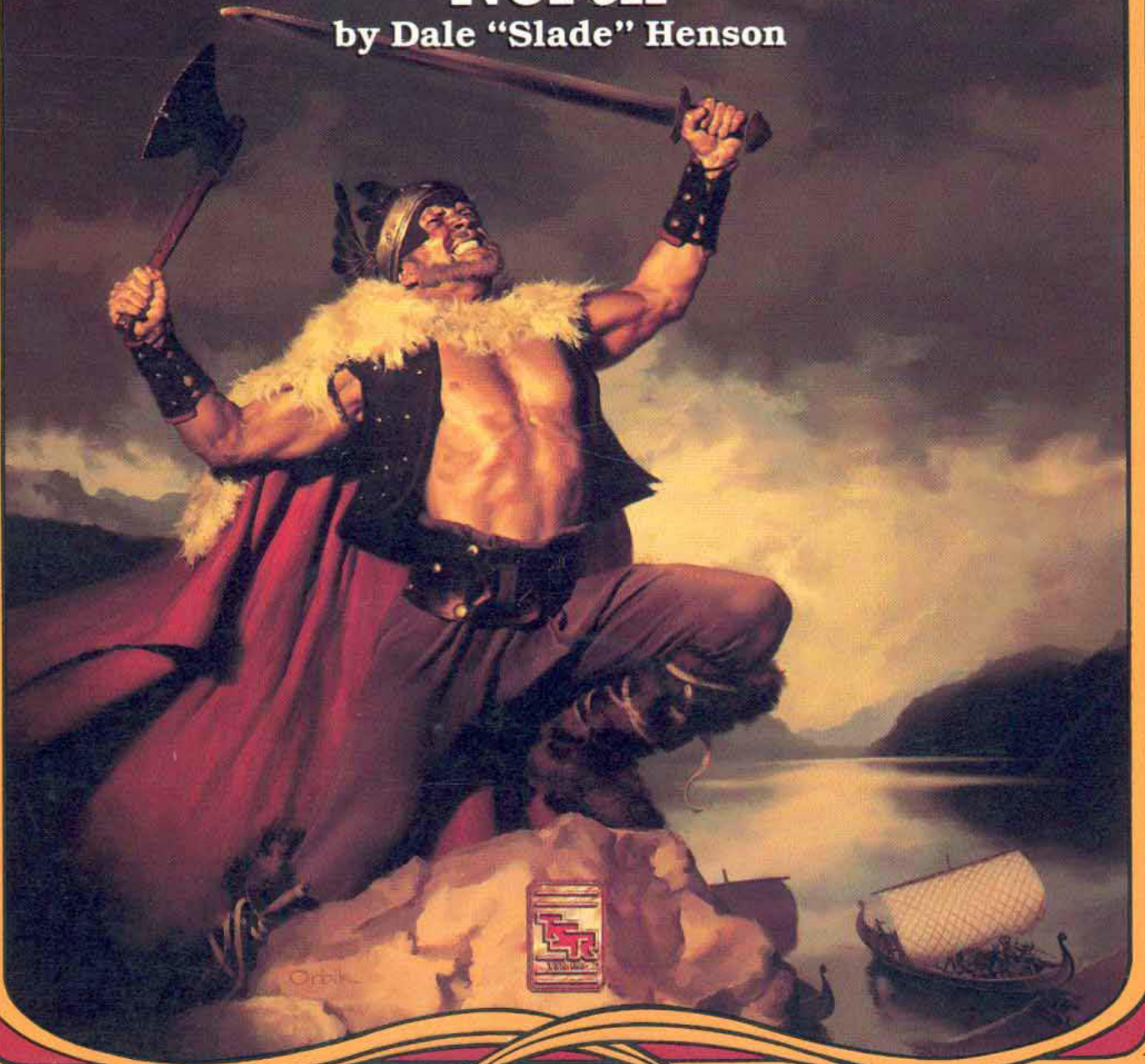
Advanced Dungeons & Dragons
2nd Edition

GREYHAWK[®] ADVENTURES

Official Game Adventure

Howl From the North

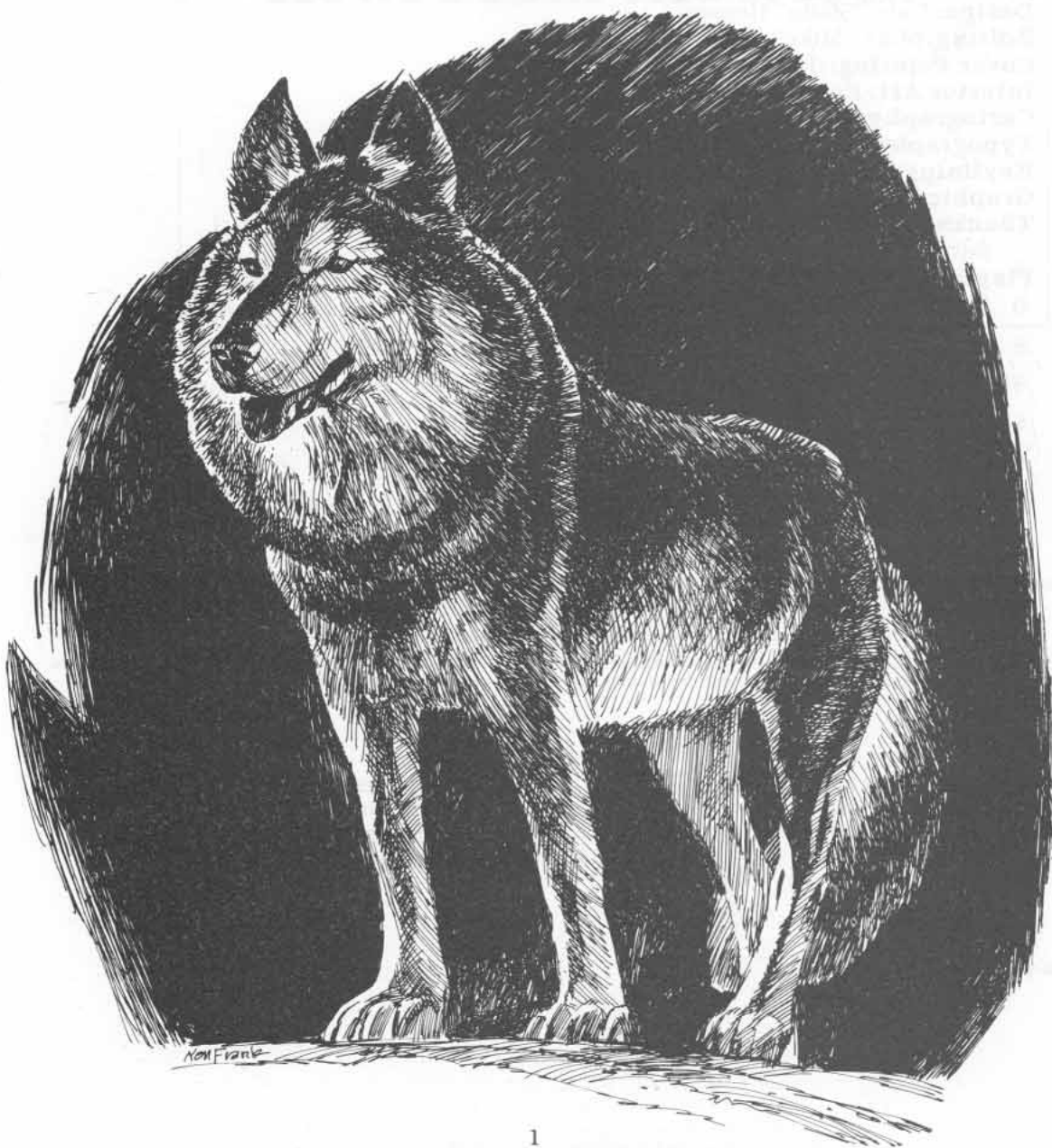
by Dale "Slade" Henson



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Official Game Adventure

Howl From the North





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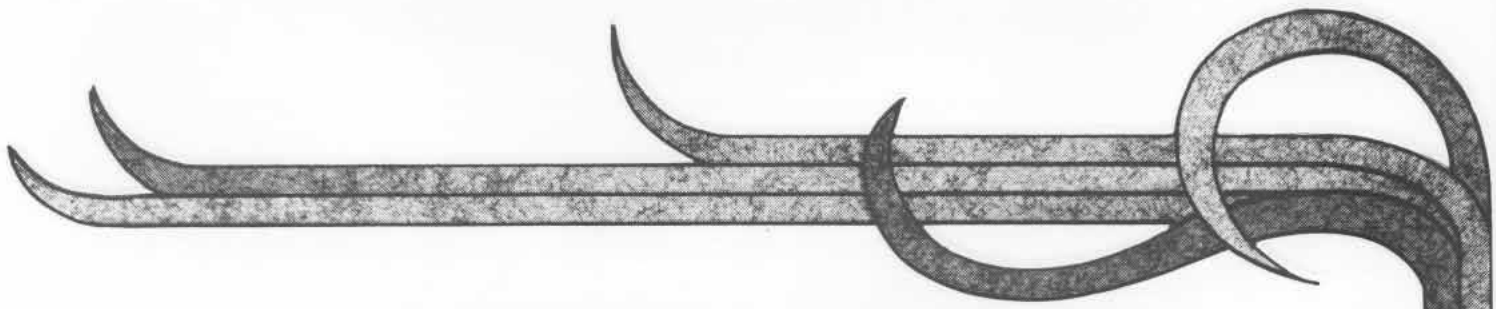
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Howl From the North

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Introduction

Howl From the North is the second in a trilogy of modules set in the northeastern lands of Oerik, in the world of Greyhawk.

The trilogy began with the *Five Shall Be One* adventure module, and concludes with the *GREYHAWK® Wars* boxed set.

In *Five Shall Be One*, the player characters—supplied in the back of this book—are hired to locate the five Blades of Corusk. They located only three during the course of that adventure. *Howl From the North* continues this search, enabling the characters to locate the remaining two swords.

Who Should Read this Module

Modules are designed for the Dungeon Master's eyes. The whole adventure, from each pitfall to the exact location of the hidden treasure, is laid out for easy reference. When players read the adventure before they play it, the fun, excitement, and tension vanish. They know where every hidden monster lies and where every bandit awaits in ambush.

The Dungeon Master also loses out when a player reads the adventure beforehand. There is no pleasure in running an adventure in which the players cannot be challenged. Running an adventure in which a player knows the course of events is as frustrating as running one in which a player character has every known magical item.

Please be a thoughtful player, and do not spoil the fun for yourself, the other players, and your Dungeon Master. Should you purchase this adventure before play, resist the temptation to scan through it until your group has played it. Your Dungeon Master and fellow players will thank you.

The Setting

The *WORLD OF GREYHAWK®* boxed set is useful as general background to this adventure, but isn't required to play it. The information given in this pack tells you all you need to know to run the adventure smoothly. However, if you want to convert the adventure for use outside the Greyhawk world, you will need to read the material below on barbarians and the barbarian lands of Greyhawk, and consider carefully how to set this adventure in another game world.

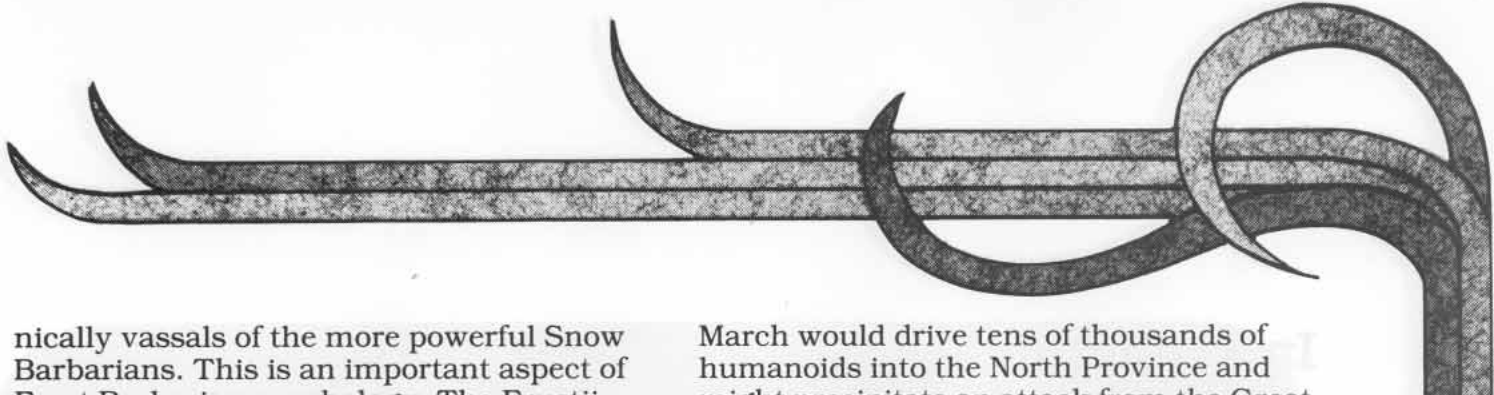
The Barbarian Lands of Greyhawk

To understand the broad themes of this trilogy, it's necessary for you to have an understanding of barbarian cultures and lands in eastern Oerik. The pregenerated PCs are mostly barbarians and their integration into the adventure is also important in this context. You should consider briefing players of barbarian PCs on the general and historical background given here, since their PCs would be aware of this information.

This section also includes a historical update from the boxed set. This adventure trilogy is set in CY582, six years past the final timeline in the boxed set. The recent political developments within the barbarian lands, including their alliances with other nations, form a crucial part of the backdrop to this adventure.

All the barbarian peoples of eastern Oerik are pure Suloise. The Suel people dominate the islands off the coast of eastern Oerik and in the lands of the Scarlet Brotherhood. There are three barbarian races of importance to this adventure.

The *Frost Barbarians* (including the pregenerated player characters), or Fruztii, call their land Rhizia, though other races refer to it simply as the Land of the Frost Barbarians. The Fruztii are the weakest of the three barbarian nations and are tech-



nically vassals of the more powerful Snow Barbarians. This is an important aspect of Frost Barbarian psychology: The Fruztii chafe at their subservience and resent the overlordship of their eastern cousins.

The *Snow Barbarians*, or Schnai, are the most powerful and populous group, dominating Grendep Bay and the northern Solnor Ocean with their longships. Their marauding armies, along with those of the Ice Barbarians, have made these savages a major force in the land.

As of yet their successes have been modest, but this adventure may change all that....

The *Ice Barbarians* are unsteady allies of the other barbarians, raiding where and when they please.

To update events from CY576, the time of the boxed set, the barbarians have made gains during the last six years. The alliance between Ratik and the Frost Barbarians against the humanoids of the Bone March has borne fruit over years of cooperation. The forces of Ratik now occupy the Loftwood and are preparing for a major assault on the city of Johnsport, backed by a naval attack along the coast to the east.

The other joint operation of these states has been against the Hold of Stonefist. Fruztii forces have now secured the pass south of the Hraak Forest and control the lands for 20 miles around.

The *Ice Barbarians* have supported the Fruztii to some extent by making naval raids along the northern coast of Stonefist. The Snow Barbarians have concentrated their attacks on the Great Kingdom and Sea Baron shipping, although some of the Schnai are assisting the Frost Barbarians in the Hold of Stonefist.

Rumors say that the King of the Snow Barbarians was not pleased by a plan for the three barbarian groups to ally with Ratik. Not that he didn't trust the Baron of Ratik, who proposed the plan, but for simpler reasons. Major invasions in the Bone

March would drive tens of thousands of humanoids into the North Province and might precipitate an attack from the Great Kingdom. The King, being wily and crafty, prefers not to attract the Great Kingdom's full attention just now.

One final piece of the puzzle is the attitude of the Duchy of Tenh. Duke Ehyeh has become noticeably more friendly to the Frost Barbarians of late. As the actions of Ratik and the Frost Barbarians stir up the Bone March, this causes trouble for the Great Kingdom and for the Theocracy of the Pale. Both states have hostile attitudes toward the Duchy. In view of this, Ehyeh discreetly allows Frost Barbarian emissaries across his lands to organize shipments of weapons from the Bandit Kingdoms.

From here, weapons make their way up the Zumker River to Calbut and then through dangerous foothill territory at the very edge of the Griff Mountains to the pass at Kelten. The trade is discreet, but everyone knows about it. This is where the player characters enter the story.

Barbarian Adventurers

The pregenerated characters detailed at the end of this book are mostly barbarians. This adventure could be run with non-barbarian characters, but barbarian characters have a much stronger motivation to accept this quest.

There is a special problem with non-barbarian characters. Since one goal of this adventure trilogy is the ceremonial awakening of the Great God of the barbarian people, a priest of a non-barbarian deity would be reluctant to aid in this endeavor. Players are thus urged to use barbarian characters (either pregenerated or created by the players). Note also that the encounters in this adventure with undead are more dangerous if the party lacks a priest—if the party does have a priest, the number of undead opponents should

be increased.

A problem with barbarian characters is their alignment. The boxed set notes that the predominant alignment of barbarians is Chaotic Neutral. The pregenerated PCs are mostly of Neutral alignment with NG and CN both represented.

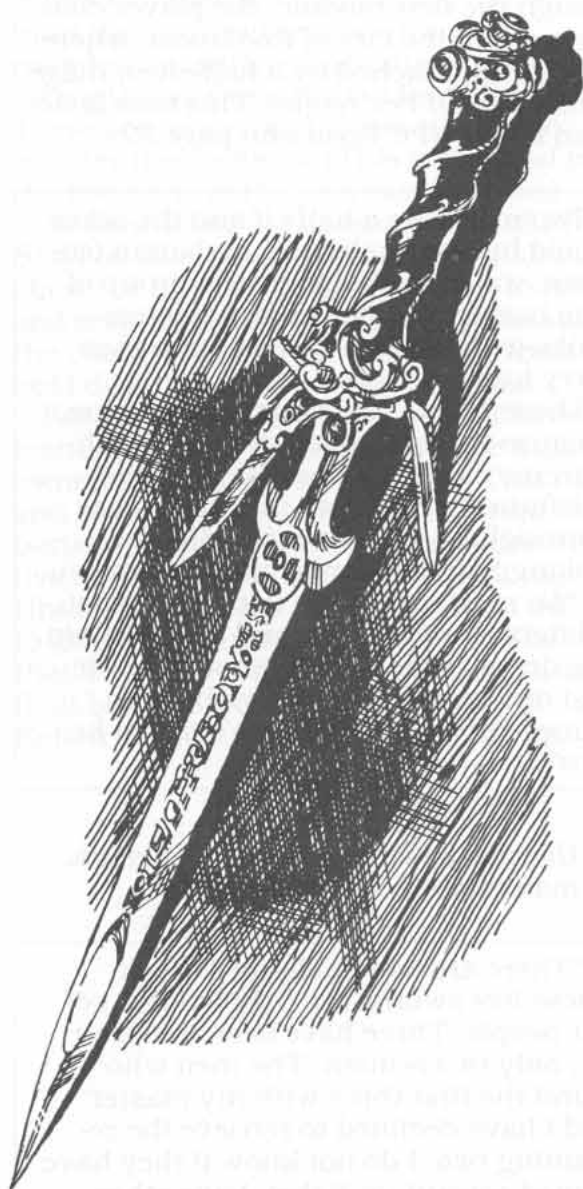
Players should be clear about what this alignment means. Neutral-aligned barbarians are self-reliant, independent, proud, and do not put up with nonsense from anyone. They are also very loyal to their tribe, their chieftain, and their companions. Part of being a barbarian is the pride of being a member of a "superior" tribe. Thus, in spite of their Neutral alignment, these adventurers should cooperate and show loyalty to each other.

The second difficulty with the pregenerated characters is the inclusion of a bard. Bards, as the *Player's Handbook* notes, learn a little bit of everything. There is scripted information about what the bard may learn of the Blades of Corusk; dispensing some of this may help to develop the sense of discovery and unfolding mystery that will keep the adventure fresh and compelling. If there is no bard character, this information will be difficult for you to feed to players.

Finally, note that barbarians have a form of speech—the Cold Tongue—that derives from Old Suloise. Very few people other than barbarians are able to speak or understand this language, although NPC exceptions are noted in the text. Speaking the Cold Tongue gives the characters—save for Stumred the Dwarf—a channel of secret communication between themselves. You should check with the characters whether they are speaking in Common or in Cold Tongue in certain social situations. Speaking the Cold Tongue may give the characters privacy, but it may offend those excluded from the conversation.

A Special Note to the DM

While the PCs believe they are attempting to awaken the Great God, in actuality the being who will answer the call is Iuz. This is part of Iuz's greater plan, and should *not* be revealed to the players.





Chapter 1. Beginnings

If the players did not play the first module, *Five Shall Be One*

If the players were unable to adventure through the first module, the player characters are in the city of Rookroost, where they are approached by a half-elven mage named Mallon Fer'Asque. This man is detailed in the NPC Roster on page 52.

Two men, one a half-elf and the other an old human male with barbarian features, walk into Rookroost. A group of elite barbarian fighters and rangers walks with them. Three of these men carry huge swords.

These blades must be of great value, because these men handle them with extreme care. They are taken to the chieftain's yurt where they disappear from sight. Soon thereafter, the frail-looking half-elven man approaches you.

"We need to retrieve two more magical items for the tribe, and the chieftain has demanded that you should be the first ones asked. Do you wish your names entered in our tribe's tale of heroes?"

If the characters ask for more details, the man continues.

"There are five Blades of Corusk. These five swords are the birthright of our people. Three have been found so far; only two remain. The men who found the first three with my master and I have declined to retrieve the remaining two. I do not know if they have turned coward, or if they have other things to do that are more important

than the welfare of our great nation.

"At this moment, they revel in the admiration of their home villages, but soon their glory shall be eclipsed by the heroes who find the last two blades and awaken the Great God. Do you wish to be those heroes?"

Mallon waits patiently for the characters to discuss this proposal. If the characters agree to take on the mission, Mallon continues.


"The chieftain was wise, as usual, in choosing you for the task. I shall tell you what has gone before.

"We started from here, Rookroost, and traveled some 240 miles to the Shadow Caverns past Narleon. We fought a shadow dragon named Szeverin and found a great treasure, including the first blade. Its name is *Dreamsinger*.

"We then traveled north across the Bluff Hills, heading toward White Fanged Bay. Here we found that Karasten Meldraith, my master and traveling companion, possessed *Greenswathe*, the second of the five blades.

"Karasten knew somewhat of the location of the third sword. Using this information, we traveled to Garel Enkdal, a holy and underground orcish city, where we had to sneak in under the guise of illusion. We barely escaped with our lives. This sword is *Stalker*.

"We have learned that the fourth blade, *The Edge*, is owned by a barbarian chieftain. This man and his clan were exiled by the Snow Barbarians long ago, and they supposedly live north of Kelten, a city south of the Hraak Forest. This man will not give the blade up easily, but we must have it. Furthermore, we believe that this blade

A decorative graphic of a sword hilt, featuring a curved guard and a pommel, rendered in a dark, textured style. It is positioned at the top and left side of the page, framing the text.

shall lead us to the fifth and final sword.
"Once we have all five together, a potent magical ritual wrought with danger is to be enacted to call the Great God, who can lead the barbarians on a quest to find their birthright."

When the characters are ready to proceed with the adventure, as most loyal and honor-driven barbarians would be, the Dungeon Master should proceed to Chapter 2, "The Road to Kelten," to get the adventure started. The players should be given time to get any supplies they need. They have nearly 810 miles to travel to reach their destination.

If the characters need help buying their supplies, Mallon gives them the money. (He does this under the pretense that he shall be repaid when the characters come into money during the course of the adventure, but he never mentions repayment when the characters do have money.)

Before they depart Rookroost, the characters are given the three recovered Blades of Corusk. These are needed to locate the remaining two swords. The barbarians explain the swords' known powers to the characters as well (see page 60). The human mage Karasten joins the party (see page 53).

Meanwhile, orcish hunting parties are out looking for the people who stole their blades. The characters, now in possession of the blades, are prime targets for their vengeance.

If the players played the first module, *Five Shall Be One*

If the characters experienced the first module in this trilogy, they are currently 20 miles northeast of the orcs' holy city of Garel Enkdal. The three swords together teleported them away at the last minute, just as an swarm of angry orcs threatened

to kill them.

The orcs are doing everything in their power to locate the player characters to get the sword back. The other two Blades of Corusk are viewed as bonuses. This massive man-hunt means that there will be an increase in orc encounters.

As a side effect of the teleport, the characters had their hit point totals halved from their current levels —fractions rounded up, with -2 penalties to their Strength and Constitution for 24 hours. There are no saving throws allowed to counter these effects. (This is dictated in the last parts of the previous module.)

As mentioned at the conclusion of *Five Shall Be One*, the Dungeon Master should allow the PCs to find a safe haven to rest and recuperate. During this intermission, the characters are instructed that their next destination is the city of Kelten.

Karasten tells the characters, "I have learned that the fourth blade, *The Edge*, is owned by a barbarian chieftain. This man and his clan were exiled by the Snow Barbarians years ago, and they supposedly live north of Kelten, a city south of the Hraak Forest. This man will not be willing to give it up, but we must have it. I believe that *The Edge* will lead us to the fifth and final blade. Unfortunately, the city of Kelten is 480 long, dreary miles away!"



Chapter 2. The Road to Kelten

The city of Rookroost is located north of the Bandit Kingdoms and east of the Fellreev Forest. This is the starting location if the players did not play the first module.

If the characters are continuing the adventure started in *Five Shall Be One*, they begin north of the Rovers of the Barrens, northeast of the Forlorn Forest and just south of the White Fanged Bay. This is only an approximate location.

From these locations, the Dungeon Master should be able to determine what terrain the characters need to traverse in order to get to the city of Kelten, south of the Hraak Forest.

Once the characters are under way, the Dungeon Master should refer to the standard rules for cross-country movement from the *Player's Handbook* or the *Dungeon Master's Guide*. The *DMG* also includes additional rules for mounts if the characters are using them. (If not, their trip will take quite a long time.) The Dungeon Master should roll for random encounters during the trip.

Encounters

You can use the encounter frequency system shown in the *Dungeon Master's Guide*, or you can approximate and make 1d3 encounter checks per day with a 50% chance per check of an encounter occurring, by using the following charts. Planned encounters are dealt with in their appropriate locations throughout the module.

Do not overdo random encounters or use them inappropriately. If the random rolls toss many tough encounters at a weakened party, weed out some, except the orc hunting parties explained below. Statistics for monsters can be found in the

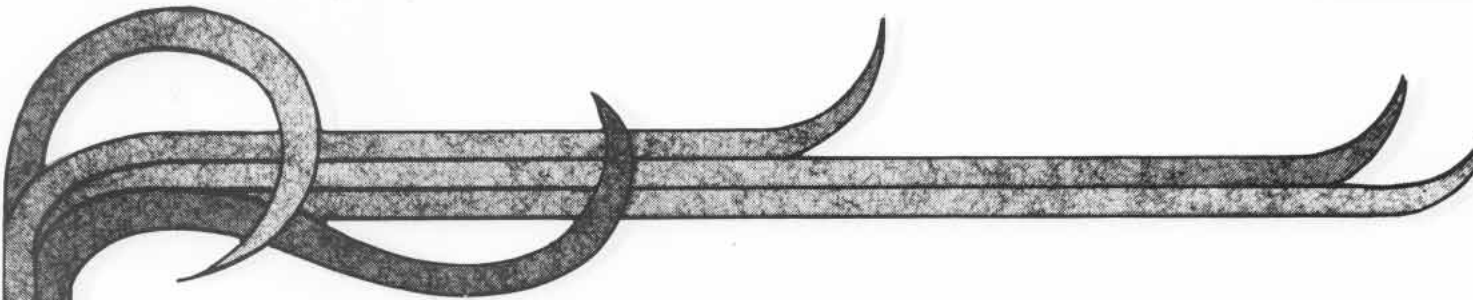
Monster Statistics chart on page 48. Details of certain key random encounters follow the encounter tables.

When the characters are not in a hill, mountain, or forested area, use the Wilderness table to determine the random encounter. In forested areas, use the Forest table, and so on. This gives the characters the freedom to choose their own routes and thus determine the type of encounters they experience. This effectively gives them the feeling that they are determining their own fates, which they are.

Random Encounter Table 1: Wilderness

D100 Encounter

01-10	Bandit (1d6 + 4 of 1d4 + 3 Lvl)
11-15	Centaur (1d6 + 1)
16-25	Flind (2d10)
26-30	Giant, Hill (1d4)
31-35	Giant-kin, Verbeeg (1d6)
36-44	Gnoll (2d10)
45-53	Gnoll (2d6) + Flind (2d6)
54-60	Ogre (1d6 + 4)
61-70	Orc (3d4 + 6)
71-80	Troll (1d6)
81-82	Wyvern (1)
83	Wyvern (1d2)
84-95	Wolf (1d10 + 10, see p. 49)
96-00	Re-roll twice



**Random Encounter Table 2:
Hills**

D100 Encounter

01-10	Bandit (1d6 + 4 of 1d4 + 3 Lvls)
11-15	Bugbear (2d8)
16-25	Flind (2d10)
26-30	Ghoul (1d6 + 2)
31-35	Giant, Hill (1d6)
36-45	Gnoll (2d10)
46-50	Gnoll (2d8) + Flind (2d6)
51-55	Goblin (2d12) + Worg (1d6)
56-61	Griffon (1d4)
62-65	Ogre (1d6 + 4)
66-75	Orc (3d6 + 4)
76-80	Troll (1d6)
81-85	Troll (1d6 + 2)
86-90	Tyrg (1d6)
91-92	Wight (1d6)
93-95	Wolf (1d10 + 10; see p. 49)
96-00	Worg (1d8 + 6)

**Random Encounter Table 3:
Forest**

D100 Encounter

01-10	Badger, Giant (1d4 + 2)
11-15	Beetle, Stag (1d6)
16-25	Ettin (1d4)
26-35	Hangman Tree (1d2)
36-45	Harpy (1d10)
46-50	Kech (1d6 + 2)
51-55	Ogre (1d6 + 3)
56-60	Orc (3d6 + 6)
61-70	Owlbear (1d6 + 2)
71-80	Small Mammal (1d4)
81-85	Treant (1d2)
86-90	Troll (1d6)
91-95	Wolfwere (1d3)
96-00	Wyvern (1)

**Random Encounter Table 4:
Mountains**

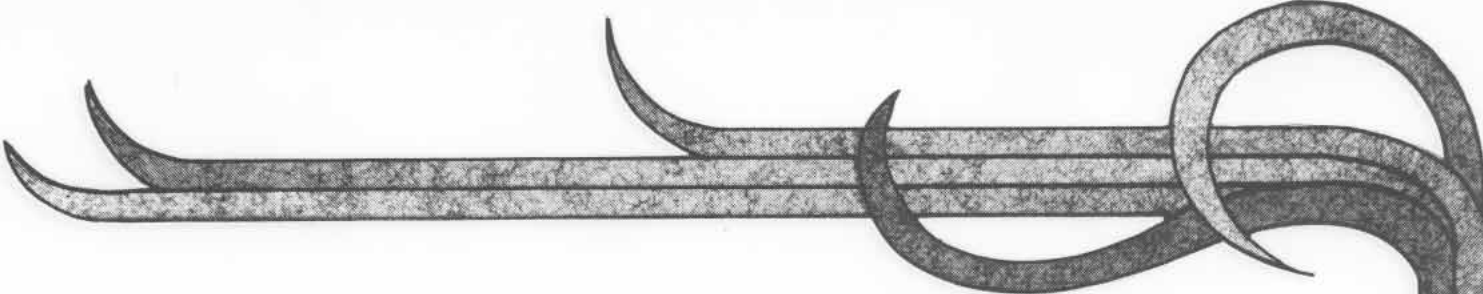
D100 Encounter

01-05	Bear, Cave (1d3)
06-10	Bugbear (2d10)
11-15	Crystalmist
16-18	Galeb Duhr, 8 HD (1d4)
19-20	Galeb Duhr, 10 HD (1d3)
21-25	Giant, Hill (1d6 + 1)
26-28	Giant, Hill (1d4 + 2)
29-35	Giant, Stone (1d6)
36-40	Giant-kin, Verbeeg (1d6 + 2)
41-45	Gnoll (2d10 + 2)
46-48	Lion, Mountain (1d6 + 2)
49-50	Lion, Spotted (1d6 + 1)
51-55	Ogre (1d6 + 4)
56-58	Ogre (2d4 + 4)
59-60	Ogre (1d6 + 3) + Ogre Mage (1)
61-65	Orc (6d4)
66-70	Orc (6d6)
71-75	Taer (2d4)
76-80	Troll (1d4 + 2)
81-85	Troll, Two-Headed (1d4)
86-88	Tyrg (1d4 + 2)
89-90	Urd, 1d4 + 1 HD (4d6)
91-94	Wight (1d6)
95-96	Wolf (1d10 + 10; see p. 49)
97-98	Worg (3d6)
99-00	Wyvern (1d3)

Random Encounter Notes

Orcs: There has been a significant increase in orcish activities in the area surrounding the Bluff Hills. These areas include the Rovers of the Barrens, the Duchy of Tenh, and the mountains adjacent to the Bluff Hills. The areas north of the Frozen River, however, see no such increase. The news regarding the theft of a powerful and magical sword from the holy orcish city of Garel Enkdal has created a massive, all-out hunt for the thieves in the listed areas. (When the party is outside these areas, the Dungeon Master should trim the orc band by 1d6.)

It does not matter whether the characters are responsible for the burglary in the



first module or not. They now have the prized item, and every orc for miles is on the hunt. During orcish confrontations, treat the orcs' morale as 1d4 categories higher than normal.

While in combat with a party of orcs, there is a 10% chance that another orcish hunting party hears the battle. If this is the case, these orcs arrive in 1d10 rounds to join the fray. The Dungeon Master should determine the party size in the same manner as for the first orc band.

Bandits: The bandits tend to be groups of 1d6 + 4 warriors, each of levels 1d4 + 3. Assume that the bandits all have the following statistics: +1 to attack and damage rolls, because of their above-average Strengths. They use long swords and long bows, wear chain mail, and use shields (base Armor Class of 4). If you want to add some extra detail, 25% of the bandits have Dexterity scores of 14 + 1d4. This reduces their Armor Class by 1 per pip on the d4. Also, 25% of the bandits have Constitution scores of 14 + 1d4. This adds 1 hit point per level per pip on the d4.

Bandits may be renegades or agents of a petty fief (50%) attempting to extract tolls for allowing safe passage. All other bandits are attacking in hopes of robbing the characters, killing them if necessary. Most

bandit encounters should offer the characters a chance to evade combat by paying up if they wish to do so.

Wolves: It is suggested the Dungeon Master use the wolf entry provided on page 49 when the characters encounter wolf packs or lone wolves. This gives the game a more realistic flavor when dealing with nature's most important predator.

A chance exists that the characters will come across a rabid wolf. Rabid wolves are solitary creatures, kicked out of the pack because of the insanity brought on by the disease. There is a 1% chance that a solitary wolf is rabid.

Planned Encounters:

During the journey to the city of Kelten, the characters run into three planned encounters. Two of these encounters are tougher than the random encounters above and require additional information for the Dungeon Master to run smoothly. The DM should keep in mind that if the characters are greatly weakened by random encounters, he should wait until they've healed up before springing on them the bandits from Encounter 1 or the orc attack from Encounter 2.

Encounter 1: The Bandit Prince

The bandits in this encounter have somehow found out about the swords the PCs are carrying. This encounter is designed to begin as the characters wake up, still slightly groggy from the night's sleep.

The man who runs the show, the Bandit Prince, feels that he deserves the swords, and nothing is going to stop him from getting them. The Dungeon Master should read the following boxed text to the players.

Dawn breaks and the sun begins illuminating the landscape. The campfire

slowly cooks your food, sending plumes of scented smoke into the air. The wind blows a cool breeze across a nearby river.

You suddenly hear the whinnying of horses and the rattle of bits against bridles coming from the south. As you turn around, you see seven riders approaching. The leader is a noble-looking elf, dressed in brilliant armor that perfectly reflects the clear sky.

As this group approaches your encampment, the leader stops his horse and signals for his six human companions to do the same. "I understand that you have three blades in your posses-

sion that rightfully belong to us. By handing them over to me, you can save your lives. Failure to do so means you will all die."

If the characters ask the elf why he believes the swords are his, he says, "The barbarian nations have been purchasing weapons from the Bandit Kingdoms, and we have not been paid for quite some time. The agreement signed between our two nations dictates that failure to pay forfeits the barbarians' right to the Blades of Corusk.

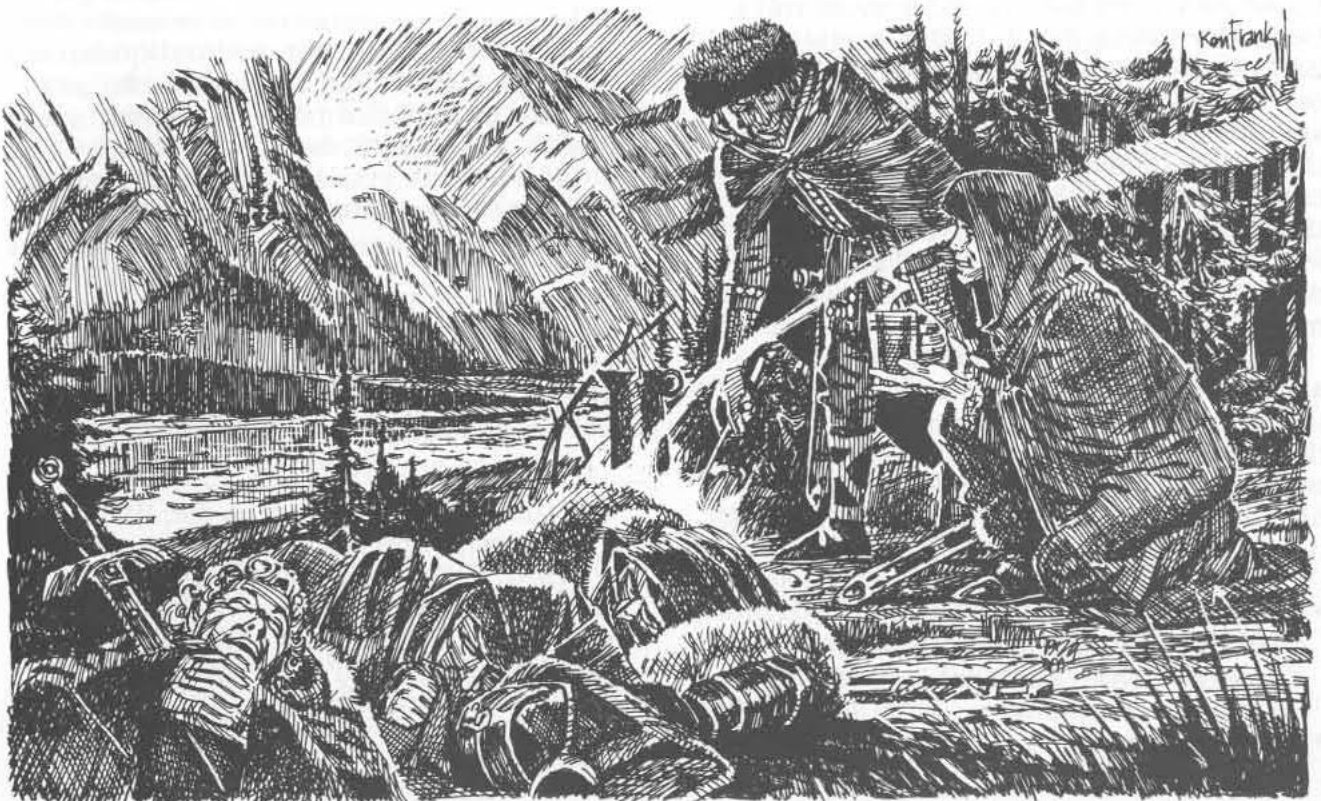
"The barbarians' failure to pay us means that these blades now belong to the Bandit Kingdoms. Hand them over now!"

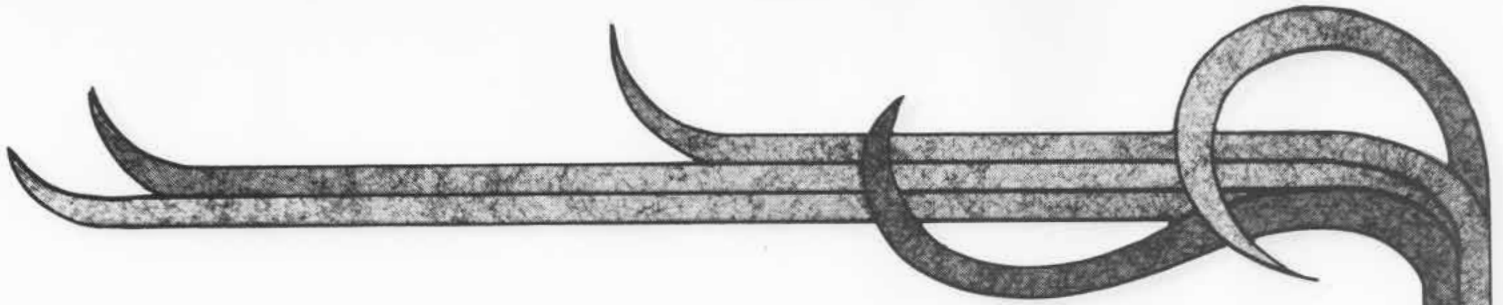
Mallon, the NPC with the characters tells them that the barbarians purchase weapons and armor from the Bandit Kingdoms, but he has never heard of this agreement.

If the PCs do not relinquish the blades, the mounted bandits charge the characters with weapons held high, their clean and polished blades flickering in the early dawn light. They attempt to surround the characters to lessen the damage from area-effect spells.

Bandits (6): Int Very to Highly (11-14); AL NE; AC 2 (0 when attacking from horse); MV 12 (15 on horse); HD F8; THACO 13; hp 68; #AT 3/2; Dmg 1d8 or 1d4; SA three are dual-classed warrior/wizards (8th level in each class); SZ M (6' tall); ML Champion (15-16); XP 975 each

Elven Bandit Prince: Int Highly (14); AL NE; AC 0 (-2 when attacking from horse); MV 12 (15 on horse); HD F12; THACO 9; hp 96; #AT 2; Dmg 1d8/1d8 or 1d4/1d4; SZ M (6' tall); MR 90% resistant to *charm*-related and *sleep* spells; ML Champion (16); XP 2,000





War Horses, Medium (7): Int Animal (1); AL N; AC 7; MV 18 (15 when ridden); HD 2+2; THACO 19; hp 15; #AT 3; Dmg 1d6/1d6/1d4; SZ L; ML Unsteady (5-7); XP 65 each

The Bandit Prince carries a *scimitar +1* that he wields on horseback. He also carries a standard long sword and a *dagger of venom +2* (fully charged), enabling him to make four poisoned strikes. These strikes demand that the victim roll a successful saving throw vs. poison with a -2 penalty or die. The six bandits who follow the Prince use standard long swords and carry *daggers +1*.

When the bandits on horseback successfully attack a character, the horses also get a chance to attack. A natural 20 attack roll from a horse means that the victim is knocked down and trampled for 2d6 additional points of damage.

The bandits stay on horseback to attack as long as their mounts live. Should the horse die in combat, the rider must roll a Dexterity Check (assume the Dexterity is 2d6+6). If the check fails, the bandit receives 1d8 points of damage and must spend 1d4 rounds getting out from under the body of the dead horse. During this time, the bandit can spend the round either attempting to escape, or he can defend himself (he can't attack). If no defensive action occurs, the bandit's Armor Class is penalized by +4.

If the characters are very successful against the bandits, have at least one of the six men drop his weapon and unconditionally surrender (the Bandit Prince will not give up). If the characters interrogate him, he gives them the following information.

- The Bandit Prince just wanted the swords. As far as the bandit knows, the barbarian tribes have not reneged on the weapons agreement.
- They were sent to determine the

strengths of the barbarian people. The Great Kingdom has heard the stories of the barbarian search for the Blades of Corusk, and it worries them. At present, they are amassing a huge army to move northward and crush the barbarian people before the savages have a chance to awaken their god.

- The orcs have alerted all their kin to the theft by the barbarians. They are looking for the swords, determined to recover them.

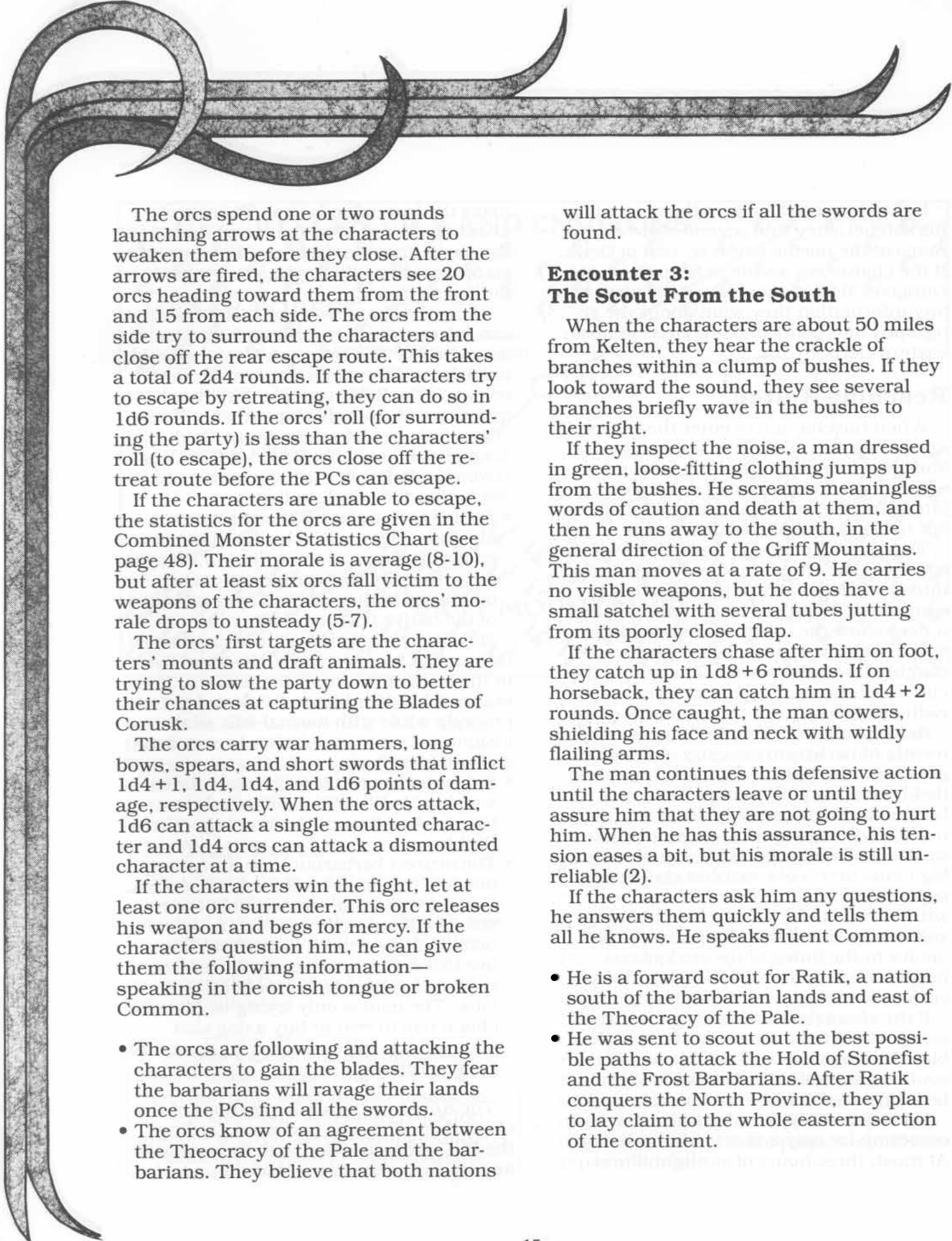
Encounter 2: The Orc Raiding Party

These orcs are very serious about regaining the swords. The possibility of the barbarians suddenly becoming much more powerful is very frightening to them, and they want to nip that prospect in the bud. The Dungeon Master should read this section once the characters come within 100 miles of the Frozen River.

As you trudge to your destination, you see a pig-like face peek above a small dune ahead of you. This face quickly ducks back down once it sees you. All around you, the smoothly sloping hills of the plains reveal nothing more.

Within one round, the characters hear the sounds of horns blasting from in front of them. These horns are answered by other horns to the left and from the right.

As the echoes of the horns die, the din of battle cries and thundering feet can be heard. From ahead of you and from both sides, an army of orcs rushes in your direction. They wave their nasty, rusted weapons, and their corroded teeth gnash at the air.



The orcs spend one or two rounds launching arrows at the characters to weaken them before they close. After the arrows are fired, the characters see 20 orcs heading toward them from the front and 15 from each side. The orcs from the side try to surround the characters and close off the rear escape route. This takes a total of 2d4 rounds. If the characters try to escape by retreating, they can do so in 1d6 rounds. If the orcs' roll (for surrounding the party) is less than the characters' roll (to escape), the orcs close off the retreat route before the PCs can escape.

If the characters are unable to escape, the statistics for the orcs are given in the Combined Monster Statistics Chart (see page 48). Their morale is average (8-10), but after at least six orcs fall victim to the weapons of the characters, the orcs' morale drops to unsteady (5-7).

The orcs' first targets are the characters' mounts and draft animals. They are trying to slow the party down to better their chances at capturing the Blades of Corusk.

The orcs carry war hammers, long bows, spears, and short swords that inflict 1d4 + 1, 1d4, 1d4, and 1d6 points of damage, respectively. When the orcs attack, 1d6 can attack a single mounted character and 1d4 orcs can attack a dismounted character at a time.

If the characters win the fight, let at least one orc surrender. This orc releases his weapon and begs for mercy. If the characters question him, he can give them the following information—speaking in the orcish tongue or broken Common.

- The orcs are following and attacking the characters to gain the blades. They fear the barbarians will ravage their lands once the PCs find all the swords.
- The orcs know of an agreement between the Theocracy of the Pale and the barbarians. They believe that both nations

will attack the orcs if all the swords are found.

Encounter 3: The Scout From the South

When the characters are about 50 miles from Kelten, they hear the crackle of branches within a clump of bushes. If they look toward the sound, they see several branches briefly wave in the bushes to their right.

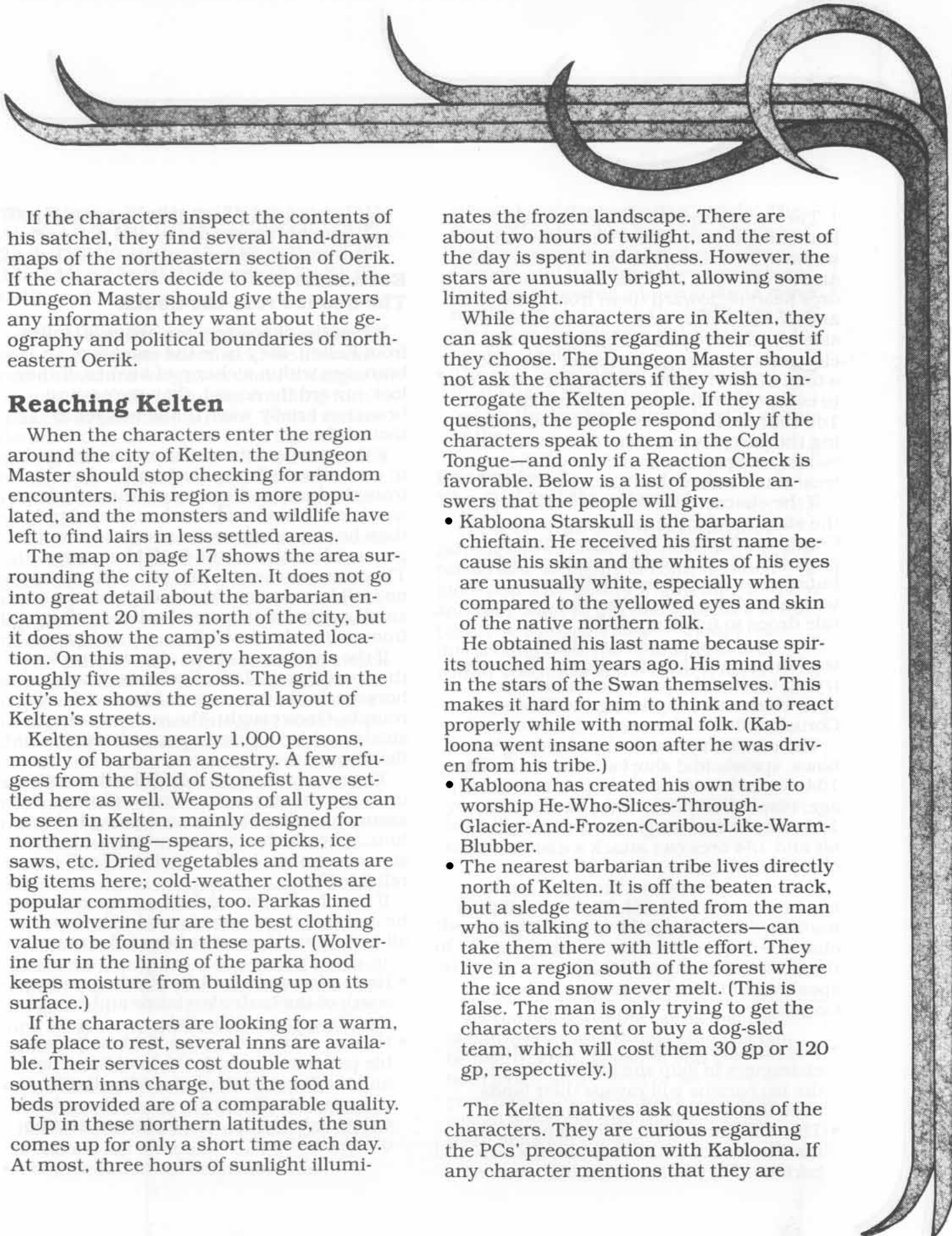
If they inspect the noise, a man dressed in green, loose-fitting clothing jumps up from the bushes. He screams meaningless words of caution and death at them, and then he runs away to the south, in the general direction of the Griff Mountains. This man moves at a rate of 9. He carries no visible weapons, but he does have a small satchel with several tubes jutting from its poorly closed flap.

If the characters chase after him on foot, they catch up in 1d8 + 6 rounds. If on horseback, they can catch him in 1d4 + 2 rounds. Once caught, the man cowers, shielding his face and neck with wildly flailing arms.

The man continues this defensive action until the characters leave or until they assure him that they are not going to hurt him. When he has this assurance, his tension eases a bit, but his morale is still unreliable (2).

If the characters ask him any questions, he answers them quickly and tells them all he knows. He speaks fluent Common.

- He is a forward scout for Ratik, a nation south of the barbarian lands and east of the Theocracy of the Pale.
- He was sent to scout out the best possible paths to attack the Hold of Stonefist and the Frost Barbarians. After Ratik conquers the North Province, they plan to lay claim to the whole eastern section of the continent.



If the characters inspect the contents of his satchel, they find several hand-drawn maps of the northeastern section of Oerik. If the characters decide to keep these, the Dungeon Master should give the players any information they want about the geography and political boundaries of northeastern Oerik.

Reaching Kelten

When the characters enter the region around the city of Kelten, the Dungeon Master should stop checking for random encounters. This region is more populated, and the monsters and wildlife have left to find lairs in less settled areas.

The map on page 17 shows the area surrounding the city of Kelten. It does not go into great detail about the barbarian encampment 20 miles north of the city, but it does show the camp's estimated location. On this map, every hexagon is roughly five miles across. The grid in the city's hex shows the general layout of Kelten's streets.

Kelten houses nearly 1,000 persons, mostly of barbarian ancestry. A few refugees from the Hold of Stonefist have settled here as well. Weapons of all types can be seen in Kelten, mainly designed for northern living—spears, ice picks, ice saws, etc. Dried vegetables and meats are big items here; cold-weather clothes are popular commodities, too. Parkas lined with wolverine fur are the best clothing value to be found in these parts. (Wolverine fur in the lining of the parka hood keeps moisture from building up on its surface.)

If the characters are looking for a warm, safe place to rest, several inns are available. Their services cost double what southern inns charge, but the food and beds provided are of a comparable quality.

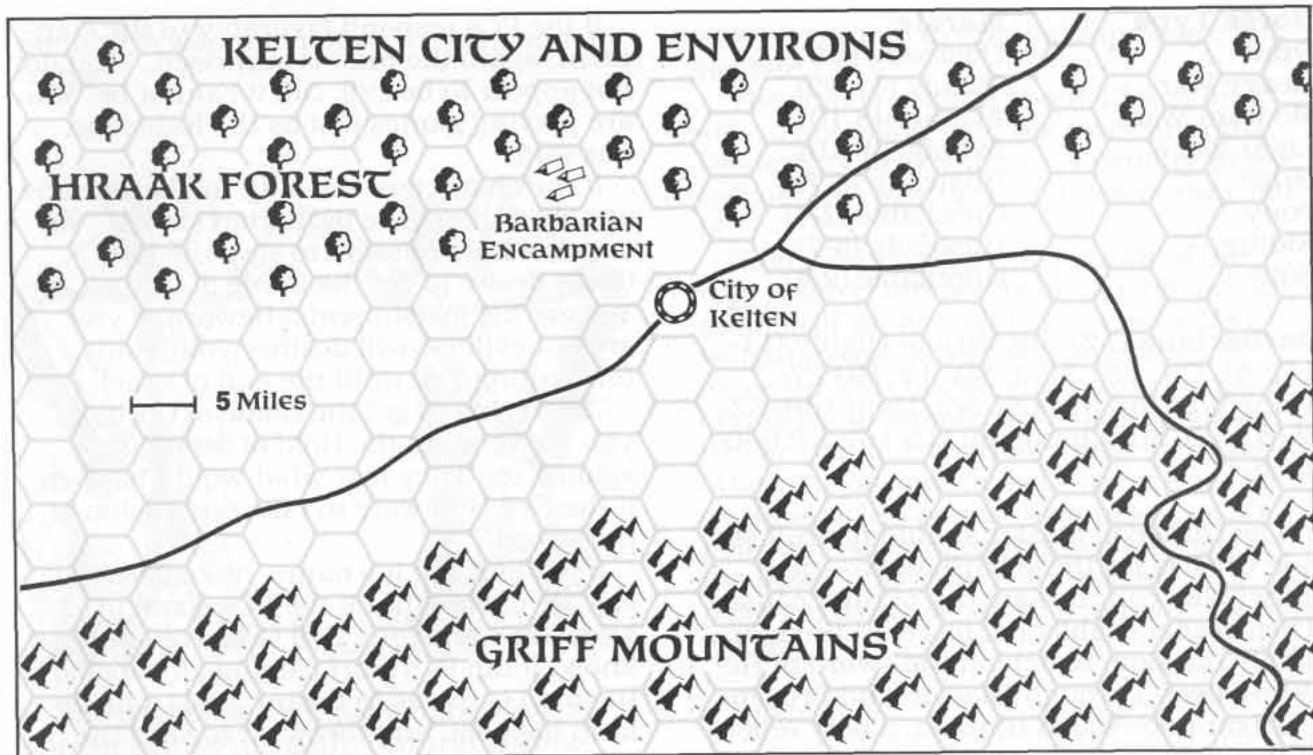
Up in these northern latitudes, the sun comes up for only a short time each day. At most, three hours of sunlight illumi-

nates the frozen landscape. There are about two hours of twilight, and the rest of the day is spent in darkness. However, the stars are unusually bright, allowing some limited sight.

While the characters are in Kelten, they can ask questions regarding their quest if they choose. The Dungeon Master should not ask the characters if they wish to interrogate the Kelten people. If they ask questions, the people respond only if the characters speak to them in the Cold Tongue—and only if a Reaction Check is favorable. Below is a list of possible answers that the people will give.

- Kabloona Starskull is the barbarian chieftain. He received his first name because his skin and the whites of his eyes are unusually white, especially when compared to the yellowed eyes and skin of the native northern folk. He obtained his last name because spirits touched him years ago. His mind lives in the stars of the Swan themselves. This makes it hard for him to think and to react properly while with normal folk. (Kabloona went insane soon after he was driven from his tribe.)
- Kabloona has created his own tribe to worship He-Who-Slices-Through-Glacier-And-Frozen-Caribou-Like-Warm-Blubber.
- The nearest barbarian tribe lives directly north of Kelten. It is off the beaten track, but a sledge team—rented from the man who is talking to the characters—can take them there with little effort. They live in a region south of the forest where the ice and snow never melt. (This is false. The man is only trying to get the characters to rent or buy a dog-sled team, which will cost them 30 gp or 120 gp, respectively.)

The Kelten natives ask questions of the characters. They are curious regarding the PCs' preoccupation with Kabloona. If any character mentions that they are



looking for a sword, magical sword, or a barbarian sword, there is a 75% chance that Kabloona or his men hear about it. The man who finds this out (75% chance) rushes to report this information to the barbarian chieftain.

The Trail North

If Kabloona finds out that the characters are looking for his blade, he sends a raiding party to intercept them. The PCs meet this group about ten miles outside the Kelten city limits. Once the PCs are ten miles out, the Dungeon Master should read the following.

Ten miles away, you see the outline of a thick forest. About you, a few pine trees encroach upon the flat plains. To the left and right, several red rock formations jut from the smooth ground. Suddenly, a dozen Frost Barbarians

step out in front of you. They cautiously place their hands on their hilts and look about to see if there are others of your party in the distance. They slowly approach, seeming to smell the air as they walk. Off in the distance ahead of you, a wolf howls, calling for his companions. Within seconds, several others answer, and then there is silence.

The approaching barbarians ignore the PCs' attempts to converse. They continue to approach even if the characters yell at them or reach for their weapons. When the barbarians are within 30 feet of the characters, they scream a battle cry and rush the party. The PCs' horses must roll Morale Checks when the barbarians scream. All who fail immediately bolt away from the barbarians. The following chart shows the morale ratings of different types of horses.

Horse Type

Draft	Unsteady (5-7)
Heavy War	Steady (11-12)
Medium War	Average (8-10)
Light War	Average (8-10)
Mule	Unsteady (5-7)
Pony	Unreliable (2-4)
Riding	Unsteady (5-7)
Wild	Unreliable (2-4)

Barbarians (12): Int Very to Highly (11-14); AL CN, LN; AC 1; MV 12; HD F7; THACO 14; hp 52; #AT 3/2; Dmg 1d8; SZ M (6' tall); ML Champion (15-16); XP 650 each

The Dungeon Master should not roll Morale Checks for these barbarians—they fully believe in the sanctity of their cause. Their leader, Kabloona, has sent them on a holy mission: to defend the sword of He-Who-Slices-Through-Glacier-And-Frozen-Caribou-Like-Warm-Blubber, a holy relic of this new barbarian tribe.

These barbarians, realizing their leader was touched by spirits, know that whatever he says comes from their deity. (They do not know that he is insane. They merely think he communicates with the gods, which explains why he talks with beings who are invisible.)

The barbarians all carry long swords. There is a 15% chance per barbarian that the sword is a *long sword* +1. If the d100 roll is less than 7, the weapon is a *long sword* +2. If the d100 roll is a 1, the weapon is a *long sword* +3. The Dungeon Master should choose a special purpose for this enhanced weapon.

The Dungeon Master should allow one barbarian opponent to survive the battle. This way, the characters can find out some valuable information. The character drops his weapon and waits for the characters to slay him. If they do not, he mutters, "Why have the vile demons not slain me?" under his breath, just loud enough for the characters to hear.

If the PCs respond favorably to the comment, again the man is surprised. "You do not appear to be evil. No, it cannot be! You are playing games just as the Kabloona has said."

If the characters ask why the barbarians attacked them, the barbarian states, "We are on a holy mission to stop the Evil God's desire to get the Blade of Corusk. You are his instruments! Beware, if you are not evil. He will destroy your souls, tormenting you until the end of time!

"By trying to get the Blade of Corusk, you are sending the Hold of Stonefist against us. They fear what would happen if the Evil God were to take possession of the sword."

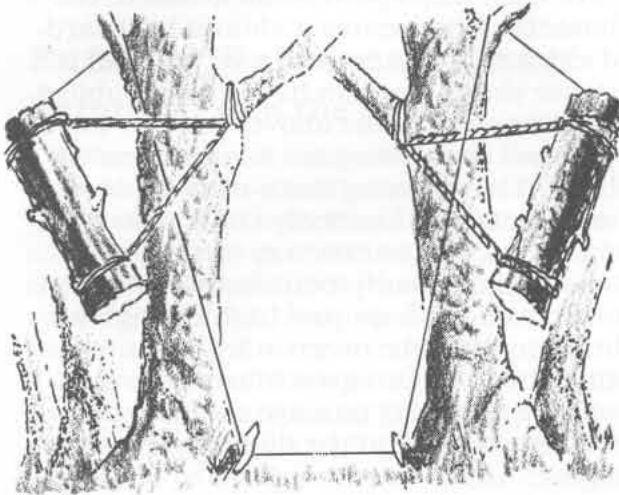
If the PCs ask his name, he refuses to say. He claims that if the PCs come to know his name, the Evil God would also know. If the PCs start casting any spells, the man screams in horror, pulls a blade from his boot, and throws it toward the spellcaster with a -1 penalty to the attack roll. He also hopes the characters finish him off so his name remains unrevealed.

The rest of the trip north to the barbarian encampment is very hazardous. The trees are thickening, and the barbarians have set several traps in order to delay or slay the characters before they can enter. Their belief that the PCs follow the Evil God makes them also believe that the characters have unholy powers given by this god.

The following passages explain what traps have been set, how they engage, and what the surrounding terrain is like. The Dungeon Master should maintain random encounter checks while the characters confront the traps.

Trap #1: This trap is located where the trees are unusually thick. Held against a tree just to the right of their current path, several tree trunks are set with spikes. Natural vegetation camouflages these lethal spikes. A ranger has a 2% chance per

point of Wisdom to notice the trap and its trigger.



The trigger is a simple length of twine spread across the path. Natural vegetation, fallen leaves, and snow hide the twine from sight. If a character trips or steps upon this twine, it snaps. This releases the logs, sending them whipping across the path at the location of the snapped twine. These logs are parallel to the ground, separated by two feet. This means that the tripping characters—and all within three feet of them—receive 2d6 points of damage for every two feet of their height (round fractions down). See the illustration showing the trap's mechanisms.

Trap #2: This trap is located in a small clearing. The smaller the clearing, the better. This is a simple, break-away floor trap. It is triggered when more than 150 pounds of pressure is applied to its surface. At the bottom of this trap, wooden spikes protrude from the floor to impale all who fall in. Leaves, sod, and snow cover the trap. This makes it somewhat difficult for a ranger character to locate. A successful Wisdom Check with a -5 pen-

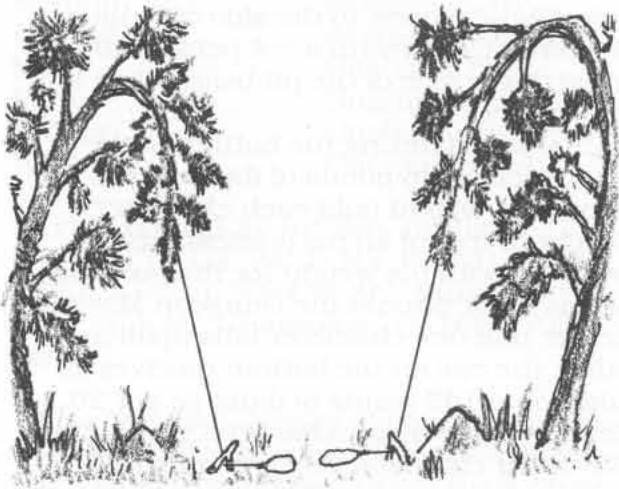
alty is required to see the trap before it is too late.

The trap is square, about 15 feet on a side. Those closest to the side can roll a Dexterity Check with a -4 penalty to try to catch the side of the pit before they fall in.

Characters hitting the bottom of the trap receive 1d6 points of damage per 20 pounds of weight (add each character's weight to that of all his possessions to come up with his weight for the purpose of this trap). Should the Dungeon Master decide that one character falls upon another, the one on the bottom receives an additional 1d3 points of damage per 20 pounds of the upper character's weight; the upper character receives only 1d2 points of damage per 20 pounds of his weight.



It is easy to escape this trap once the characters pry themselves off the spikes. (Please note that the damage stated in the previous paragraph includes damage taken when the spikes are removed.) The barbarians who created this trap made earthen stairs along one side. These stairs can be used to climb out.



Trap #3: This trap is also located in a small clearing. Here, two loops of twine have been set one step's distance apart. The twine attaches to bent saplings, and is covered with dirt, snow, and fallen leaves. A ranger can roll a Wisdom Check with a -4 penalty to discover the trap before it is triggered.

The trap is designed to capture the feet of a character—or two legs of a mount—in the loops. As the character's feet pull on the loops, the saplings whip to their standing positions, forcing the character's legs in opposite directions. The character receives 2d8 points of damage. No saving throw is allowed.

The character also must roll a Constitution Check against half of his Constitution. If the check fails, the character's hip breaks. If a 20 results—a critical miss—both hips break. Breaking one hip reduces the character's movement to 3. If both hips break, the character can no longer move on his own. He must be carried until the wounds mend or until healed by a priest. These breaks mend naturally in a number of weeks equal to 30 minus the character's Constitution. If spells are used to heal all damage incurred by the trap,

the character's movement penalties are removed, and the character can walk and perform actions normally.

For each trap spotted and avoided, the character who locates it should be awarded extra experience points for his skill.

Once the characters have either subjected themselves to the above traps, or have bypassed them, they see a large clearing ahead. This clearing has a number of small tents and hurriedly constructed log houses, as well as one very large tent. Around the encampment is a short fence made from cut logs, just high enough so the camp can't be overrun by mounted attackers. The Dungeon Master should read the following passage to the characters, showing them the illustration on this page.

Ahead of you, Kabloona's encampment reveals itself. A number of tents and crudely made log buildings crowd inside a log fence. Human movement can be seen inside the camp, but sight is very limited. Grey smoke belches from the peaks of the tents and from make-shift chimneys on the log houses.

Dark, four-legged shapes can be seen padding about as well, their noses to the ground or to the air. The wind blows at your back, sending a chill through your bodies.

The characters may not realize this, but the wind is blowing their scent right into the encampment, where the wolf hybrids inside can smell and detect them should they get too close. Their current vantage point is far enough away for wind eddies and currents to sufficiently dilute their scent. If they circle about and approach from the north side of the camp, they can get very close without detection, unless they make a great deal of noise. Merely saying they are trying to be quiet is

enough to assure they are. If the characters do not specify this, a roll of 1 or 2 on 1d6 indicates they were not silent enough and were detected by the hybrid wolf guard dogs inside the camp.

Entering Kabloona's Camp

Entering From the South:

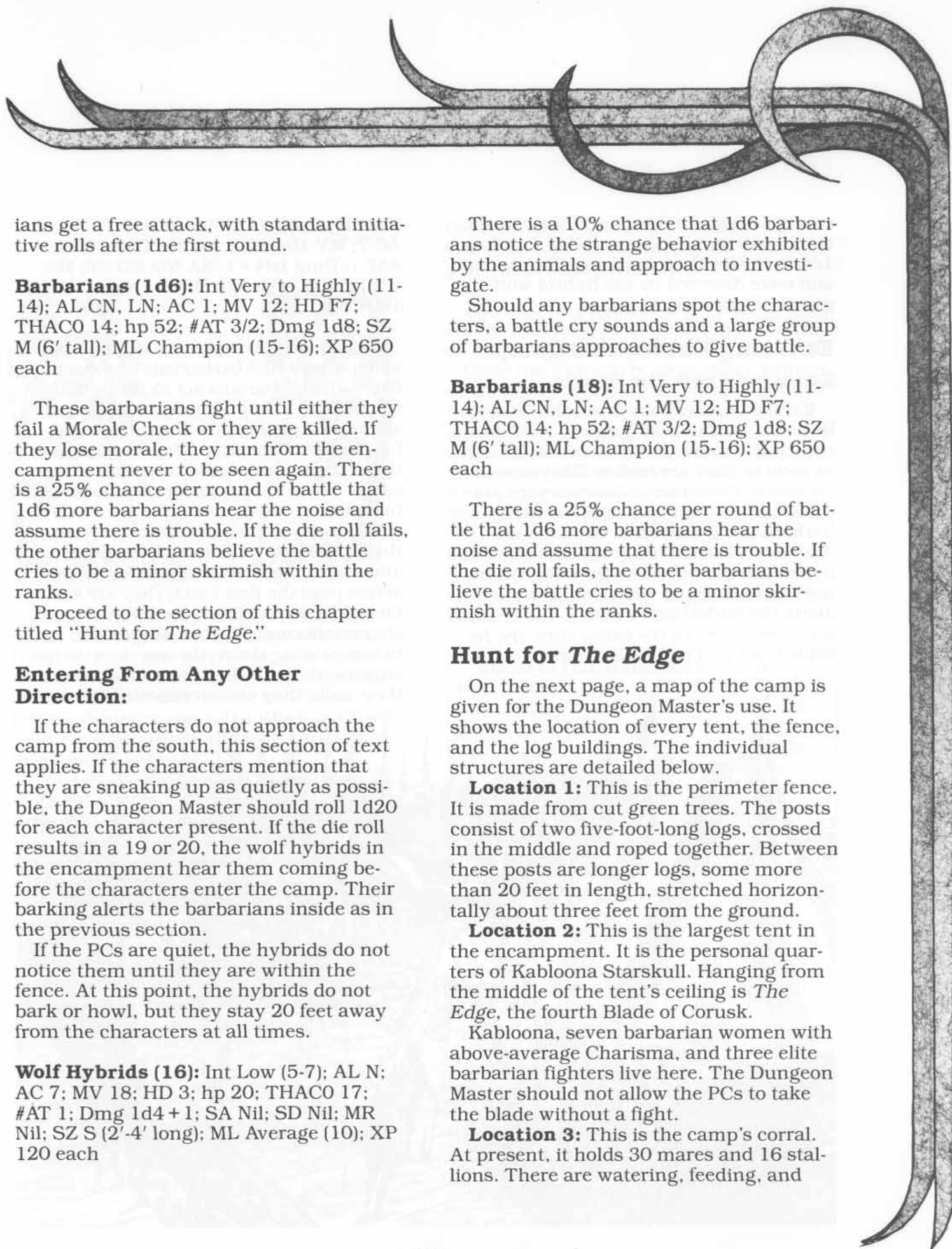
If the characters approach the camp from the south—their original vantage point—the wolf hybrids catch their scent as soon as they are within 100 yards of the fence. Once one of these elegant animals detects the characters' scent, it barks, ending the report with a long, drawn-out howl. This brings the other 15 hybrids to the area, and they begin barking and howling as well. This of course alerts the barbarians inside to the characters' presence. As the camp stirs, the hybrids howl and bark even more.

Wolf Hybrids (16): Int Low (5-7); AL N; AC 7; MV 18; HD 3; hp 20; THACO 17; #AT 1; Dmg 1d4 + 1; SA Nil; SD Nil; MR Nil; SZ S (2'-4' long); ML Average (10); XP 120 each

If the characters do not hide themselves when the alerted barbarians approach the fence, the barbarians act as though they see nothing. They reprimand the animals slightly—a ploy to give the intruders a false sense of security. These barbarians then hide in the southern section of the camp. There they wait for the characters to enter the camp.

When the characters enter the camp, the hybrids stay at least 20 feet from them and watch them intently. When the characters pass the first tents, they are attacked by 1d6 barbarians. If the characters carefully look around the tents before passing them, the warriors do not surprise them. If they do not look about as they walk, they are surprised. The barbar-





ians get a free attack, with standard initiative rolls after the first round.

Barbarians (1d6): Int Very to Highly (11-14); AL CN, LN; AC 1; MV 12; HD F7; THACO 14; hp 52; #AT 3/2; Dmg 1d8; SZ M (6' tall); ML Champion (15-16); XP 650 each

These barbarians fight until either they fail a Morale Check or they are killed. If they lose morale, they run from the encampment never to be seen again. There is a 25% chance per round of battle that 1d6 more barbarians hear the noise and assume there is trouble. If the die roll fails, the other barbarians believe the battle cries to be a minor skirmish within the ranks.

Proceed to the section of this chapter titled "Hunt for *The Edge*."

Entering From Any Other Direction:

If the characters do not approach the camp from the south, this section of text applies. If the characters mention that they are sneaking up as quietly as possible, the Dungeon Master should roll 1d20 for each character present. If the die roll results in a 19 or 20, the wolf hybrids in the encampment hear them coming before the characters enter the camp. Their barking alerts the barbarians inside as in the previous section.

If the PCs are quiet, the hybrids do not notice them until they are within the fence. At this point, the hybrids do not bark or howl, but they stay 20 feet away from the characters at all times.

Wolf Hybrids (16): Int Low (5-7); AL N; AC 7; MV 18; HD 3; hp 20; THACO 17; #AT 1; Dmg 1d4 + 1; SA Nil; SD Nil; MR Nil; SZ S (2'-4' long); ML Average (10); XP 120 each

There is a 10% chance that 1d6 barbarians notice the strange behavior exhibited by the animals and approach to investigate.

Should any barbarians spot the characters, a battle cry sounds and a large group of barbarians approaches to give battle.

Barbarians (18): Int Very to Highly (11-14); AL CN, LN; AC 1; MV 12; HD F7; THACO 14; hp 52; #AT 3/2; Dmg 1d8; SZ M (6' tall); ML Champion (15-16); XP 650 each

There is a 25% chance per round of battle that 1d6 more barbarians hear the noise and assume that there is trouble. If the die roll fails, the other barbarians believe the battle cries to be a minor skirmish within the ranks.

Hunt for *The Edge*

On the next page, a map of the camp is given for the Dungeon Master's use. It shows the location of every tent, the fence, and the log buildings. The individual structures are detailed below.

Location 1: This is the perimeter fence. It is made from cut green trees. The posts consist of two five-foot-long logs, crossed in the middle and roped together. Between these posts are longer logs, some more than 20 feet in length, stretched horizontally about three feet from the ground.

Location 2: This is the largest tent in the encampment. It is the personal quarters of Kabloona Starskull. Hanging from the middle of the tent's ceiling is *The Edge*, the fourth Blade of Corusk.

Kabloona, seven barbarian women with above-average Charisma, and three elite barbarian fighters live here. The Dungeon Master should not allow the PCs to take the blade without a fight.

Location 3: This is the camp's corral. At present, it holds 30 mares and 16 stallions. There are watering, feeding, and

loding facilities along the fence bordering the rest of the camp.

Location 4: This is the main meeting hall for the barbarians. Here they receive orders from Kabloona, talk of possible raids, and discuss matters of importance, such as the characters and their quest for the sword. There are seven barbarians here at all times.

Location 5: These very small tents are used as miniature prisons. Captured prisoners are placed here under strict guard until their fate is decided by the leader and a council of elders in Location 4.

Location 6: These are the tents of the subchieftain. His family lives in the larger tent, and his servant lives in the smaller. The subchieftain is an elite fighter.

The larger tent is occupied by one woman, seven children, and the subchieftain. The smaller tent has a 3rd-level male fighter and a 0-level woman. Should the characters invade this tent, the woman and the man fight with the ferocity of cor-

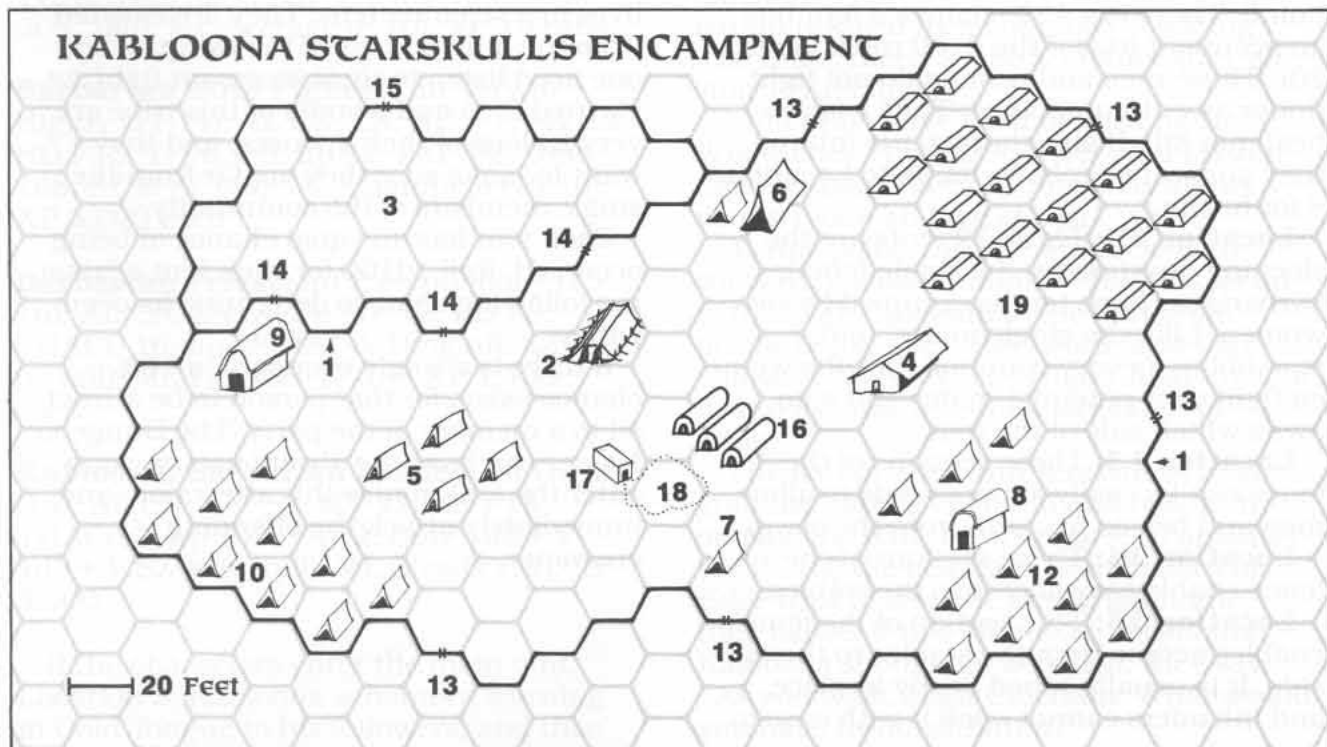
nered animals.

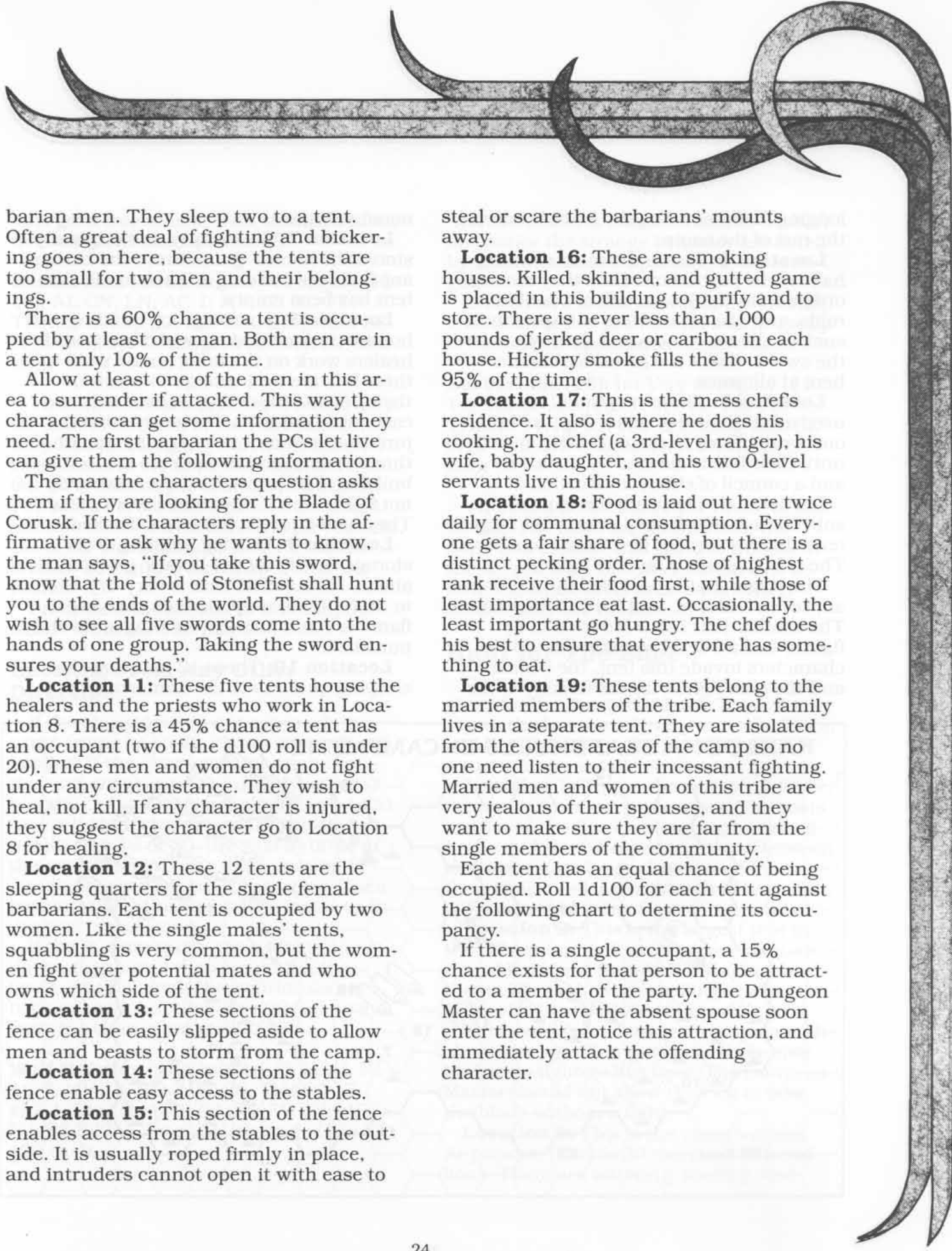
Location 7: This empty tent originally stored the horses' grain. Since the barbarians built the building at Location 9, this tent has been empty.

Location 8: This large log building houses the sick and injured. Priests and healers work on the unfortunate until these folk are well enough to continue their duties. Those they cannot help are cast out of the tribe. Currently seven injured barbarians, one pregnant woman, three healers, and two priests are in this building. The priests and the healers do not fight, even if threatened or attacked. They heal injured characters if asked.

Location 9: This log building is the storage facility for the horses' grain and alfalfa. All material here is very dry, even in this climate. Anyone seen carrying a flame or torch into the building is severely punished.

Location 10: These 12 tents are the sleeping quarters of the unmarried bar-





barian men. They sleep two to a tent. Often a great deal of fighting and bickering goes on here, because the tents are too small for two men and their belongings.

There is a 60% chance a tent is occupied by at least one man. Both men are in a tent only 10% of the time.

Allow at least one of the men in this area to surrender if attacked. This way the characters can get some information they need. The first barbarian the PCs let live can give them the following information.

The man the characters question asks them if they are looking for the Blade of Corusk. If the characters reply in the affirmative or ask why he wants to know, the man says, "If you take this sword, know that the Hold of Stonefist shall hunt you to the ends of the world. They do not wish to see all five swords come into the hands of one group. Taking the sword ensures your deaths."

Location 11: These five tents house the healers and the priests who work in Location 8. There is a 45% chance a tent has an occupant (two if the d100 roll is under 20). These men and women do not fight under any circumstance. They wish to heal, not kill. If any character is injured, they suggest the character go to Location 8 for healing.

Location 12: These 12 tents are the sleeping quarters for the single female barbarians. Each tent is occupied by two women. Like the single males' tents, squabbling is very common, but the women fight over potential mates and who owns which side of the tent.

Location 13: These sections of the fence can be easily slipped aside to allow men and beasts to storm from the camp.

Location 14: These sections of the fence enable easy access to the stables.

Location 15: This section of the fence enables access from the stables to the outside. It is usually roped firmly in place, and intruders cannot open it with ease to

steal or scare the barbarians' mounts away.

Location 16: These are smoking houses. Killed, skinned, and gutted game is placed in this building to purify and to store. There is never less than 1,000 pounds of jerked deer or caribou in each house. Hickory smoke fills the houses 95% of the time.

Location 17: This is the mess chef's residence. It also is where he does his cooking. The chef (a 3rd-level ranger), his wife, baby daughter, and his two 0-level servants live in this house.

Location 18: Food is laid out here twice daily for communal consumption. Everyone gets a fair share of food, but there is a distinct pecking order. Those of highest rank receive their food first, while those of least importance eat last. Occasionally, the least important go hungry. The chef does his best to ensure that everyone has something to eat.

Location 19: These tents belong to the married members of the tribe. Each family lives in a separate tent. They are isolated from the others areas of the camp so no one need listen to their incessant fighting. Married men and women of this tribe are very jealous of their spouses, and they want to make sure they are far from the single members of the community.

Each tent has an equal chance of being occupied. Roll 1d100 for each tent against the following chart to determine its occupancy.

If there is a single occupant, a 15% chance exists for that person to be attracted to a member of the party. The Dungeon Master can have the absent spouse soon enter the tent, notice this attraction, and immediately attack the offending character.



D100

Roll Occupancy

01-10	Empty
11-45	One Woman
46-50	Couple
51-60	Couple + one child
61-70	Couple + two children
71-75	Couple + three children
76-80	Couple + four children
81-85	Couple + five children
86-00	One Man

Following are the statistics for the barbarians who might be encountered in this camp.

Barbarian Fighter: Int Very to Highly (11-14); AL CN, LN; AC 1; MV 12; HD F7; THACO 14; hp 52; #AT 3/2; Dmg 1d8; SZ M (6' tall); ML Champion (15-16); XP 650 each

Barbarian Female: Int Very to Highly (11-14); AL CN, LN; AC 9; MV 12; HD F0; THACO 20; hp 7; #AT 1; Dmg 1d4; SZ M (5'6" tall); ML Average (8-10); XP 15 each

Barbarian Elite Fighter: Int Very to Highly (11-14); AL CN, LN; AC -1; MV 12; HD F12; THACO 9; hp 82; #AT 3/2; Dmg

ML Champion (15-16);

est: Int Exceptionally (15-18); AC 4; MV 12; HD P8; #AT 0; Dmg nil; SZ M (17-18); XP 1,400

Barbarian Leader: Int Highly (15-18); AC -2; MV 12; HD F14; #AT 2; Dmg 1d8 + 3/4; SZ M (6' tall); ML Steady (12); XP

ers enter the main tent, Kabloona screams a warning to his followers, and then

Caribou-Like-Warm-Blubber. He allows you to touch and wield him."

At this point, the barbarians look toward Kabloona Starskull. "You told us only the High Chieftain of the barbarian people could wield the sword, and that you were the only true High Chieftain. You lied to us, and you must pay for your crime."

The barbarians, with screams of anger, grab the flailing chieftain and take him outside the tent; he is never seen again by the PCs. If the character who holds *The Edge* tries to stop the barbarian horde, they pause. If this character insists that Kabloona should not be killed, they say, "As you wish, High Chieftain. What would you have us do with him?"

he grabs *The Edge* to attack the characters. Starting 1d4 rounds later, 1d6 barbarian fighters enter the tent every 1d4 rounds, to help combat the characters. There are a total of 50 barbarian fighters in the camp. Forty of these are standard barbarians, while 10 are elite fighters. Whenever barbarians are encountered, 20% of these are elite fighters (round fractions down). If Kabloona fails a Morale Check, he throws the blade to the side and falls to the ground, sobbing and cackling maniacally.

If the characters successfully capture the sword, 1d6 of the remaining barbarians, male and female, run to the corral, grab horses, and ride northwest. (These barbarians are attempting to notify the Hold of Stonefist that the characters have captured the blade. In response, the Hold sends an army to defeat the characters. This occurs at the end of the module.)

Even when the characters get the sword, the barbarians still pour into the chieftain's tent. However, whenever a barbarian is killed by a character wielding *The Edge*, there is a 95% chance they all stop advancing.

"You must have been blessed by He-Who-Slices-Through-Glacier-And-Frozen-1d8; SZ M (6' tall); XP 3,000 each

Barbarian Pri
16); AL CN, LN; THACO 16; hp 1 (6' tall); ML Fan each

Kabloona, Bar
(14); AL CN; AC THACO 7; hp 1 1d8 + 3; SZ M (6' tall); XP 5,000

If the character Location 2, Kabloona in Cold Tongue

NPC Roster for Chapter 2

Kabloona Starskull

14th-Level Barbarian Male Fighter

Str: 18/00 Dex: 15 Con: 17
Int: 14 Wis: 11 Cha: 15

AL: CN hp: 105
THACO: 7 AC: -2

Weapon Proficiencies: sword (x3), dagger, broad sword (x3), bow

Nonweapon Proficiencies: Animal lore (14), blind-fighting (NA), direction sense (12), endurance (17), set snares (13), survival (14), tracking (11)

Languages: Common, Cold Tongue, Nyronese

Special Abilities: Completely resistant to *sleep* and *charm* because of his insanity

Special Possessions: *Dagger +2, ring of protection +1, plate mail +3, broad sword +1, long sword +3*

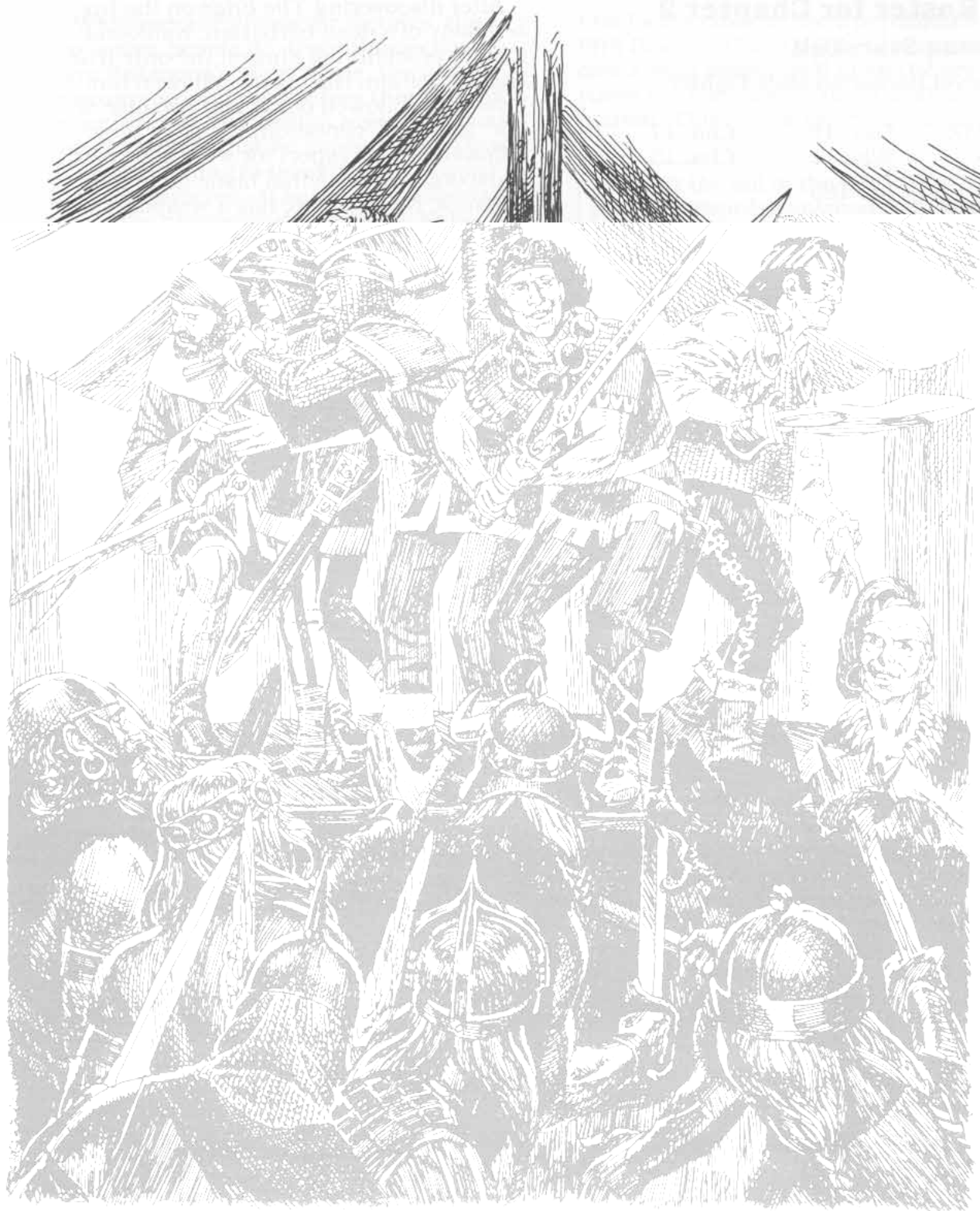
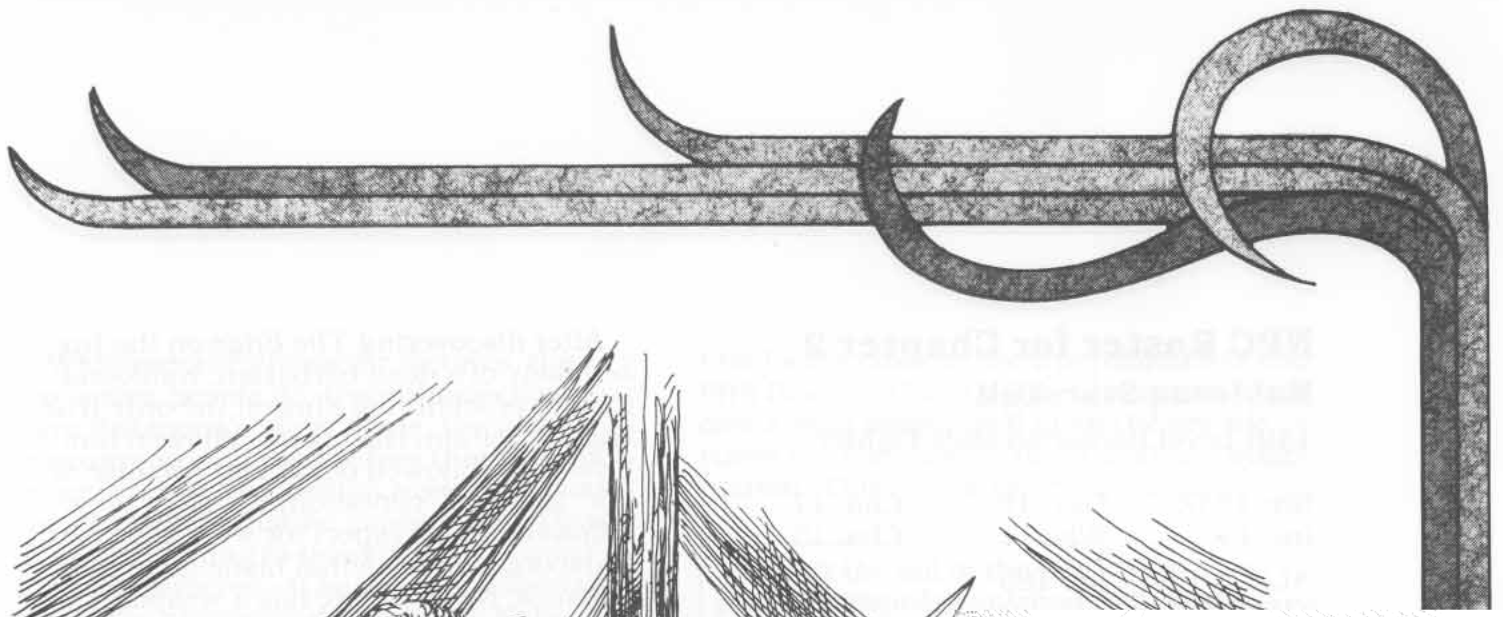
Kabloona Starskull is the chieftain of a new barbarian tribe. He calls this new tribe simply "Kabloona." At present, his encampment is about 20 miles north of Kelten, south and east of the Hold of Stonefist.

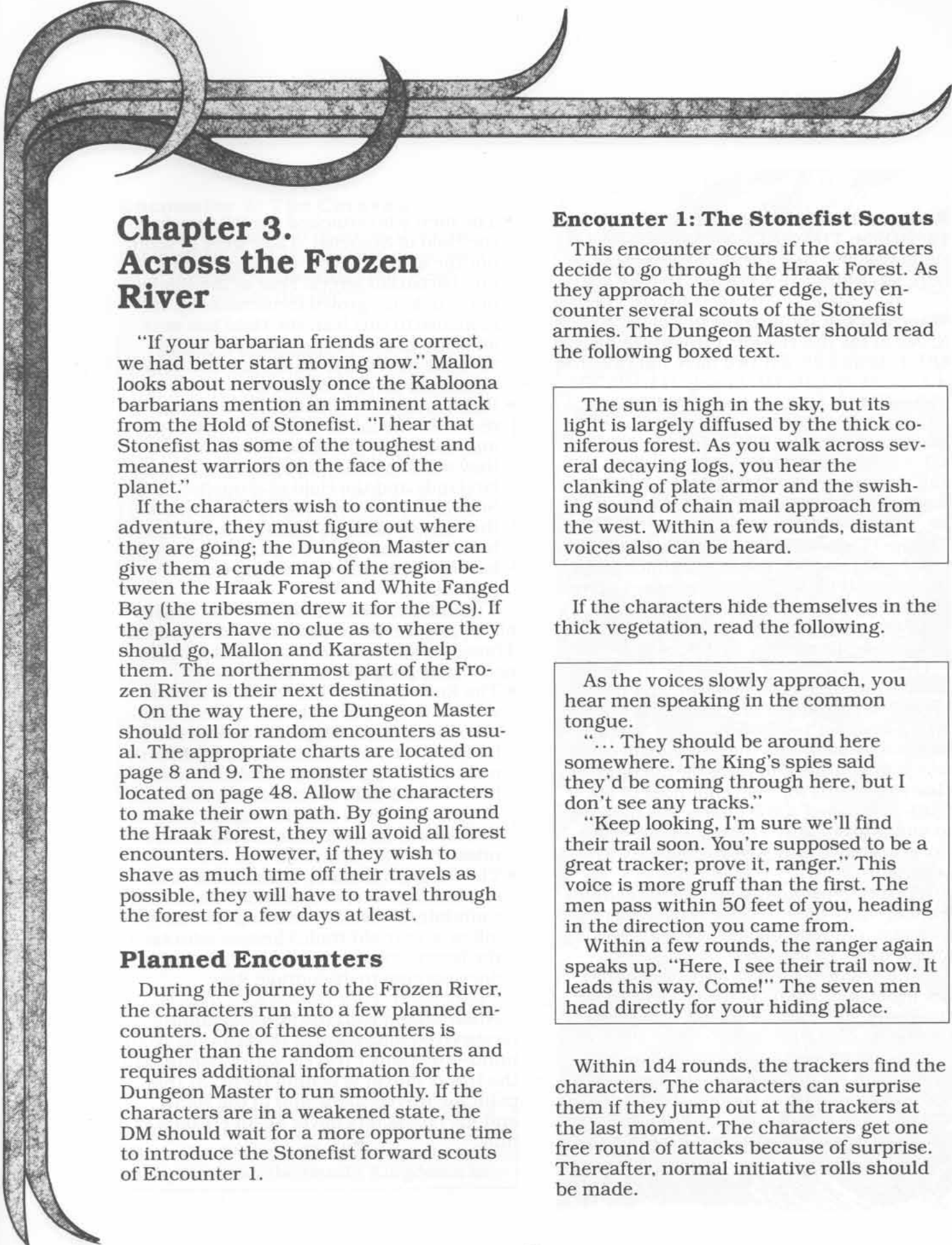
Kabloona received his first name because his skin and the whites of his eyes are unusually white—a slight case of albinism inherited from his father. He obtained his last name soon after he was tossed out of his former tribe. This separation from his family, friends, and wife soon drove him insane. His followers believe spirits of some divine being touched him, a most honorable occurrence. They believe that his mind lives with the stars of the Swan, a constellation in the northern winter skies.

Kabloona created his own tribe, which worships He-who-Slices-Through-Glacier-And-Frozen-Caribou-Like-Warm-Blubber. This is the name Kabloona gave to *The Edge*, the fourth Blade of Corusk.

After discovering *The Edge* on the frozen body of a dead barbarian, Kabloona took it, proclaiming himself the only true High Chieftain. His people followed him. First they followed out of fear because of his "touched" condition, but soon they followed out of respect for what they saw Kabloona and his lethal blade do to their enemies. Never before has a weapon killed so many so quickly.







Chapter 3. Across the Frozen River

"If your barbarian friends are correct, we had better start moving now." Mallon looks about nervously once the Kabloona barbarians mention an imminent attack from the Hold of Stonefist. "I hear that Stonefist has some of the toughest and meanest warriors on the face of the planet."

If the characters wish to continue the adventure, they must figure out where they are going; the Dungeon Master can give them a crude map of the region between the Hraak Forest and White Fanged Bay (the tribesmen drew it for the PCs). If the players have no clue as to where they should go, Mallon and Karasten help them. The northernmost part of the Frozen River is their next destination.

On the way there, the Dungeon Master should roll for random encounters as usual. The appropriate charts are located on page 8 and 9. The monster statistics are located on page 48. Allow the characters to make their own path. By going around the Hraak Forest, they will avoid all forest encounters. However, if they wish to shave as much time off their travels as possible, they will have to travel through the forest for a few days at least.

Planned Encounters

During the journey to the Frozen River, the characters run into a few planned encounters. One of these encounters is tougher than the random encounters and requires additional information for the Dungeon Master to run smoothly. If the characters are in a weakened state, the DM should wait for a more opportune time to introduce the Stonefist forward scouts of Encounter 1.

Encounter 1: The Stonefist Scouts

This encounter occurs if the characters decide to go through the Hraak Forest. As they approach the outer edge, they encounter several scouts of the Stonefist armies. The Dungeon Master should read the following boxed text.

The sun is high in the sky, but its light is largely diffused by the thick coniferous forest. As you walk across several decaying logs, you hear the clanking of plate armor and the swishing sound of chain mail approach from the west. Within a few rounds, distant voices also can be heard.

If the characters hide themselves in the thick vegetation, read the following.

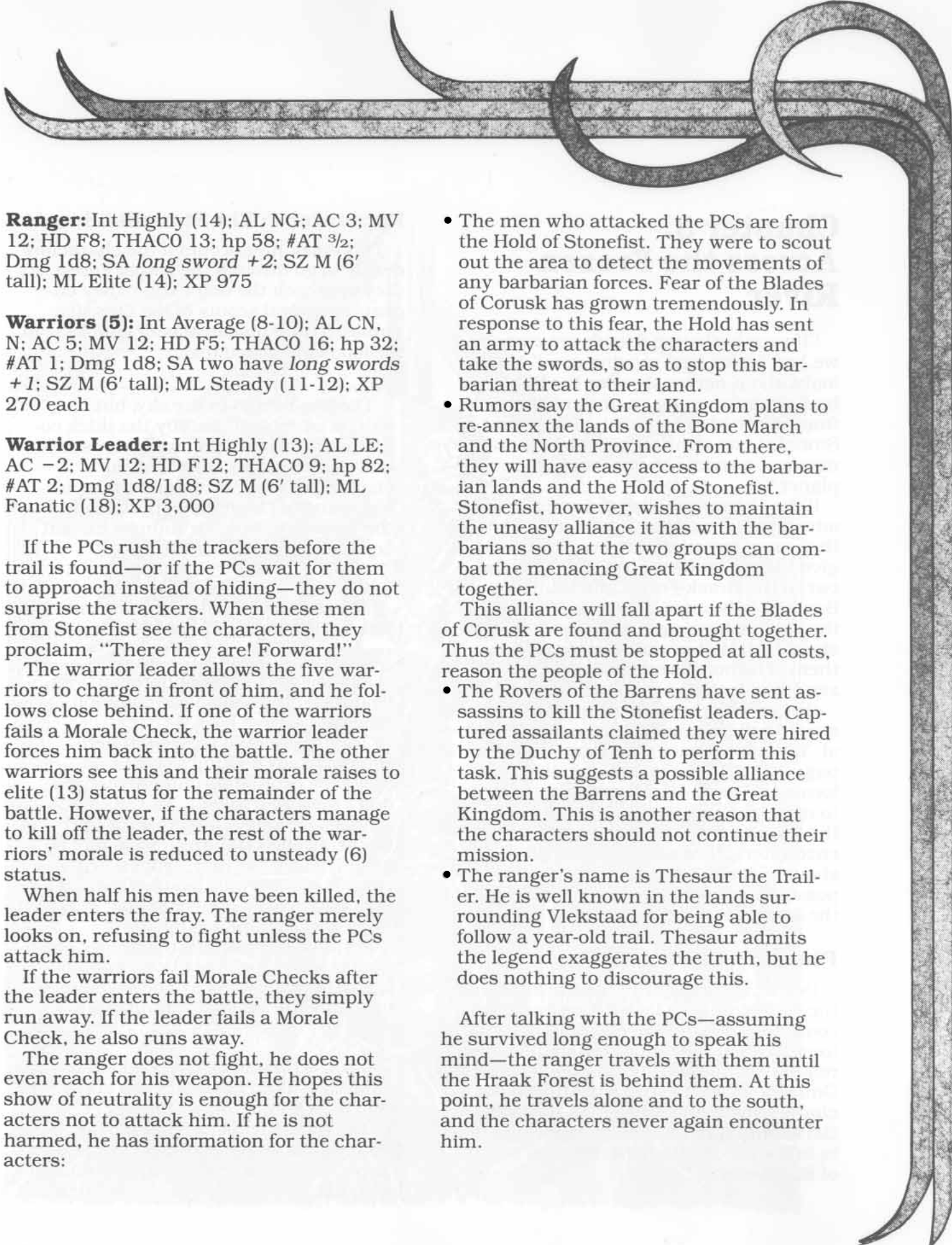
As the voices slowly approach, you hear men speaking in the common tongue.

"... They should be around here somewhere. The King's spies said they'd be coming through here, but I don't see any tracks."

"Keep looking, I'm sure we'll find their trail soon. You're supposed to be a great tracker; prove it, ranger." This voice is more gruff than the first. The men pass within 50 feet of you, heading in the direction you came from.

Within a few rounds, the ranger again speaks up. "Here, I see their trail now. It leads this way. Come!" The seven men head directly for your hiding place.

Within 1d4 rounds, the trackers find the characters. The characters can surprise them if they jump out at the trackers at the last moment. The characters get one free round of attacks because of surprise. Thereafter, normal initiative rolls should be made.



Ranger: Int Highly (14); AL NG; AC 3; MV 12; HD F8; THACO 13; hp 58; #AT $\frac{3}{2}$; Dmg 1d8; SA *long sword +2*; SZ M (6' tall); ML Elite (14); XP 975

Warriors (5): Int Average (8-10); AL CN, N; AC 5; MV 12; HD F5; THACO 16; hp 32; #AT 1; Dmg 1d8; SA *two have long swords +1*; SZ M (6' tall); ML Steady (11-12); XP 270 each

Warrior Leader: Int Highly (13); AL LE; AC -2; MV 12; HD F12; THACO 9; hp 82; #AT 2; Dmg 1d8/1d8; SZ M (6' tall); ML Fanatic (18); XP 3,000

If the PCs rush the trackers before the trail is found—or if the PCs wait for them to approach instead of hiding—they do not surprise the trackers. When these men from Stonefist see the characters, they proclaim, “There they are! Forward!”

The warrior leader allows the five warriors to charge in front of him, and he follows close behind. If one of the warriors fails a Morale Check, the warrior leader forces him back into the battle. The other warriors see this and their morale raises to elite (13) status for the remainder of the battle. However, if the characters manage to kill off the leader, the rest of the warriors' morale is reduced to unsteady (6) status.

When half his men have been killed, the leader enters the fray. The ranger merely looks on, refusing to fight unless the PCs attack him.

If the warriors fail Morale Checks after the leader enters the battle, they simply run away. If the leader fails a Morale Check, he also runs away.

The ranger does not fight, he does not even reach for his weapon. He hopes this show of neutrality is enough for the characters not to attack him. If he is not harmed, he has information for the characters:

- The men who attacked the PCs are from the Hold of Stonefist. They were to scout out the area to detect the movements of any barbarian forces. Fear of the Blades of Corusk has grown tremendously. In response to this fear, the Hold has sent an army to attack the characters and take the swords, so as to stop this barbarian threat to their land.
- Rumors say the Great Kingdom plans to re-annex the lands of the Bone March and the North Province. From there, they will have easy access to the barbarian lands and the Hold of Stonefist. Stonefist, however, wishes to maintain the uneasy alliance it has with the barbarians so that the two groups can combat the menacing Great Kingdom together. This alliance will fall apart if the Blades of Corusk are found and brought together. Thus the PCs must be stopped at all costs, reason the people of the Hold.
- The Rovers of the Barrens have sent assassins to kill the Stonefist leaders. Captured assailants claimed they were hired by the Duchy of Tenh to perform this task. This suggests a possible alliance between the Barrens and the Great Kingdom. This is another reason that the characters should not continue their mission.
- The ranger's name is Thesaur the Trailer. He is well known in the lands surrounding Vlekstaad for being able to follow a year-old trail. Thesaur admits the legend exaggerates the truth, but he does nothing to discourage this.

After talking with the PCs—assuming he survived long enough to speak his mind—the ranger travels with them until the Hraak Forest is behind them. At this point, he travels alone and to the south, and the characters never again encounter him.

Encounter 2: The Caravan

When the characters are in the open fields of the Hold of Stonefist, they see a large caravan in smoking ruin. Read the following text to the players.

Ahead in the distance, smoke rises, black and menacing. As you approach, you see the remains of a large caravan. Dead and mortally wounded people litter the snow.

Feeble cries of help and moans of pain greet you as you come closer. When you pass a dying man, he reaches up and weakly grabs your clothing. He mumbles something that you can't quite hear.

If the characters bend down to listen, they hear the following. The parts in parentheses are inaudible. If a character casts *clairaudience*, all can be heard.

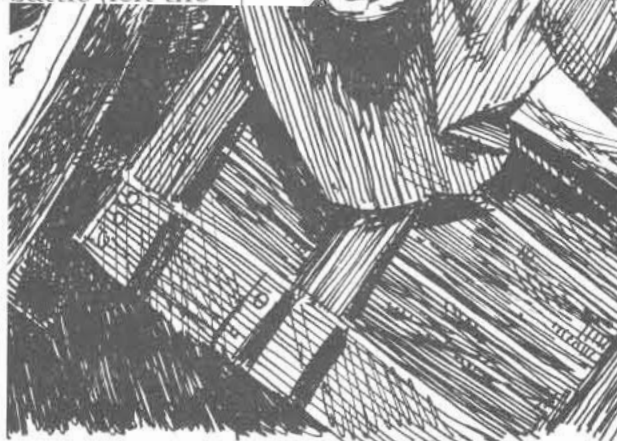
"We were bringing (weapons to the) Frost Barbarians (at Djekul) when we were attacked by the Theo(cracry of the Pale). All of our people were (murdered and our cargo) taken."

"They just let us die. They (did nothing to help the) innocent that were with us. As their leader (passed me, he) spoke of a successful attack against (Djekul. He said that) the battle (left the

complete ruin."

dies shortly after. If the characters *Speak with Dead* spell, the information is learned, as well as the following:

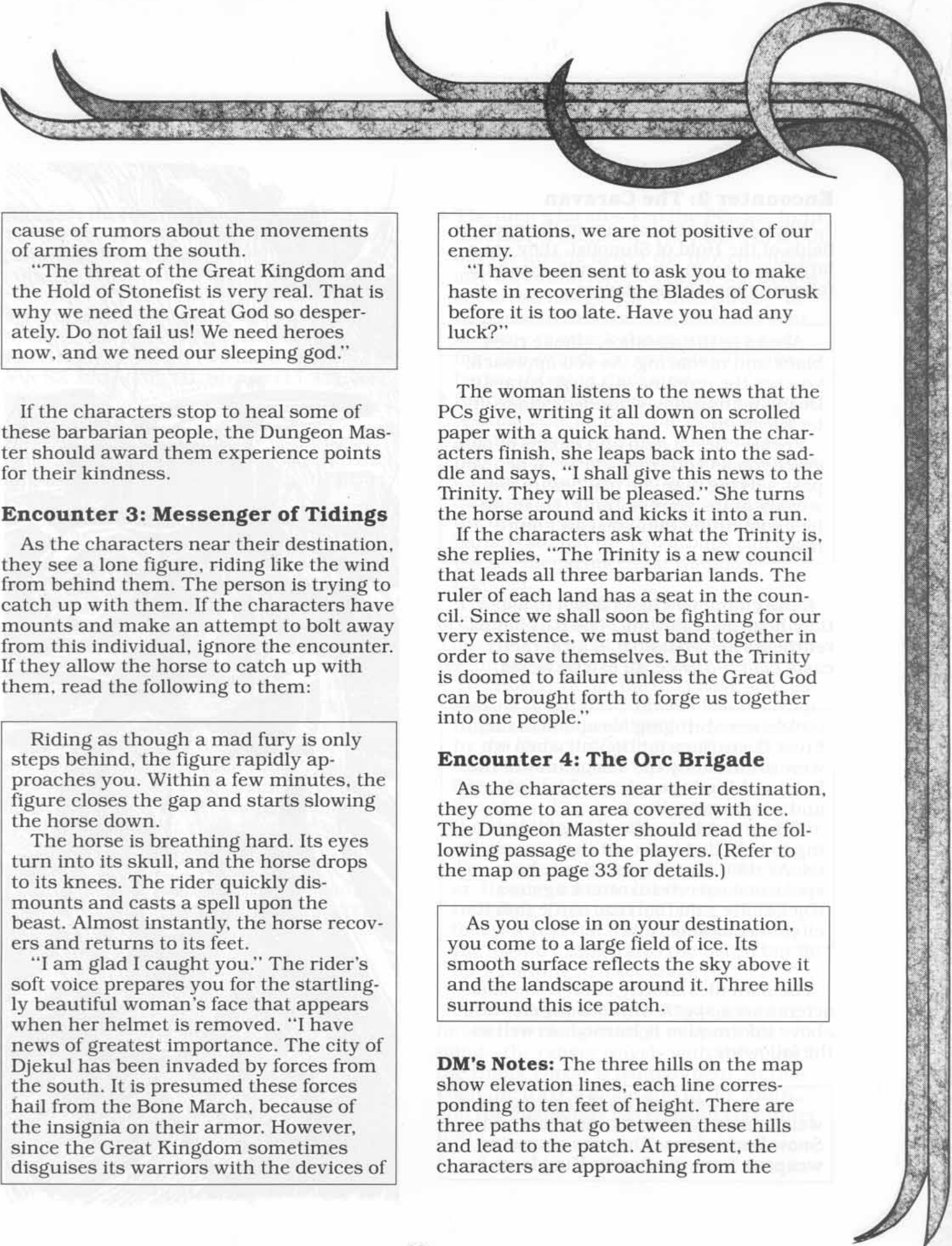
and well over 30,000 gp worth of armor for the Frost and Barbarians. They are amassing from the Bandit Kingdoms be-



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cause of rumors about the movements of armies from the south.

“The threat of the Great Kingdom and the Hold of Stonefist is very real. That is why we need the Great God so desperately. Do not fail us! We need heroes now, and we need our sleeping god.”

If the characters stop to heal some of these barbarian people, the Dungeon Master should award them experience points for their kindness.

Encounter 3: Messenger of Tidings

As the characters near their destination, they see a lone figure, riding like the wind from behind them. The person is trying to catch up with them. If the characters have mounts and make an attempt to bolt away from this individual, ignore the encounter. If they allow the horse to catch up with them, read the following to them:

Riding as though a mad fury is only steps behind, the figure rapidly approaches you. Within a few minutes, the figure closes the gap and starts slowing the horse down.

The horse is breathing hard. Its eyes turn into its skull, and the horse drops to its knees. The rider quickly dismounts and casts a spell upon the beast. Almost instantly, the horse recovers and returns to its feet.

“I am glad I caught you.” The rider’s soft voice prepares you for the startlingly beautiful woman’s face that appears when her helmet is removed. “I have news of greatest importance. The city of Djekul has been invaded by forces from the south. It is presumed these forces hail from the Bone March, because of the insignia on their armor. However, since the Great Kingdom sometimes disguises its warriors with the devices of

other nations, we are not positive of our enemy.

“I have been sent to ask you to make haste in recovering the Blades of Corusk before it is too late. Have you had any luck?”

The woman listens to the news that the PCs give, writing it all down on scrolled paper with a quick hand. When the characters finish, she leaps back into the saddle and says, “I shall give this news to the Trinity. They will be pleased.” She turns the horse around and kicks it into a run.

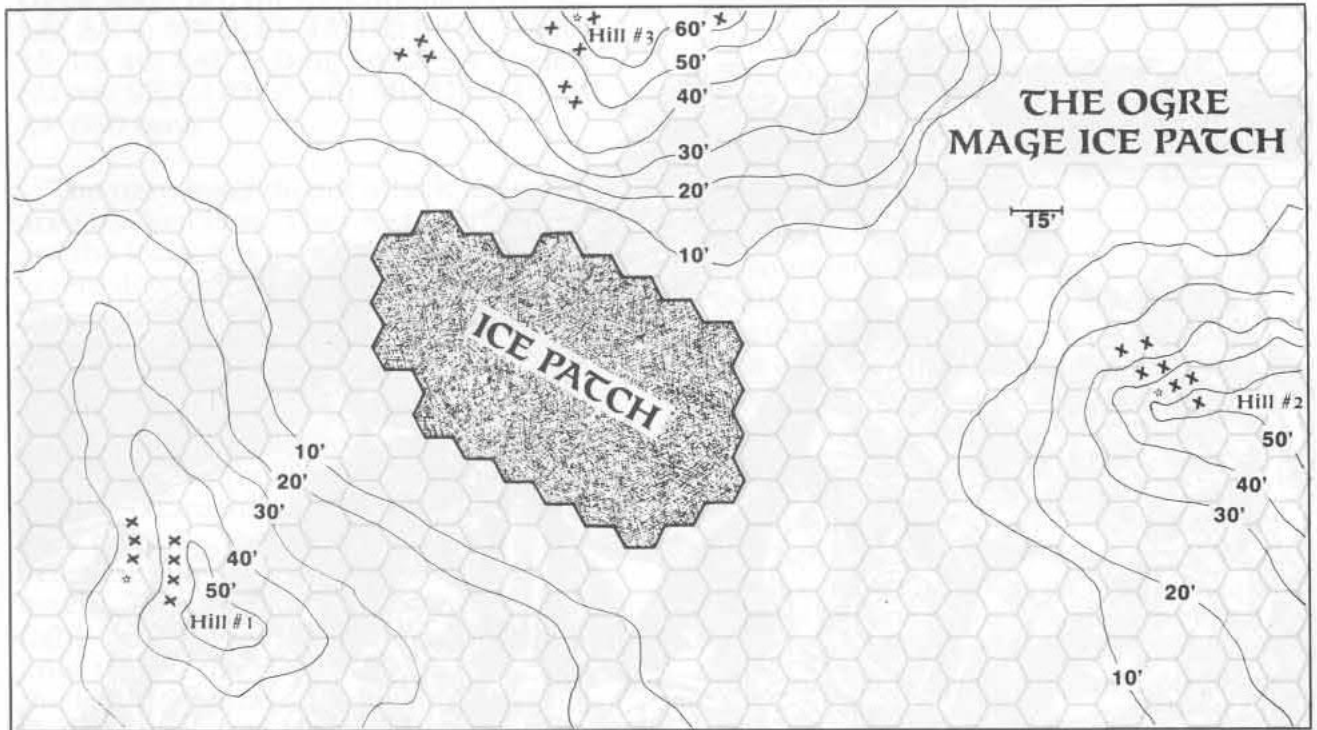
If the characters ask what the Trinity is, she replies, “The Trinity is a new council that leads all three barbarian lands. The ruler of each land has a seat in the council. Since we shall soon be fighting for our very existence, we must band together in order to save ourselves. But the Trinity is doomed to failure unless the Great God can be brought forth to forge us together into one people.”

Encounter 4: The Orc Brigade

As the characters near their destination, they come to an area covered with ice. The Dungeon Master should read the following passage to the players. (Refer to the map on page 33 for details.)

As you close in on your destination, you come to a large field of ice. Its smooth surface reflects the sky above it and the landscape around it. Three hills surround this ice patch.

DM’s Notes: The three hills on the map show elevation lines, each line corresponding to ten feet of height. There are three paths that go between these hills and lead to the patch. At present, the characters are approaching from the



southeast, heading toward the northwest.

The "X"s on the map each designate a single orc. The "+"s each show the position of an ogre mage. This ice patch, created by an ogre mage, is designed to stall the characters long enough for the orcs to attack. The monsters seek to steal the Blades of Corusk from the PCs.

If the characters walk across the ice patch toward the northwest, the orcs' plan works as they planned. After waiting for the characters to reach the center of the ice patch, the orcs behind Hill 1 sound a battle horn and charge down the hill toward the characters, screaming at the top of their lungs. The ogre mage stands on the top of the hill to watch the battle.

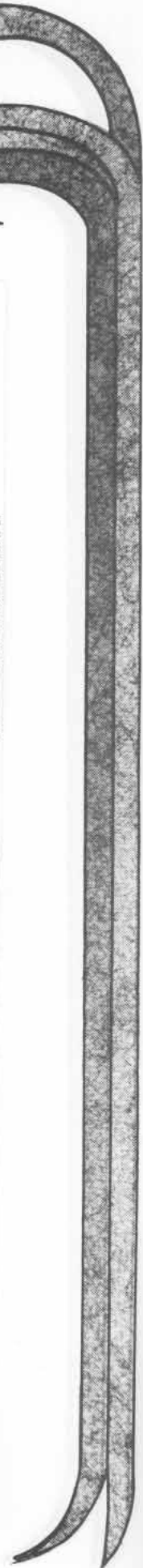
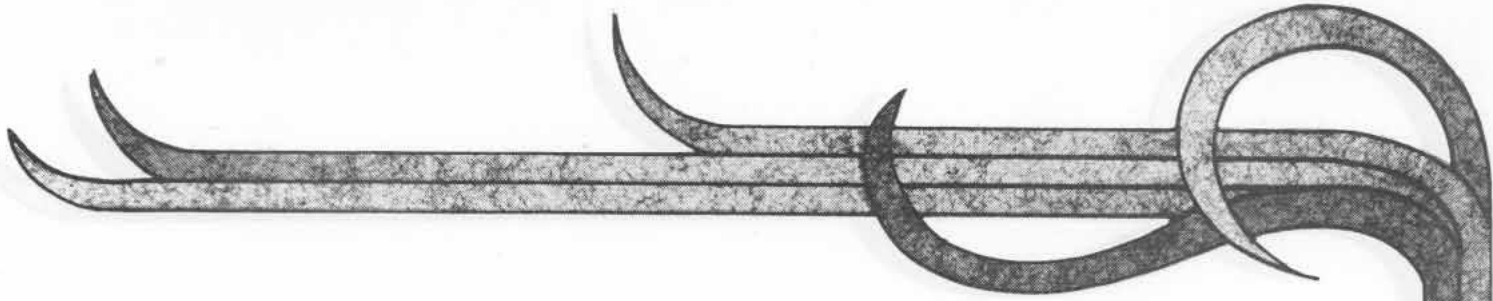
With the sounding of the horn, the orcs behind the other two hills charge down their hills toward the characters as well, but they are one round behind the leading orcs from Hill 1. (The ogre magi from the other two hills also stand where they can

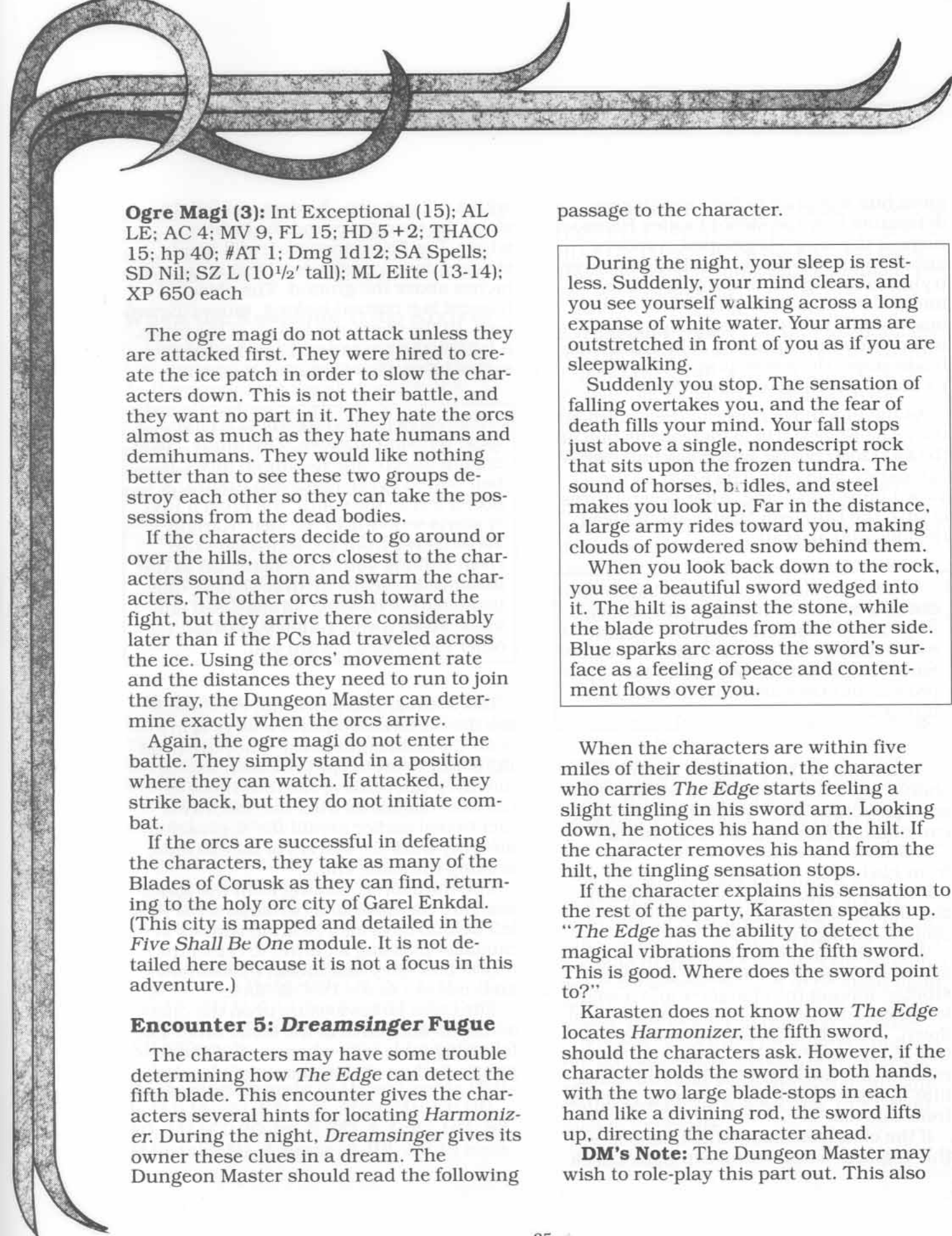
view the fight.)

While the characters are on the ice, their movement rates are cut by 25% (a movement rate of 12 is reduced to 9), unless they own items (magical or non-magical) that grant surefootedness on ice. The orcs wear spiked boots that efficiently dig into the ice, so they retain their standard movement rate on the ice.

The orcs from Hill 1 attempt to flank the characters from their left, the orcs from Hill 2 come from the rear and the right, and the orcs from Hill 3 come from the front and the right. They are trying to surround the characters to heighten their battle effectiveness. The ogre magi sit and watch the battle's progress with glee.

Orcs (23): Int Average (8-9); AL LE; AC 6; MV 9; HD 1; THACO 19; hp 7; #AT 1; Dmg 1d8; SA nil; SD nil; SZ M (6' tall); ML Steady (11-12); XP 15 each





Ogre Magi (3): Int Exceptional (15); AL LE; AC 4; MV 9, FL 15; HD 5 +2; THACO 15; hp 40; #AT 1; Dmg 1d12; SA Spells; SD Nil; SZ L (10½' tall); ML Elite (13-14); XP 650 each

The ogre magi do not attack unless they are attacked first. They were hired to create the ice patch in order to slow the characters down. This is not their battle, and they want no part in it. They hate the orcs almost as much as they hate humans and demihumans. They would like nothing better than to see these two groups destroy each other so they can take the possessions from the dead bodies.

If the characters decide to go around or over the hills, the orcs closest to the characters sound a horn and swarm the characters. The other orcs rush toward the fight, but they arrive there considerably later than if the PCs had traveled across the ice. Using the orcs' movement rate and the distances they need to run to join the fray, the Dungeon Master can determine exactly when the orcs arrive.

Again, the ogre magi do not enter the battle. They simply stand in a position where they can watch. If attacked, they strike back, but they do not initiate combat.

If the orcs are successful in defeating the characters, they take as many of the Blades of Corusk as they can find, returning to the holy orc city of Garel Enkdal. (This city is mapped and detailed in the *Five Shall Be One* module. It is not detailed here because it is not a focus in this adventure.)

Encounter 5: Dreamsinger Fugue

The characters may have some trouble determining how *The Edge* can detect the fifth blade. This encounter gives the characters several hints for locating *Harmonizer*. During the night, *Dreamsinger* gives its owner these clues in a dream. The Dungeon Master should read the following

passage to the character.

During the night, your sleep is restless. Suddenly, your mind clears, and you see yourself walking across a long expanse of white water. Your arms are outstretched in front of you as if you are sleepwalking.

Suddenly you stop. The sensation of falling overtakes you, and the fear of death fills your mind. Your fall stops just above a single, nondescript rock that sits upon the frozen tundra. The sound of horses, b idles, and steel makes you look up. Far in the distance, a large army rides toward you, making clouds of powdered snow behind them.

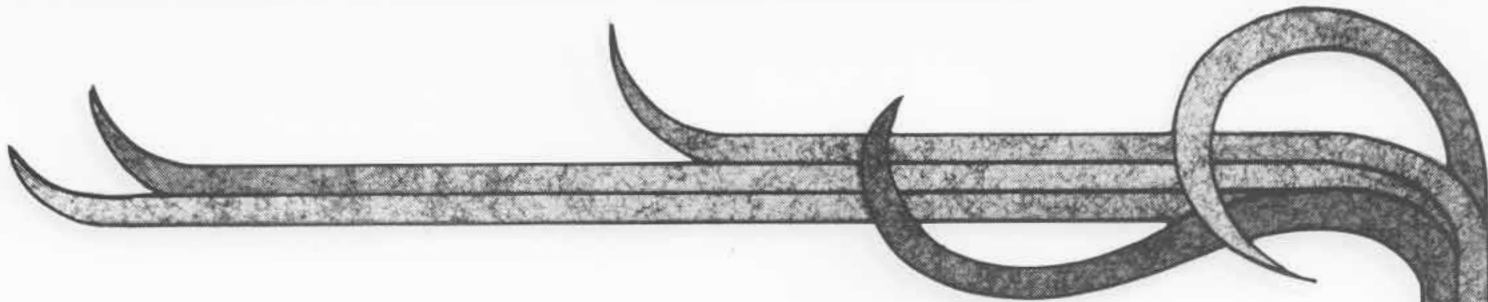
When you look back down to the rock, you see a beautiful sword wedged into it. The hilt is against the stone, while the blade protrudes from the other side. Blue sparks arc across the sword's surface as a feeling of peace and contentment flows over you.

When the characters are within five miles of their destination, the character who carries *The Edge* starts feeling a slight tingling in his sword arm. Looking down, he notices his hand on the hilt. If the character removes his hand from the hilt, the tingling sensation stops.

If the character explains his sensation to the rest of the party, Karasten speaks up. "*The Edge* has the ability to detect the magical vibrations from the fifth sword. This is good. Where does the sword point to?"

Karasten does not know how *The Edge* locates *Harmonizer*, the fifth sword, should the characters ask. However, if the character holds the sword in both hands, with the two large blade-stops in each hand like a divining rod, the sword lifts up, directing the character ahead.

DM's Note: The Dungeon Master may wish to role-play this part out. This also



gives him a chance to help the players determine how the sword locates *Harmonizer*. If the sword is grasped, it moves about on its own power, as though it were trying to spring out of the character's hand. If the character grasps one of the blade-stops, it feebly tries to right itself into a horizontal position. If he grabs both blade-stops, the sword immediately lifts its blade, pointing to the northwest.

As the PCs move closer to their objective, *The Edge* starts to increase its pull on the character. Eventually, the character can barely hold onto *The Edge*, as the sword pulls him along. After several turns of this, the Dungeon Master should read the following passage.

You faintly hear the blare of battle horns from the southwest. Miles away, a large black mass moves over a distant hill, heading in your direction. You can barely make out the objects as they approach, but they are much larger than human.

Occasionally, the Dungeon Master should roll a Strength Check for the character holding *The Edge*, to determine if he can maintain his grip. If the Strength Check fails, the sword wrenches itself from his hands, dropping to the ground a dozen feet away. It lies motionless until the character picks it up. Then it starts pulling him again.

When the characters are within 1,000 feet of *Harmonizer*, *The Edge* begins to vibrate, forcing the character into a wild, headlong run. Suddenly, it points straight down, abruptly stopping its forward motion to halt over a rock. Unfortunately, the momentum the character built up sends him flying forward. No damage is received from this fall.

If the character maintained his grip—this requires a successful Strength Check

with a -2 penalty—he does not fall. Instead, he swings around the location where *The Edge* stopped. It still points straight down, motionless, levitating a few inches above the ground. The object of its interest is a normal-looking, moss-covered rock. (If the character lets go of the blade, it falls to the ground and sparks streak across its surface for a brief moment.)

The Edge points directly at a large rock, refusing to move. This stone, covered in frozen, green-and-red moss, is half buried in the hardened tundra. A dozen feet to the south, the Frozen River starts weaving to the east. A frigid breeze flows from the south over the river, chilling you to the bone. Off in the distance to the north, over sloping hills, you hear the howls of strange, sad animals. From the direction you came, another force rides toward you.

DM's Note: The howls the PCs heard are the horns and pipes of a large army from the Hold of Stonefist. They are heading south to intercept the characters before they can retrieve the fifth Blade of Corusk. The horns from the southwest mentioned earlier herald the approach of an army from the Rovers of the Barrens, seeking the same end.

The third force, coming from the southeast, are the Kabloona barbarians the PCs left behind days ago. Hearing rumors of Stonefist massing an army to crush the characters, they assembled themselves and rode out to the PCs' defense.

The three forces closing in on the characters do not arrive at the same time. The following table tells when each of these groups arrives at the character's location.

Force	From	Time before Arrival
Barrens	SW	4 Turns (40 Rounds)
Kabloona	SE	2 Turns (20 Rounds)
Stonefist	N	5 Turns (50 Rounds)

When the Kabloona Tribe Arrives

The Kabloona tribesfolk arrive about two turns after the characters spot them. As they approach the characters, the tribesfolk yell out a friendly greeting. Stopping their horses within 20 feet of the characters, they dismount and grab their weapons, making sure their actions are not misconstrued as menacing.

"We changed our minds. It is up to all barbarians to assist you in recovering the Blades of Corusk. Without them and our great deity, we cannot survive the ensuing war. We are yours to command."

If the characters are fighting their duplicates when the Kabloonans arrive (see the "The Sword That is Stone" section), the barbarian tribe does not interfere. Having seen this phenomenon before, they believe it divine intervention to prove the characters' worthiness.

If the characters called upon the Great God before or during the Kabloonans' arrival, the Kabloonans immediately bow, their faces against the ground in reverence to the god.

Barbarian Fighter (40): Int Very to Highly (11-14); AL CN, LN; AC 1; MV 12; HD F7; THACO 14; hp 52; #AT 3/2; Dmg 1d8; SZ M (6' tall); ML Champion (15-16); XP 650 each

Barbarian Female (61): Int Very to Highly (11-14); AL CN, LN; AC 9; MV 12; HD F0; THACO 20; hp 7; #AT 1; Dmg 1d4; SZ M (6' tall); ML Average (8-10); XP 15 each

Barbarian Elite Fighter (10): Int Very to Highly (11-14); AL CN, LN; AC -1; MV 12; HD F12; THACO 9; hp 82; #AT 3/2; Dmg 1d8/1d8; SZ M (6' tall); ML Champion (15-16); XP 3,000 each

Barbarian Priest (12): Int Exceptionally (15-16); AL CN, LN; AC 4; MV 12; HD P8; THACO 16; hp 48; #AT 0; Dmg nil; SZ M (6' tall); ML Fanatic (17-18); XP 1,400 each

When the Barrens Army Arrives

The Rovers of the Barrens army arrives about four turns after the PCs spot it. Please note, this encounter does not occur if the characters called upon their Great God. (See the following sections for information on this.)

The map on page 38 shows the Barrens army's movements. They send dozens of troops to either flank, while the greatest number come up from the south.

The man leading the southern troops stops his horse and stands up in the stirrups. "A valiant attempt, but you have failed. Turn the blades over to me and your lives shall be spared. If you deny me the blades, you will all die."

The leader refuses to bargain with the PCs. If they stall, he warns them only once. If they continue delaying, he lifts his sabre to call for an attack, then he stops. Looking to the north, he sees the Stonefist army. He orders his men to position themselves in a semi-circle, south of the characters. Please refer to the next section.

If the PC who has *The Edge* commands the Kabloona barbarians to fight the Rovers, they do so. They are systematically slaughtered. The Rovers lose 1d20 + 50 men in the battle.

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AT 3/2; Dmg
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blades. If they refuse, the armies attack. (If the characters relent after the armies begin advancing, the advance stops.) Intent on capturing the Blades of Corusk, they do not plan to kill the characters. They wish to capture them as an example to other barbarians.

If the attack succeeds, the two armies split the swords as agreed, and the Stonefist army takes possession of any surviving PCs. The characters are taken to the Stonefist's leader, who tries to extract information regarding army movements, weaknesses, and such of the barbarian forces. Noncompliance results in death, unless the PCs escape.

Stonefist Warriors (300): Int Very to Highly (11-14); AL CN, LN; AC 1; MV 12; HD F7; THACO 14; hp 52; #AT 3/2; Dmg 1d8; SZ M (6' tall); ML Champion (15-16); XP 420 each

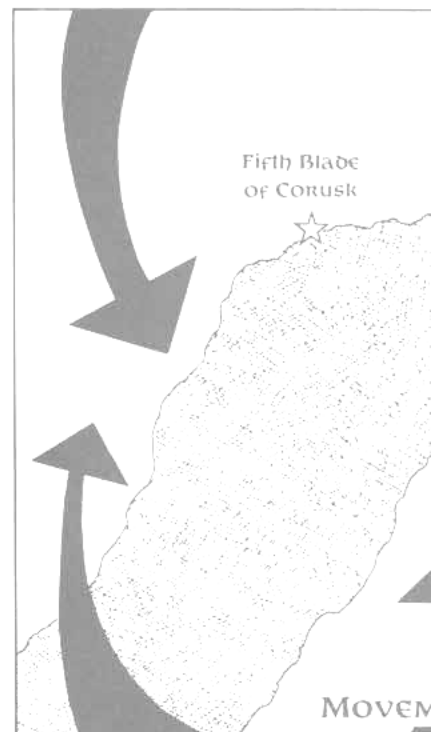
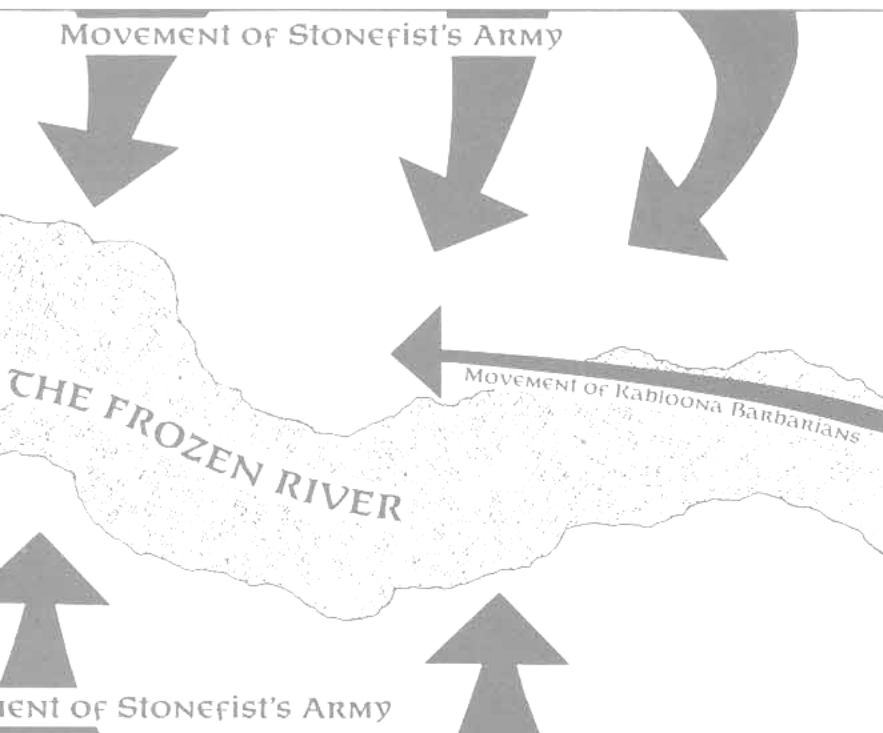
Rovers' Warriors (250): Int Highly (11-14); AL CN, LN; AC 1; HD F7; THACO 14; hp 52; #AT 1d8; SZ M (6' tall); ML Champion; XP 420 each

When the Stonefist Army

The Stonefist army arrives (This encounter does not occur unless the characters call upon the Great God.)

As the Stonefist army arrives, the characters position themselves to the north of the map on this page. They challenge the Barrens army to battle. The Stonefist army and the Barrens army battle the characters. As they halt their advance, the two leaders yell greetings to each other over the PCs in the middle. After a brief consultation, they agree to split the swords evenly, with the larger force taking the fifth blade, if the characters agree to hand it to a sword.

The leader of the Barrens army demands that the PCs turn over the





The Sword That is Stone

If the characters try to pry the rock from the ground, they find it a strenuous chore. Frozen in near-solid ground, the rock doesn't want to come up. All characters can roll a bend bars check with a -10% penalty to free the rock. If the characters use swords, staves, or rods to pry the rock out of the ground, they can roll bend bars checks with no penalty.

While the PCs work at releasing the rock, Karasten encourages them to make haste. The oncoming forces from the south are worrying him. The Dungeon Master can give the players estimates on how long the PCs have to deal with the sword before the forces arrive.

If the characters succeed, the stone is surprisingly heavy for its size. Weighing nearly 100 pounds, it is a burden for most characters to hold, let alone carry for any length of time. If the characters cast divination spells on the object, information can be learned, depending on the spell used. The following list tells the results of the most common spells.

- *Detect Evil*: The item is not evil.
- *Detect Invisibility*: None.
- *Detect Magic*: This shows the presence of both strong and weak magic. There is a 10% chance per level of the caster to determine the magical schools the magic originates from. The weak magic is from the Alteration school. The stronger magic comes from the Abjuration, Alteration, Divination, and Conjunction/Summoning schools.

The strong magic originates from the sword and its abilities. The weak magical aura emanates from a *polymorph* spell cast upon the sword and its case.

- *Detect Poison*: None.
- *Divination*: It is impossible to predict what the players ask when using this spell. The Dungeon Master is advised to shroud the answer in riddle, poetry, or

parable.

- *Find Traps*: Inconclusive.
- *Identify*: It takes eight hours of preparation to use this spell. There is not enough time unless the characters teleport away. The Dungeon Master is encouraged to read the "New Magical Items" section and give the characters any information he feels they earn. The 2nd edition *Player's Handbook* gives parameters on the spell.
- *Know Alignment*: The stone's alignment is Neutral.
- *Locate Object*: Inconclusive.
- *Read Magic*: There are no magical writings on the stone.
- *Stone Tell*: This particular stone does not speak with the character. Other stones tell tales of a stone that is not a stone. (The sword is polymorphed to appear as a stone. Since it is not really a stone, it cannot speak when the spell is used.)
- *True Seeing*: This spell shows the rock as a sword.
- *Vision*: If successful, the character sees himself casting a spell over the rock, turning the stone back into a sword. The spell cast is unknown.

When the characters transform the blade from its polymorphed state, by using a *dispel magic* spell, the rock changes into a large locked, wooden case. A standard open locks skill check is required to open the case. (The lock and box take 50 points of damage each before breaking.) Once opened, the characters see a beautiful sword, ornately decorated with cryptic writing along its long blade—much like the other Blades of Corusk. This sword, designed specifically for the thief, is detailed in the "New Magical Items" section.

Once the thief character picks up the blade, it silently scans the area, determining who is allied with the character and who is a foe—excluding the Kabloona barbarians. It then creates clones of the party.

These exact replicas are used to determine if the characters are worthy to possess *Harmonizer*.

The Dungeon Master should determine randomly if the NPC wizards survive the ordeal. Each wizard has a 50% chance of surviving, but the adventure's continuation requires that at least one wizard survive.

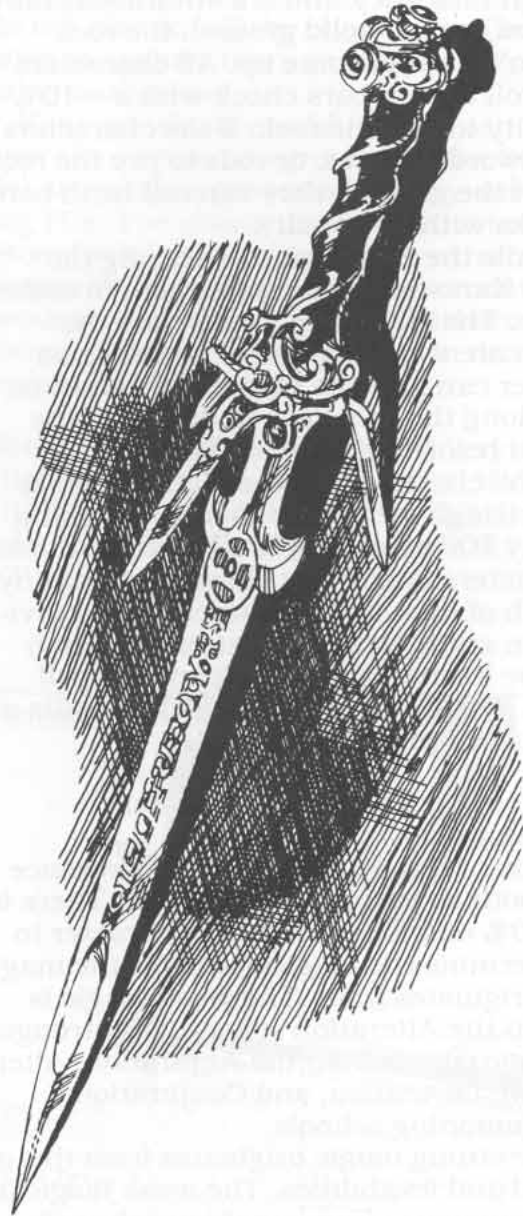
If a clone defeats a character, the clone disappears. The clone does not attack anyone except the character it was cloned from. It is permissible for PCs to attack another's clone, however.

After the battle, Karasten—or the surviving wizard—asks to look at *Harmonizer*.

As the mage gazes at the blade, a spark of recognition gleams in his eye. "I've got it! It is so simple, a child could figure it out! Here, give me the rest of the swords!"

When the characters hand over the other four blades, he places them side-by-side. After rearranging them several times, he finally arranges them in an alternating pattern. (Refer to the picture on page 47 for the blades' placement.) The mage takes 2d6 rounds to organize the blades.

Finished at last, the mage stands and points to the blades. "When arranged in this way, read the runes across the blades. This is where the awakening spell has been hidden. Amazing, is it not? It's no wonder the spell has eluded us for all these years."



Chapter 4. Return of the Great God

The mage retrieves scrolled paper from his satchel and starts copying the summoning spell. This process takes another 2d6 rounds. If the characters demand the spell be read immediately, the mage obliges them grudgingly, especially if the Kabloona barbarians are there to assure his compliance.

The mage sits down in front of the five Blades of Corusk and meditates for a minute. His hands move over the blades as he reads the magical writings. A frigid wind comes from the west, blowing the powdery snow in swirling whirlwinds. The words coming from his mouth sound like gibberish to you. As he reads the spell, a loud thunderclap

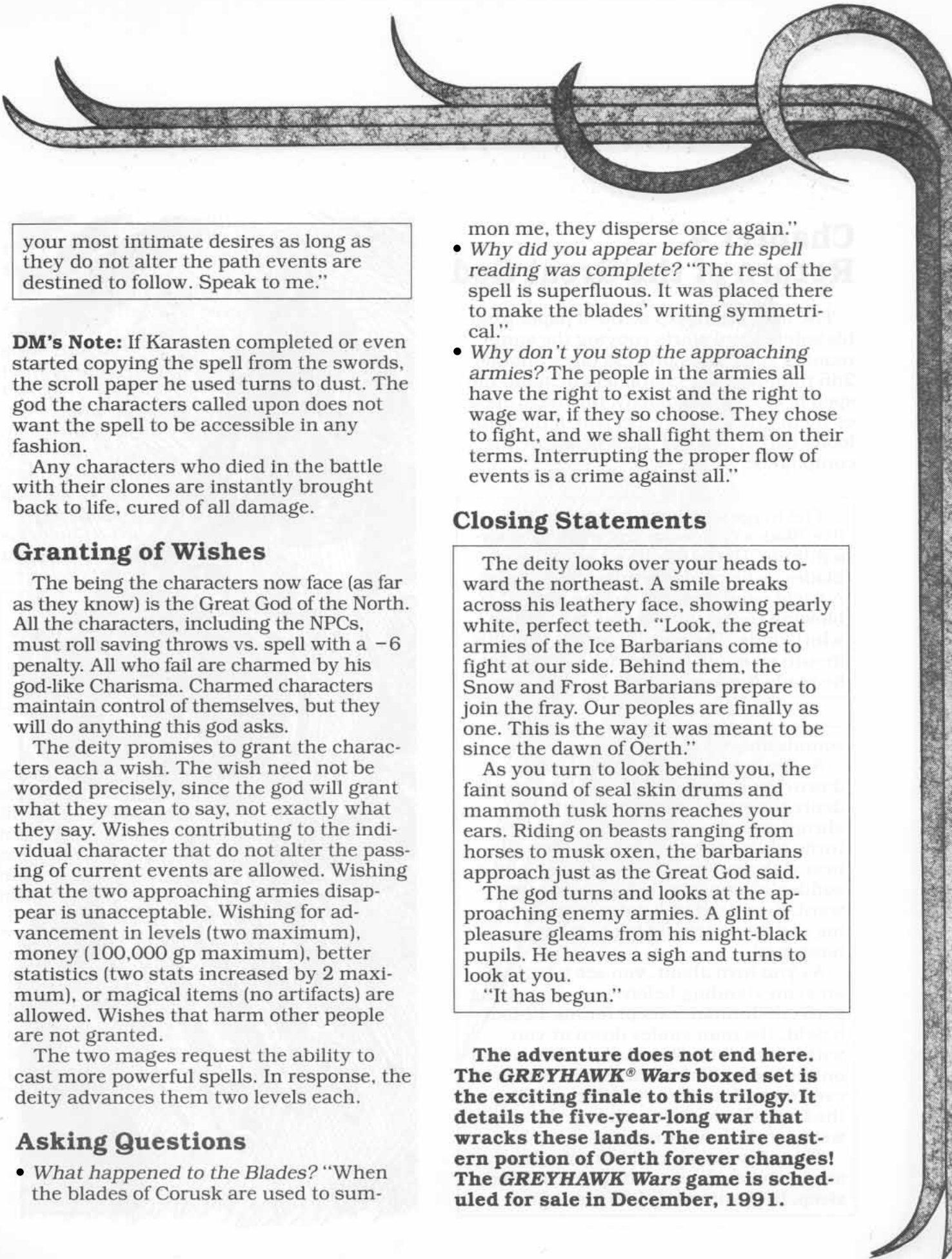
sounds above you.

As the echoes of the thunder die down, the swords shake and hum. Suddenly the swords disappear with an abrupt popping noise, and the snow turns to steam beneath them. You all hear a sharp "crack" behind you, and a sudden blast of wind pushes you forward. Surprised, the mage stops reading and spins around to see what happened.

As you turn about, you see a barbarian giant standing before you. Appearing perfectly human, except for his 12-foot height, the man smiles down at you with a kind face. Two huge wolves stand on each side of him; these four beasts eye you with amber eyes. Meanwhile, the troops from the north and the southwest continue approaching.

"Thank you, my children. You have awakened me from centuries of cursed sleep. In gratitude, I shall grant you





your most intimate desires as long as they do not alter the path events are destined to follow. Speak to me."

DM's Note: If Karasten completed or even started copying the spell from the swords, the scroll paper he used turns to dust. The god the characters called upon does not want the spell to be accessible in any fashion.

Any characters who died in the battle with their clones are instantly brought back to life, cured of all damage.

Granting of Wishes

The being the characters now face (as far as they know) is the Great God of the North. All the characters, including the NPCs, must roll saving throws vs. spell with a -6 penalty. All who fail are charmed by his god-like Charisma. Charmed characters maintain control of themselves, but they will do anything this god asks.

The deity promises to grant the characters each a wish. The wish need not be worded precisely, since the god will grant what they mean to say, not exactly what they say. Wishes contributing to the individual character that do not alter the passing of current events are allowed. Wishing that the two approaching armies disappear is unacceptable. Wishing for advancement in levels (two maximum), money (100,000 gp maximum), better statistics (two stats increased by 2 maximum), or magical items (no artifacts) are allowed. Wishes that harm other people are not granted.

The two mages request the ability to cast more powerful spells. In response, the deity advances them two levels each.

Asking Questions

- *What happened to the Blades?* "When the blades of Corusk are used to sum-

mon me, they disperse once again."

- *Why did you appear before the spell reading was complete?* "The rest of the spell is superfluous. It was placed there to make the blades' writing symmetrical."
- *Why don't you stop the approaching armies?* The people in the armies all have the right to exist and the right to wage war, if they so choose. They chose to fight, and we shall fight them on their terms. Interrupting the proper flow of events is a crime against all."

Closing Statements

The deity looks over your heads toward the northeast. A smile breaks across his leathery face, showing pearly white, perfect teeth. "Look, the great armies of the Ice Barbarians come to fight at our side. Behind them, the Snow and Frost Barbarians prepare to join the fray. Our peoples are finally as one. This is the way it was meant to be since the dawn of Oerth."

As you turn to look behind you, the faint sound of seal skin drums and mammoth tusk horns reaches your ears. Riding on beasts ranging from horses to musk oxen, the barbarians approach just as the Great God said.

The god turns and looks at the approaching enemy armies. A glint of pleasure gleams from his night-black pupils. He heaves a sigh and turns to look at you.

"It has begun."

The adventure does not end here. The GREYHAWK® Wars boxed set is the exciting finale to this trilogy. It details the five-year-long war that wracks these lands. The entire eastern portion of Oerth forever changes! The GREYHAWK Wars game is scheduled for sale in December, 1991.

Chapter 5. Should The Characters Fail

The two armies evenly split the swords between them. The Hold of Stonefist army takes *The Edge* and *Greenswathe*, while the Rovers of the Barrens take *Dream-singer* and *Stalker*. *Harmonizer*, if still in its polymorphed state, remains where it has been for centuries. If *Harmonizer* is transformed from its rock state, the Stonefist army takes it with them.

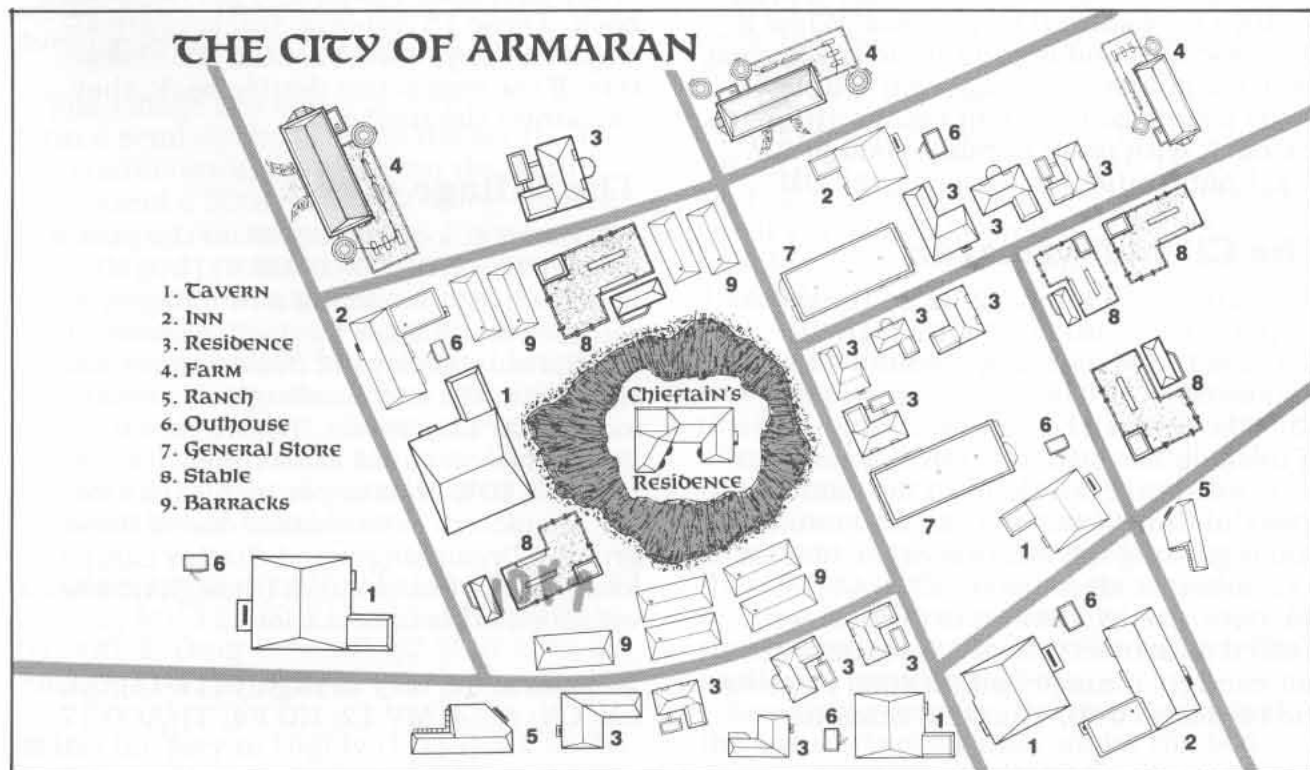
The Stonefist army takes the characters to the city of Armaran. The city is 270 miles away. During this journey, the Dungeon Master should not roll for random encounters—the group is too large to be attacked by small groups of monsters.

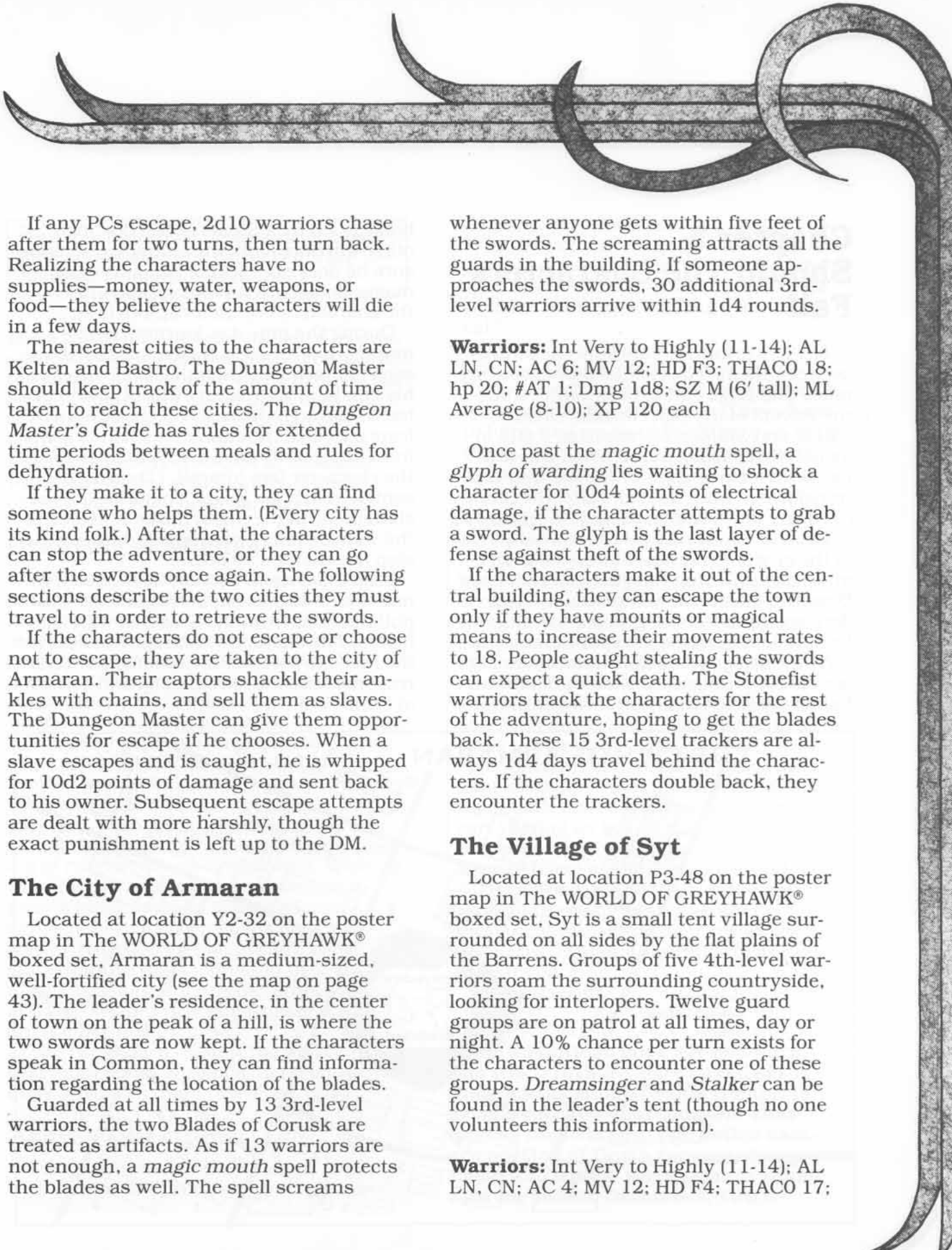
As the army heads north, the characters are placed on separate mounts. Their hands are tied behind their backs. Each

horse is led by a Stonefist warrior. Two other warriors flank the character, making sure he does not escape. The surviving mages do not attempt an escape unless the characters flee their captors first.

During the nine-day journey to Armaran, the Dungeon Master should allow each character a Strength Check to break his bonds, or a Dexterity Check to slip his hands through the ropes. If either of these feats succeed, the character's hands are free. The guards have a 15% chance to see the character free himself. (The guards, confident in their knots, do not watch the characters all the time.) If this is detected, the warrior yells a warning and tries to stop the character's horse.

If the PC tries to bolt the horse away, he must roll a successful Strength Check to pull the reins from the Stonefist warrior's hands. The character can easily maneuver the horse to escape the Stonefist party. In response, the warriors launch 2d6 arrows at him.





If any PCs escape, 2d10 warriors chase after them for two turns, then turn back. Realizing the characters have no supplies—money, water, weapons, or food—they believe the characters will die in a few days.

The nearest cities to the characters are Kelten and Bastro. The Dungeon Master should keep track of the amount of time taken to reach these cities. The *Dungeon Master's Guide* has rules for extended time periods between meals and rules for dehydration.

If they make it to a city, they can find someone who helps them. (Every city has its kind folk.) After that, the characters can stop the adventure, or they can go after the swords once again. The following sections describe the two cities they must travel to in order to retrieve the swords.

If the characters do not escape or choose not to escape, they are taken to the city of Armaran. Their captors shackle their ankles with chains, and sell them as slaves. The Dungeon Master can give them opportunities for escape if he chooses. When a slave escapes and is caught, he is whipped for 10d2 points of damage and sent back to his owner. Subsequent escape attempts are dealt with more harshly, though the exact punishment is left up to the DM.

The City of Armaran

Located at location Y2-32 on the poster map in The WORLD OF GREYHAWK® boxed set, Armaran is a medium-sized, well-fortified city (see the map on page 43). The leader's residence, in the center of town on the peak of a hill, is where the two swords are now kept. If the characters speak in Common, they can find information regarding the location of the blades.

Guarded at all times by 13 3rd-level warriors, the two Blades of Corusk are treated as artifacts. As if 13 warriors are not enough, a *magic mouth* spell protects the blades as well. The spell screams

whenever anyone gets within five feet of the swords. The screaming attracts all the guards in the building. If someone approaches the swords, 30 additional 3rd-level warriors arrive within 1d4 rounds.

Warriors: Int Very to Highly (11-14); AL LN, CN; AC 6; MV 12; HD F3; THACO 18; hp 20; #AT 1; Dmg 1d8; SZ M (6' tall); ML Average (8-10); XP 120 each

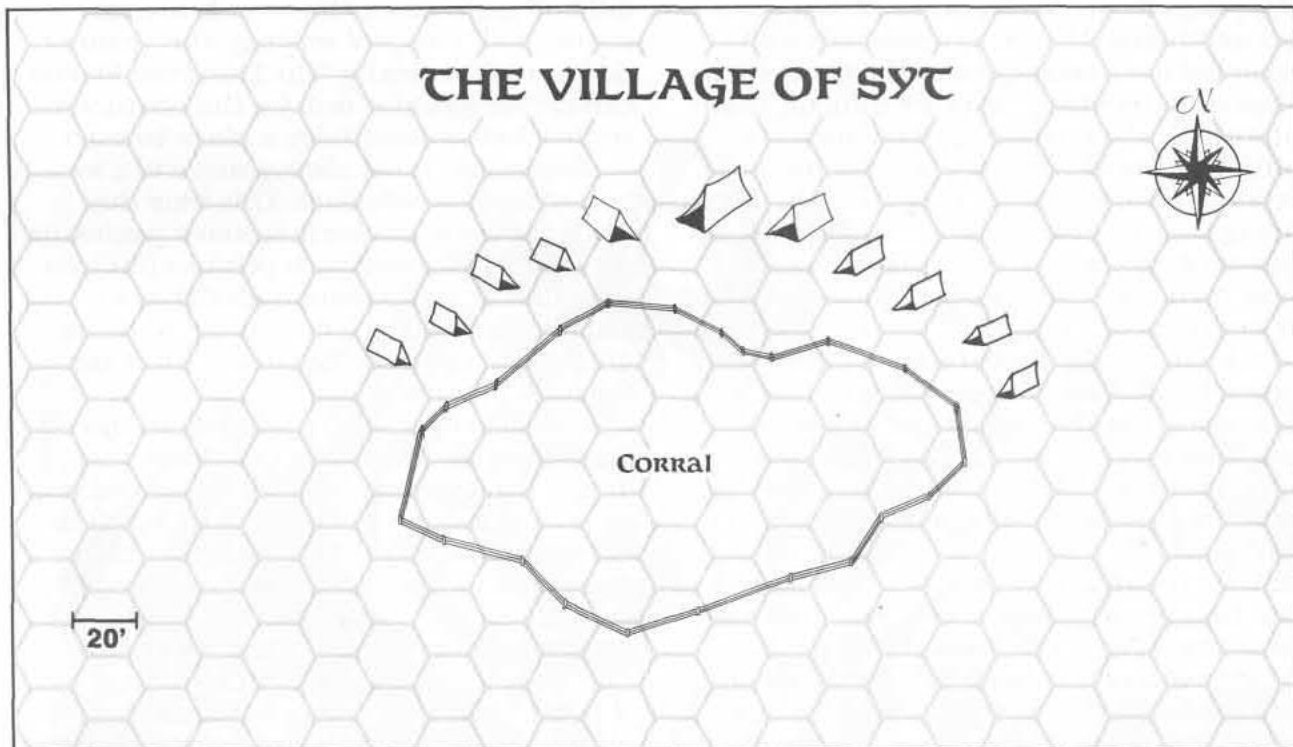
Once past the *magic mouth* spell, a *glyph of warding* lies waiting to shock a character for 10d4 points of electrical damage, if the character attempts to grab a sword. The glyph is the last layer of defense against theft of the swords.

If the characters make it out of the central building, they can escape the town only if they have mounts or magical means to increase their movement rates to 18. People caught stealing the swords can expect a quick death. The Stonefist warriors track the characters for the rest of the adventure, hoping to get the blades back. These 15 3rd-level trackers are always 1d4 days travel behind the characters. If the characters double back, they encounter the trackers.

The Village of Syt

Located at location P3-48 on the poster map in The WORLD OF GREYHAWK® boxed set, Syt is a small tent village surrounded on all sides by the flat plains of the Barrens. Groups of five 4th-level warriors roam the surrounding countryside, looking for interlopers. Twelve guard groups are on patrol at all times, day or night. A 10% chance per turn exists for the characters to encounter one of these groups. *Dreamsinger* and *Stalker* can be found in the leader's tent (though no one volunteers this information).

Warriors: Int Very to Highly (11-14); AL LN, CN; AC 4; MV 12; HD F4; THACO 17;



hp 28; #AT 1; Dmg 1d8; SZ M (6' tall); ML Average (8-10); XP 175 each

The village has over 100 tents. They form a semi-circle facing to the south. If the characters approach from the south, they stand a 50% chance of being spotted before they reach the village. If they enter the village from the north, their chance of being spotted is only 10%.

The middle tent—the largest—belongs to the village leader, his wife, and his seven children. If the characters enter this tent, there is an 85% chance the tent is occupied by the leader's family. The leader himself, a 12th-level warrior/priest, has a 30% chance of being there.

Leader: Int Very to Highly (11-14); AL LN; AC -2; MV 12; HD F12/P12; THACO 9; hp 91; #AT 2; Dmg 1d8/1d8; SZ M (6' tall); ML Fanatic (18); XP 3,000

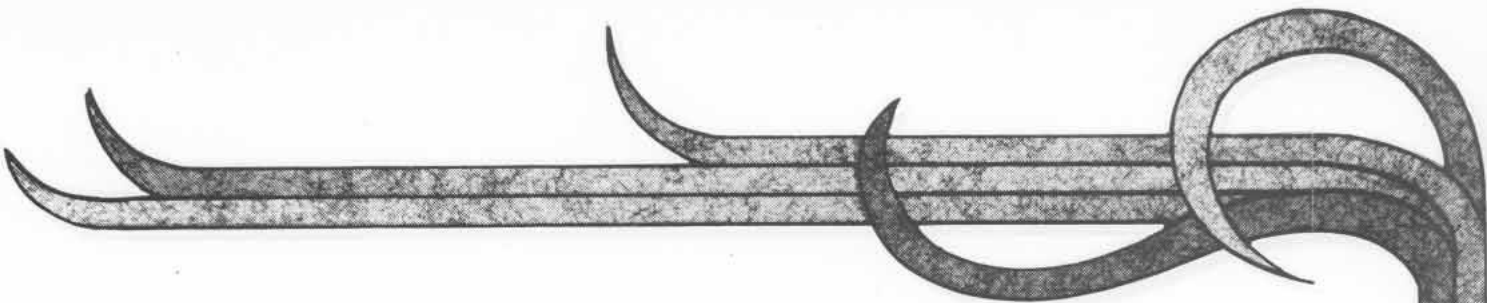
Wife: Int Very to Highly (11-14); AL N; AC

8; MV 12; HD F0; THACO 20; hp 7; #AT 1; Dmg 1d4; SZ M (6' tall); ML Average (8-10); XP 15

Children (7): Int Average (8-10); AL LN, CN, CG; AC 10; MV 12; HD F0; THACO 20; hp 1, 2, 3, 3, 5, 6, 6; #AT 1; Dmg 1d2 with small knives (Children under 5 hp do not attack); SZ S (2'-5' tall); ML Unreliable (2-4); XP 15

If the characters kill any children or the woman, the leader hunts the characters to the death (his or the PCs) to avenge this affront. All but the leader must roll a Morale Check every time the characters strike them—by weapon or by hand. If the characters engage in battle with anyone, there exists a 25% chance per round of fighting for 1d8 warriors to join the fray. If that die roll fails, the warriors assume the battle is a family squabble.

Searching the tent, the characters find the swords tucked away under the bed



wrappings in the back corner. Wrapped in furs and blankets, the weapons are well protected from damage and the elements.

Leaving the village is more difficult than entering. If the characters have mounts behind the tents, they see several men standing around them, inspecting the saddlebags and the animals' teeth. Within ten rounds of the characters entering the tent, these men take the horses to the stables in the center of the village.

If the characters try to retrieve their horses, it takes them 1d6 rounds to reach the stables, but the men in the village notice them within 1d6 rounds. Taking one round to mount a horse and kick it into action makes the prospect even more of a gamble.

If the characters' d6 roll is 2 pips less than that of the village men, they successfully escape. Any other result means the villagers attempt to pull the characters off the horses. The PCs must each roll a successful Dexterity Check to stay on their horses. If a check fails, the men pull that character down.

Ending the Sidetrack

After the characters have the four blades, they must retrieve the remaining blade, *Harmonizer*. The armies from Stonefist and the Barrens, realizing the characters' probable destination, head back there. But this time the characters have 1d4 days to figure out the *Harmonizer* problem. The Dungeon Master should refer to Chapter 4 to continue.

If the characters have all five blades, they must escape from their enemies before they can call out the Great God. See Chapter 4 for details on calling the deity.

Other Adventuring Ideas

When the Blades of Corusk are once again scattered to the ends of the world, the characters may choose to find them once more. This, however can be a very

difficult task. Since the swords are immune to all forms of scrying, they cannot be located magically. The Dungeon Master can create a rumor mill for the characters so they can at least have a place to start.

Harmonizer must always move to a location without inhabitants. This time the blade moves to the northernmost peninsula of the Hold of Stonefist. It polymorphs into a crystalline ice formation similar to a stalagmite to hide itself from the humans until called upon by the Great God of the North.

The Edge teleports to a lonely island off the Sunndi coast. When the characters finally anchor at the island, the sword is owned by a retired warrior (21st level) in the city of Sulward. The man may have retired, but he protects his possessions valiantly.

Greenswathe moves to the country of Ket. Molvar, in the northern section of Ket, is home to its new owner, Andre Kitomyr. A high priest of Iuz, this man knows some of the powers *Greenswathe* possesses. He does not plan to give up the sword while he still lives. He dedicated (blessed) the sword in the name of Iuz the Old.

Dreamsinger is now a holy symbol of the Tiger Nomads. The chieftain of this loosely banded group, after experiencing the dreams it invokes, demanded a new religion based upon the obviously divine visions it creates. If the characters steal the sword, the Tiger Nomads will call for a holy quest to destroy them. The Tigers are relentless and heartless in their crusade.

Stalker teleports south and west to the Sea of Dust. Hidden in the shrine of a long-forgotten goddess, *Stalker* ends its journey 200 miles south of the Forgotten City. The journey here is made perilous by huge sand worms that are attracted to vibrations in the ground. These creatures are only a minor enemy compared to nature itself. Hundreds of miles of arid, desolate land can kill the strongest of men. Those who find *Stalker* truly deserve its power.



Ken Frank

Combined Monster Statistics Chart

Monster Name	AC	Move	HD	hp	#AT	Dmg	THACO	SA	SD	AL
Badger, Giant	4	6, Br 3	3	17	3	1d3/1d3/1d6	17	N	N	NN
Bandit, 4 HD	7	12	4	35	1	1d8	17	N	N	NE
Bandit, 5 HD	5	12	5	45	1	1d8	16	N	N	NE
Bandit, 6 HD	3	12	6	55	1	1d8	15	N	N	NE
Bandit, 7 HD	1	12	7	65	2	1d8/1d8	14	N	N	NE
Bear, Cave	6	12	6+6	50	3	1d8/1d8/1d12	13	Y	N	NN
Beetle, Stag	3	6	7	50	3	4d4/1d10/1d10	13	N	N	NN
Bugbear	5	9	3+1	15	1	2d4	17	N	N	CE
Centaur	4	18	4	29	3	1d6/1d6/1d8	17	N	N	CG
Crystallmist	7	Fl 6 (A)	—	50	1	1d6	13	Y	Y	NN
Ettin	3	12	10	71	2	2d8/3d6	11	N	Y	CE
Flind	5	12	2+3	17	1 or 2	1d6 or 1d4/1d4	17	Y	N	LE
Galeb Duhr, 8 HD	-2	6	8	50	2	2d8/2d8	13	Y	Y	NN
Galeb Duhr, 10 HD	-2	6	10	61	2	4d6/4d6	11	Y	Y	NN
Ghoul	6	9	2	9	3	1d3/1d3/1d6	19	Y	Y	CE
Giant, Hill, 8 HD	3	12	8	57	1	2d6+7	13	Y	Y	CE
Giant, Hill, 9 HD	3	12	9	63	1	2d6+7	11	Y	Y	CE
Giant, Hill, 10 HD	3	12	10	68	1	2d6+7	11	Y	Y	CE
Giant, Stone	0	12	14 + 1-3 hp	95	1	1d8 or 2d6+8	7	Y	Y	NN
Giant-kin, Verbeeg	4	18	5+5	35	2	1d6+6(x2)	15	N	N	NE
Gnoll	5	9	2	10	1	2d4	19	N	N	CE
Goblin	6	6	1-1	4	1	1d6	20	N	N	LE
Griffon	3	12, Fl 30 (C)	7	37	3	1d4/1d4/2d8	13	Y	Y	NN
Hangman Tree	3/5	0	—	6+1/Yr	3	1d3/1d3/1d3	13	Y	Y	NE
Harpy	7	6, Fl 15 (C)	7	32	3	1d3/1d3/1d6	13	Y	N	CE
Kech	4	15, Cl 6	5	29	3	1d4+1/1d4+1/1d6	15	Y	Y	NE
Lion, Mountain	6	12	3+1	18	3	1d3/1d3/1d6	17	Y	Y	NN
Lion, Spotted	5/6	12	6+2	38	3	1d4/1d4/1d12	15	Y	Y	NN
Ogre	5	9	4+1	25	1	1d10	17	Y	N	CE
Ogre Mage	4	9, Fl 15 (B)	5+2	29	1	1d12	15	Y	N	LE
Orc	6	9	1	5	1	1d8	19	N	N	LE
Owlbear	5	12	5+2	30	3	1d6/1d6/2d6	15	Y	N	NN
Taer	4	18	3+6	22	3	1d6/1d4/1d4	17	Y	N	NN
Treant	0	12	11	60	2	4d6/4d6	9	Y	Y	CG
Troll	4	12	6+6	38	3	1d4+4/1d4+4/1d8+4	13	Y	Y	CE
Troll, Two-Headed	4	12	10	59	4	1d4+4/1d4+4/1d12/1d12	11	Y	Y	CE
Tyrg	5	18	7	41	1	1d12	13	Y	N	CN
Urd, 2 HD	8	6, Fl 15 (C)	2	12	1	1d3 or 1d4	19	Y	N	NE
Urd, 3 HD	8	6, Fl 15 (C)	3	16	1	1d3 or 1d4	17	Y	N	NE
Urd, 4 HD	8	6, Fl 15 (C)	4	22	1	1d3 or 1d4	17	Y	N	NE
Urd, 5 HD	8	6, Fl 15 (C)	5	40	1	1d3 or 1d4	15	Y	N	NE
Wight	5	12	4+3	24	1	1d4+special	15	Y	Y	LE
Wolf	7	18	3	18	1	1d4+1	17	N	Y	NN
Wolfwere	3	15	5+1	32	1	2d6	15	Y	Y	CE
Worg	6	18	3+3	20	1	2d4	17	N	N	NE
Wyvern	3	6, Fl 24 (E)	7+7	44	2	2d8/1d6	13	Y	N	NE

CLIMATE/TERRAIN:	Any non-tropical/Land
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	2-12 (1% chance of a lone wolf)
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+1 vs. <i>charms</i> because of its intelligence.
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-4' long)
MORALE:	Average (10)
XP VALUE:	120

The wolf is shrouded in mystery and suspicion. Humans commonly view the wolf as a vicious killer that slaughters man and animals alike for the lack of better things to do. It is believed these rumors were started by people who were afraid of its high intelligence and tenacity. The truth is that never in recorded history has a non-rabid or non-charmed wolf attacked a human or demihuman. (The chance of encountering a rabid wolf is 1% if a lone wolf is confronted.)

The eyes of wolves are a golden or amber color. Although fur colorations vary from species to species, based upon the climate they inhabit, all wolves have various features in common. They are characterized by powerful jaws, wide strong teeth, bushy tails, tall, strong ears, and round pupils. The wolves of the north exhibit colors from pure white, grey, to black, and all shades and mixes in between. The southern wolves, and those living in more arid climates, are reddish and brown in color.

The wolf is a very active and cunning carnivore, capable of surviving in nearly every climate and terrain known. They have been seen—or at least their tracks have been seen—even in the most arid of deserts, but this is a very uncommon occurrence.

Combat: Wolves most commonly hunt in packs during winter and late fall when larger herbivores (deer, moose, caribou, musk oxen) are the only prey available. Wolves prefer smaller prey because larger animals require much more effort to run down. Even then, the wolves catch only the weakest or the sickest animals.

Wolves usually hunt only one large quarry per week per pack, going without food for days at a time. Wolves prefer eating smaller prey like mice, squirrels, and other rodents because they are easier to catch and they are more plentiful. During summer months, a wolf can consume over 20 mice in a day.

Humans poison carrion in hopes of killing the wolves. This poisoning has been effective in some areas, but mostly the poisoning kills only the coyotes that follow the wolf packs to feast upon the carcass once the wolves



move on. Man also fears that the wolf will kill livestock. This happens on occasion, but only in areas where the wolf pack is surrounded on all sides by human settlements. When this occurs, the wolves have no other prey, since the indigenous deer and other game have been killed by humans. The wolves prefer to hunt wild game, as opposed to killing cattle that requires that they enter human territory.

If a wolf or wolf pack is attacked by humans, wolves tend to run away unless backed into a corner. Even then, they attack—usually by tearing at the clothing or legs and arms—only until they have an opening to escape. Man is the only creature wolves fear, and this explains why wolves can be so hard to locate. Wolves leave an area once human encroachment occurs. This enables them to survive poisoning and human hunters so well.

Habitat/Society: Wolves, like humans and demihumans, are social animals. They live, hunt and play in packs—or families, as many sages call them. There is a very strict social structure in these family groups.

Each pack is led by a male, known as the *alpha male*. This male is the strongest and usually the largest of the wolves. His mate, the *alpha female* is the largest and strongest of the females. When large prey are brought down, the alpha male and female are the first to gorge themselves. Thereafter, the other wolves in the packs eat in order of their strength. (This weeds out the weaker wolves.)

It is common for wolves to challenge those of a higher social status. This is a necessary element in the social structure of the wolf pack. Social status determines who can eat and when, and it also dictates the right to breed.

Only the alpha male and alpha female breed, but the beta female—the second ranking female, or a former alpha female—often helps in whelping and nursing the

cubs. This assures the continued strength and genetic vitality of the wolf family. Many believe this results in inbreeding, which causes defects to increase. This is true, but the superior traits also become stronger. When a defective wolf is born—and survives—it is weaker than the rest of the pack, and it does not get a chance to breed. A stronger wolf—one without the defect—has the opportunity to challenge the alpha wolf in order to breed his strong genes back into the pack. (Non-alpha wolves in the same pack assist the alphas in assuring that no other wolves in the pack breed. This guarantees the success of the pack.)

When humans or demihumans encounter wolves, these shy animals tend to scamper away in fear, looking back momentarily to make sure they are not being followed. Often the only way man knows they exist is by spotting their tracks the next morning.

Wolves prefer areas not inhabited by other predators. Their domain usually has a wide variety of terrain features on which they can play. Large rocks, fallen trees, brooks, and streams are important parts of their recreational activities. Without these features, the wolves quickly move on until they find a more exciting location.

Areas with easily dug dirt is important as well. Wolves dig dens in this soil to birth their cubs. If the same den is used year after year, the den is dug deeper each time. This instinct helps protect the cubs from predators.

Ecology: Wolves are valuable hunters in the wild, helping to keep nature in balance. In many areas, fear of the beautiful wolf has caused mass hunting and extinction. This causes a marked increase in the rodent and deer populations, which raises havoc with the surrounding ecosystems. Without man's hunting, the variations in the wolf population follow those in the deer and caribou population. When deer and caribou are plentiful, wolves are plentiful; when deer and caribou herds are small—often due to hard winters or dry summers—many wolves starve, sufficiently lowering their numbers to balance the ecosystem.

In many arctic regions, men stake their in-heat sledge dog females outside for the wolves to mate. They believe this increases the vigor of the breed. In truth, all it does is create an animal torn between its desire to please a master and its instinct to run wild and free with others of its kind.

A few men have made contact with the wolf. This is a very difficult thing to do. Complete understanding of the wolf's language is required. This language is very simple by human standards, yet few humans have attempted to learn it or even acknowledge its existence.

Humans believe that the wolf's howl is its way of marking its territory. This is false. The howl is used when the wolf has scampered off to investigate something, and the rest of the pack has moved elsewhere, out of sight. The howl is a directional beacon to locate the family and socialize again.

Wolves stare down their opponents in order to determine who is the stronger. This is commonly used as a disciplinary action by the alpha male, when a lower male—or female—has done something against the social code. This glance is usually enough to make the transgressing wolf cower at the feet of the alpha male, rolling on its back to expose its vitals. This is a sign of submissiveness.



Greyhawk Deity Overview

Iuz (The Old)

Demipower of Tarterus, CE(N)
Portfolio: Oppression, Deceit, Wickedness,
Pain

Specialty Priest Requirements:

Wisdom: 12

Intelligence: 14

Weapons Allowed: As Cleric plus sword
and scimitar

Armor: Any

Major Spheres: All, Combat, Healing,
Summoning, Necromantic

Minor Spheres: Divination, Elemental,
Protection

Magical Items Allowed: Same as Clerics

Granted Powers:

- Specialty priests of Iuz cannot turn undead, but they can command them. Clerics of Iuz can turn undead but they cannot command them.
- At 3rd level, priests of Iuz can identify poisonous plants, animals and water with 98% accuracy.
- At 6th level, specialty priests of Iuz can cast *undetected lie* and *misdirection* once per week each.
- At 9th level, specialty priests of Iuz have the ability to summon a lava para-elemental (as the *conjure fire elemental* spell). They may do so a number of times per week equal to their level minus 8.
- At 12th level, a specialty priest of Iuz can cast a *mislead* spell once per week.
- One spell is completely forbidden to both clerics and specialty priests of Iuz—*true seeing* or devices that use *true seeing*. Priests of Iuz who use this spell permanently lose their ability to cast spells. There is no penalty for casting the reverse of the spell, *false direction*.

Other Notes:

Priests of Iuz are commonly called Liars or Oppressors. In most cultures, calling someone these names is an insult, but not with the Iuzians. It is a most honored title.

Worship of Iuz is uncommon and usually suppressed by local authorities. His followers prefer to keep a low profile, even in cities and countries that profess to tolerate their ways.

Often the clerics of Iuz are multi-classed with either the wizard or fighter class. This gives them the edge they require in order to cast their oppression upon people who would normally fight a weaker tyrant.

When the Blades of Corusk are brought together to awaken the Great God of the north, Iuz steps in before the spell runs its course; he does this to deny the Great God his awakening, and to make the barbarians believe he is the Great God. He then instructs the barbarians to rampage through the very heart of Oerik to incite his oppressive demands.

The swords, brought together, are the only way to awaken the Great God. United, they can also be used to defeat any who wrongly profess to be The Great God. If these five Blades of Corusk remain together, they have the capacity to destroy Iuz, sending him back to the plane of his origin. This is why Iuz scatters the swords once he enters the scene at the end of the adventure.



NPC Roster

These two NPCs were first introduced in the module *Five Shall Be One*. This module suggested these characters could be used as standard player characters. However, with the player characters possessing three of the five sword of Corusk at the beginning of this adventure, the help these two men can give should be diminished.

It is suggested that the Dungeon Master run these two men as NPCs. Having Mallon Fer'Asque tag along to insure the players perform their quest correctly is a good idea, but because of the distrust barbarians have for mage characters, he tries not to use magic unless absolutely necessary. Mallon does not wish to insult or frighten the player characters. Please see the "Pre-generated Player Characters" section for more information on this distrust.

Mallon Fer'Asque

8th-Level Half-Elven Male Wizard

Str: 9 Dex: 9 Con: 15
Int: 17 Wis: 11 Cha: 14

AL: Neutral hp: 29
THACO: 18 AC: 4

Weapon Proficiencies: dagger, dart

Nonweapon Proficiencies: ancient languages (17), etiquette (14), herbalism (17), read/write (17), spellcraft +2 (17)

Languages: Common, Elven, Flan, Nyronde

Experience Point Tally: 132,618

Special Abilities: 30% resistant to *sleep* and *charm*, spells *detects secret doors* 1 in 6 (2 in 6 if concentrating); 60' infravision

Spell Use: 4 1st-level, 3 2nd-level, 3 3rd-level, and 2 4th-level spells per day

Spell Book: 1st level—*charm person*, *color spray*, *detect magic*, *feather fall*, *identify*, *magic missile*, *phantasmal force*,

read magic, *sleep*, *unseen servant*; 2nd level—*alter self*, *continual light*, *ESP*, *fog cloud*, *hypnotic pattern*, *know alignment*, *mirror image*, *strength*; 3rd level—*dispel magic*, *fireball*, *fly*, *Leomund's tiny hut*, *lightning bolt*, *slow*; 4th level—*confusion*, *fear*, *ice storm*, *polymorph self*, *stoneskin*, *wizard eye*

Special Possessions: *dagger +2*, *bracers of defense AC 5*, *ring of protection +1*, *wand of lightning* (five charges), *dust of disappearance* (four pinches)

Mallon Fer'Asque is a young Nyronde half-elf. He is deeply devoted to his tutor and mentor, Karasten Meldraith, who resides in White Fanged Bay. Karasten has saved the half-elf's life at least twice and Mallon feels a strong debt of loyalty to the old mage.

Mallon himself is a little twitchy, rather insecure and shy, but he feels he has a charming manner and agreeable features and is generally well-liked. His nervous motions generally make those around him nervous as well. He is rather diffident, makes overwrought little chopping gestures with his hands, and his tension shows in the knit brow and in the bunching of muscles at the back of his neck and between his shoulders.

Mallon is something of a scholar, enjoying the study of old languages and legends; his researches at Karasten's request have borne some fruit.



Karasten Meldraith

10th-Level Human Male Wizard

Str: 7 Dex: 9 Con: 10
Int: 18 Wis: 16 Cha: 14

AL: Neutral hp: 28
THACO: 17 AC: 2

Weapon Proficiencies: dagger, quarter-staff

Nonweapon Proficiencies: ancient history +1 (19), ancient languages +1 (19), etiquette (14), heraldry +1 (19), read/write (17), spellcraft +2 (18)

Languages: Cold Tongue, Common, Flan, Old Suloise

Experience Point Tally: 301,954

Spell Use: 4 1st-level, 4 2nd-level, 3 3rd-level, 2 4th-level, and 2 5th-level spells per day

Spell Books (kept in *bag of holding* with *magic mouth* spell cast to scream if anyone other than Karasten touches the bag): 1st level—*burning hands*, *cantrip*, *charm person*, *comprehend languages*, *detect magic*, *erase*, *feather fall*, *light*, *magic missile*, *mending*, *read magic*, *shield*, *unseen servant*; 2nd level—*blur*, *darkness 15' radius*, *detect evil*, *detect invisibility*, *ESP*, *forget*, *invisibility*, *knock*, *levitate*, *mirror image*, *ray of enfeeblement*, *scare*, *stinking cloud*, *strength*, *web*, *wizard lock*; 3rd level—*clairvoyance*, *dispel magic*, *fireball*, *fly*, *hold person*, *invisibility 10' radius*, *non-detection*, *sepia snake sigil*, *slow*, *suggestion*, *wind walk*; 4th level—*charm monster*, *confusion*, *contagion*, *detect scrying*, *enervation*, *fear*, *hallucinatory terrain*, *ice storm*, *minor globe of invulnerability*, *polymorph self*, *Rary's mnemonic enhancer*, *solid fog*, *wall of fire*; 5th level—*cloud kill*, *cone of cold*, *extension II*, *feeblemind*, *hold monster*, *passwall*, *sending*, *shadow door*, *teleport*, *wall of force*

Special Possessions: dagger +2, +3 versus large creatures, bracers of defense AC 3, ring of protection +1, ring of warmth,

wand of fire (22 charges), whirling iridescent ioun stone (allows Karasten to be sustained without air), bag of holding (500-pound capacity)

Karasten is a Nyrondeese mage of some antiquity. Chronologically he is well into his 80s, but biologically he appears in his 60s or so, due to *potions of longevity* and similar magic. He is obsessed with myths and legends of the Suloise people and has taught himself the Old Suloise tongue to further his research. He is somewhat of a recluse now, continuing his research mostly through the work of his students and pupils.

Karasten is somewhat forgetful and academically minded, but he plays this up quite deliberately to make people think he's less attentive than he actually is. Likewise, he uses a staff to support himself when he walks, so as to appear feeble. Karasten carefully stage-manages himself to appear less potent than he really is.

Karasten, being forgetful, tends to have difficulty memorizing spells. In light of this, the Dungeon Master should pay very close attention to his rolls regarding spell memorization to reflect this misfortune.



Pregenerated Player Characters

These six pregenerated player characters were introduced in the module *Five Shall Be One*, the first part of this trilogy of adventures that ends with the *GREYHAWK® Wars* boxed set. If your group played that adventure and used the pregenerated PCs, continue with those PCs, as the versions given here will differ from those of your players.

If your players did not play in the first module, the characters given here should be used. This is suggested to retain the "barbarian" flavor of the adventure.

Stumred Barduran

6th/7th-level Mountain Dwarf Fighter/Thief

Str: 16 Dex: 17 Con: 16
Int: 9 Wis: 9 Cha: 8

AL: Neutral hp: 42
THACO: 15 AC 3

Weapon Proficiencies: battle axe, crossbow, dagger, short sword, war hammer

Nonweapon Proficiencies: blindfighting (NA), endurance (16), jumping (16), mountaineering (NA)

Languages: Common, Dwarven, Gnomish

Experience Point Tally: 60,192 (per class)

Special Abilities: Thief skills (PP 35%, OL 80%, FRT 70%, MS 35%, HS 25%, DN 65%, CW 70%, RL 15%), triple damage on backstab, racial underground detection abilities (*PHB*, p.21), +4 bonus to saves vs. spell and poison; +1 bonus to attack rolls versus orcs and goblins (and half-orcs and hobgoblins); ogres, trolls, ogre magi, giants, and titans attack him with a -4 penalty to their attack rolls; 60' infra-vision

Special Possessions: battle axe +1, dagger +1, dwarf-sized leather armor +2, gauntlets of dexterity, bag of holding (1,500 pound capacity)

Stumred is a mountain dwarf from Ratik. He is more outgoing and sociable than many of his people, despite his poor Charisma, and he also knows Helden from previous trips together. He likes and trusts the honest barbarian leader.

Stumred has seen several winters of fighting with the Frost Barbarians down in the Bone March, but he is also knowledgeable about the Griff Mountains and knows his way about the passes and valleys to the west of the Frost Barbarian lands. He is a very competent, careful adventurer and mountaineer and he hates taking undue risks.

Stumred is nobody's fool when it comes to traveling. He likes to get well-organized with supplies and resources and he likes attending to details. He is almost a quartermaster for any adventuring group. Of course, his magical bag gives him a distinct advantage in this respect.

Stumred's clan of dwarves lives to the west of the Timberway Forest, thus he and his people are very familiar with the Fruztii. Although he doesn't have Cold Tongue listed as a proficiency, the DM may allow him to pick up the gist of a conversation if he makes a successful Intelligence check.

Baern Barraeth

7th-level Human Male Fighter

Str: 18/56 Dex: 10 Con: 17
Int: 11 Wis: 14 Cha: 11

AL: CN hp: 62
THACO: 14 AC 4/2

Weapon Proficiencies: bastard sword (specialized), battle axe, club, long bow, long sword, spear, two-handed sword



Nonweapon Proficiencies: animal handling (13), endurance (17), hunting (13), mountaineering (NA), running (11)

Languages: Cold Tongue, Common
Experience Point Tally: 101,725

Special Possessions: *bastard sword +1, +3 versus regenerating creatures, chain mail +1, shield +1, long bow +1, potion of extra-healing*

Baern is a hardy man—tough even by barbarian standards. He is a skilled mountaineer, and he is accustomed to long cold days and nights hunting and fighting in the hills and mountains to the north of his homeland. He has fought against the warriors of Stonefist for several years and has a grudging respect for their durability as opponents.

Baern is the only son of a father crippled by the claws of a mountain bear. He has a strange ambivalence toward authority figures as a result of seeing his father so weakened. On one hand, he is sometimes

very subservient to such figures and acts almost meekly toward them. At other times, he is fiercely independent and stubborn and may oppose the word of authority simply because it is the word of authority.

Baern often keeps his own counsel and may act independently, but if he gives his word on a planned course of action, he sticks with it. He is also loyal to his fellows and would never abandon a friend to danger. He is distrustful of spellcasters, because he has a morbid fear that they may somehow read his mind or control his thoughts.

Fenestir "Swifthand" Galander

8th-Level Human Female Ranger

Str: 15 Dex: 17 Con: 15
Int: 10 Wis: 14 Cha: 12

AL: NG hp: 56
THACO: 13 AC 3

Weapon Proficiencies: Dagger, footman's mace, long sword, long bow, spear, short sword

Nonweapon Proficiencies: endurance (15), mountaineering (NA), survival—hilly and mountainous climates (10), tracking +2 (16), weather sense (13)

Languages: Cold Tongue, Common, Flan

Experience Point Tally: 241,362

Special Abilities: Can cast one 1st-level priest spell per day (animal or plant spheres), +4 attack roll bonus against giants, hide in shadows 54% (27% non-natural settings), move silently 67% (33% non-natural settings), can alter reactions of natural animals (see *PHB*, p.29)

Special Possessions: *short sword +1*, *dagger +2*, *studded leather armor +2*, *potion of fire giant strength*, *jar of Keoghtom's ointment* (four doses)

Fenestir is a rough, tough, tomboyish young woman who has already made a name for herself within the ranks of the Fruztii. She has fought in the mountain passes of the Griffs in the winter, journeyed into Stonefist to fight and Tenh to escort (this is where she learned to speak Flan), and wandered far and wide through the barbarian lands. She is curious and independent—a true free spirit.

Fenestir prefers a strong leader in any group she is with, providing that the leader has the brains (in addition to the strength) to maintain group cohesion and make his word stick. She prefers not to have to worry about leadership. This al-

lows her to concentrate on what she does best: scouting, searching, and keeping watch. She doesn't suffer fools gladly, but is always happy to have strong fighters around to stand shoulder to shoulder with her when combat beckons.

Fenestir has little time for non-barbarians, believing their men to be milksops and their women to be subservient ninnies. She expresses these views unambiguously and tactlessly when she feels like it, and does this sometimes just to be mischievous.

Ingrid Hashandir

9th-Level Human Female Druidess of Obad-Hai

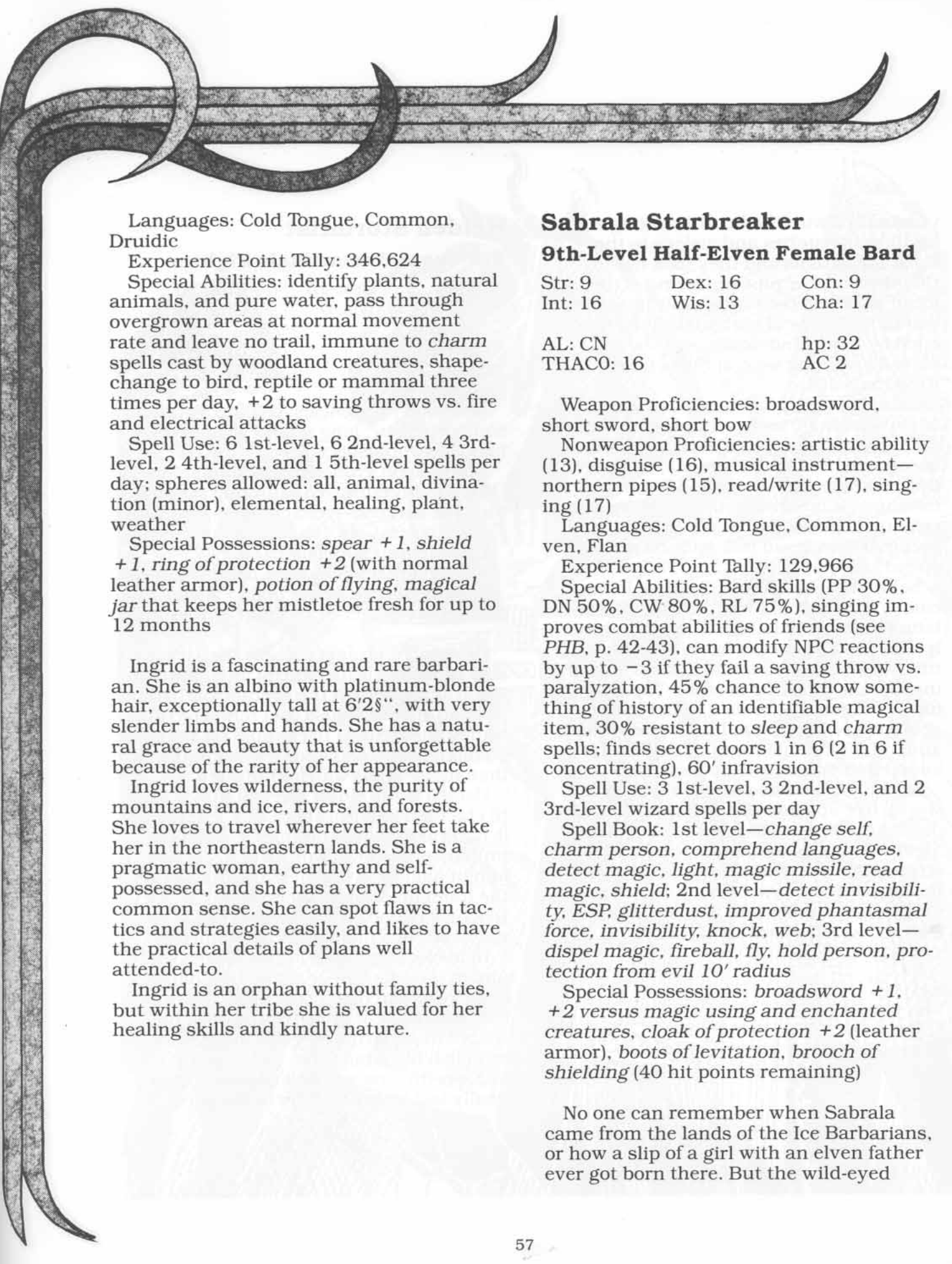
Str: 11 Dex: 15 Con: 15
Int: 10 Wis: 17 Cha: 16

AL: Neutral hp: 47
THACO: 16 AC 3

Weapon Proficiencies: club, scimitar, spear, sling

Nonweapon Proficiencies: direction sense (18), healing (15), herbalism (8), rope use (15), weather sense (16)





Languages: Cold Tongue, Common, Druidic

Experience Point Tally: 346,624

Special Abilities: identify plants, natural animals, and pure water, pass through overgrown areas at normal movement rate and leave no trail, immune to *charm* spells cast by woodland creatures, shape-change to bird, reptile or mammal three times per day, +2 to saving throws vs. fire and electrical attacks

Spell Use: 6 1st-level, 6 2nd-level, 4 3rd-level, 2 4th-level, and 1 5th-level spells per day; spheres allowed: all, animal, divination (minor), elemental, healing, plant, weather

Special Possessions: *spear +1*, *shield +1*, *ring of protection +2* (with normal leather armor), *potion of flying*, *magical jar* that keeps her mistletoe fresh for up to 12 months

Ingrid is a fascinating and rare barbarian. She is an albino with platinum-blond hair, exceptionally tall at 6'2½", with very slender limbs and hands. She has a natural grace and beauty that is unforgettable because of the rarity of her appearance.

Ingrid loves wilderness, the purity of mountains and ice, rivers, and forests. She loves to travel wherever her feet take her in the northeastern lands. She is a pragmatic woman, earthy and self-possessed, and she has a very practical common sense. She can spot flaws in tactics and strategies easily, and likes to have the practical details of plans well attended-to.

Ingrid is an orphan without family ties, but within her tribe she is valued for her healing skills and kindly nature.

Sabrala Starbreaker

9th-Level Half-Elven Female Bard

Str: 9 Dex: 16 Con: 9
Int: 16 Wis: 13 Cha: 17

AL: CN hp: 32
THACO: 16 AC 2

Weapon Proficiencies: broadsword, short sword, short bow

Nonweapon Proficiencies: artistic ability (13), disguise (16), musical instrument—northern pipes (15), read/write (17), singing (17)

Languages: Cold Tongue, Common, Elven, Flan

Experience Point Tally: 129,966

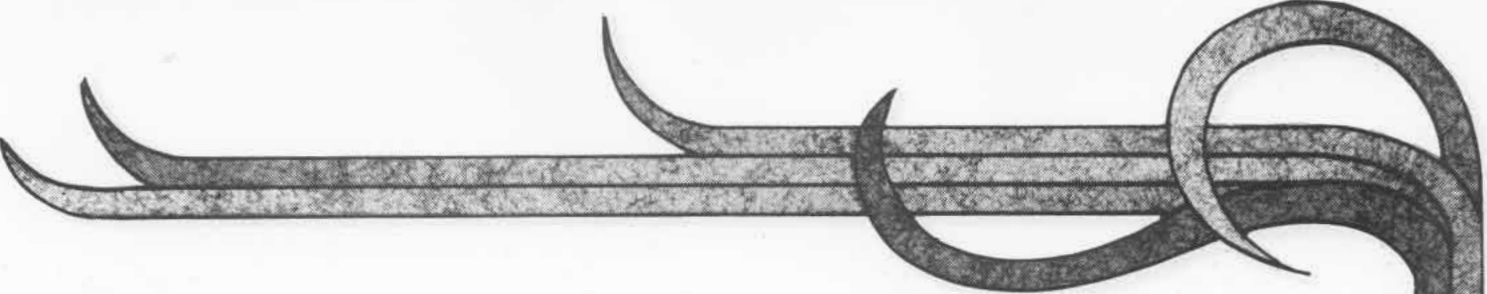
Special Abilities: Bard skills (PP 30%, DN 50%, CW 80%, RL 75%), singing improves combat abilities of friends (see *PHB*, p. 42-43), can modify NPC reactions by up to -3 if they fail a saving throw vs. paralyzation, 45% chance to know something of history of an identifiable magical item, 30% resistant to *sleep* and *charm* spells; finds secret doors 1 in 6 (2 in 6 if concentrating), 60' infravision

Spell Use: 3 1st-level, 3 2nd-level, and 2 3rd-level wizard spells per day

Spell Book: 1st level—*change self*, *charm person*, *comprehend languages*, *detect magic*, *light*, *magic missile*, *read magic*, *shield*; 2nd level—*detect invisibility*, *ESP*, *glitterdust*, *improved phantasmal force*, *invisibility*, *knock*, *web*; 3rd level—*dispel magic*, *fireball*, *fly*, *hold person*, *protection from evil 10' radius*

Special Possessions: *broadsword +1*, *+2 versus magic using and enchanted creatures*, *cloak of protection +2* (leather armor), *boots of levitation*, *brooch of shielding* (40 hit points remaining)

No one can remember when Sabrala came from the lands of the Ice Barbarians, or how a slip of a girl with an elven father ever got born there. But the wild-eyed



young bard with the heart-breaking voice brought her stories and visions to the Frost Barbarians and they took her to their hearts. Her pipe rendering of the forlorn Flowers of the Forests has brought tears to the eyes of barbarians long hardened by battle and death, and she has played and sung several times for the King himself.

Sabrala becomes almost possessed when she sings, recites, or plays the music dearest to her. She almost seems to become figures in the legends, to assume their mantles and sorrows, and her performance is breathtaking. The more powerful the legend, the deeper Sabrala becomes immersed in it and the more inspired she becomes.

Sabrala's taken name, Starbreaker, comes from an old Fruztii expression relating to the exhalation of breath in bitterly cold air. The breath frosts at once and tiny snowflakes fall to the ground appearing like the breaking of stars. The King once compared Sabrala's ballad to the gentleness of breath falling to the ground, and in honor of his compliment, she adopted the name she now carries.

Sabrala travels as she will through the world, free-spirited and dreaming, wishing only to learn more of legend, song, magic, and timelessness. Other-worldly and strange, she is nonetheless not gullible or foolish. When it is necessary, a bard must sing for her supper and Sabrala knows how to use her charm and wit.

Helden Stormfist

8th-Level Human Male Fighter

Str: 17 Dex: 15 Con: 15
Int: 14 Wis: 9 Cha: 16

AL: Neutral hp: 58
THACO: 12 AC: 2

Weapon Proficiencies: bastard sword, composite bow, long sword, spear, two-handed sword (specialized)

Nonweapon Proficiencies: animal lore (14), blindfighting (NA), hunting (8), running (9), survival—cold climates (15)

Languages: Cold Tongue, Common
Experience Point Tally: 188,173

Special Possessions: *two-handed sword +1, flametongue, chain mail +2, ring of free action, quiver of 14 flight arrows +1*

Helden is a strong, capable barbarian who is used to leadership of any group. Much smarter than the average barbarian warrior, Helden is also cool-tempered and somewhat inclined to caution. He tends to be thoughtful and patient, less impulsive than many of his warrior brothers.

Helden is the eldest son of a minor Fruztii chieftain and feels both that leadership is natural for him, and that he must continually prove he is worthy of it. He has fought alongside the men of Ratik against the humanoids of the Bone March; Helden's magical sword was taken from the hands of a monstrous ogre chieftain.

Helden's major goal at this time is to undertake some great adventure, obtain some powerful magic, or battle and overcome some great monster. In short, he wishes to perform one great heroic deed to establish his reputation, once and for all, as a worthy first son and to make himself finally feel he is a fit ruler and leader.





New Magical Items

The Blades of Corusk

The five Blades of Corusk are ancient magical swords created to function most powerfully as a group. Their power depends upon who wields them and how many of the blades are together in one place at one time.

All blades are resistant to magical scrying. They do not confer this protection on their wielders. Their abilities are explained in the appropriate text.

The Blades of Corusk

Name	Align	Basic Type
<i>Harmonizer</i>	(N)	+5 Defender, two-handed sword
<i>The Edge</i>	(CN)	+3 Bastard sword
<i>Greenswathe</i>	(N)	+3 Scimitar
<i>Dreamsinger</i>	(N)	+3 Broadsword
<i>Stalker</i>	(NG)	+3 Long Sword

The weapons were made for certain types of characters—bard, ranger, etc. The pregenerated PCs fit the bill for the best use of these weapons. If you use other characters, improvise—*Dreamsinger* can be used by a rogue as well as a bard, for example, but its unique and strange behavior remains the same.

Dreamsinger, Broadsword

Dreamsinger is a weapon created for a bard. It has a white steel blade and a platinum-filigree crosspiece and pommel set with fine moonstones. In the hands of anyone other than a barbarian bard, it is simply a +1 magical sword. In the hands of a barbarian bard, it is a +3 weapon that also confers a -1 bonus to the AC and a +1 bonus to all saving throws. There is one exception to this: The wielder of *Dreamsinger* has a -1 penalty to saving throws vs. illusions and mind-affecting spells because of the strange mental ef-

fects of the weapon (see following).

Dreamsinger allows a barbarian bard to cast spells from it. The spells *ESP* and *augury* are usable once per day each, and *divination* can be used once per week. The answers and information gained by the bard through the use of these spells should always be conveyed in a metaphor, simile, or allegory of some kind.

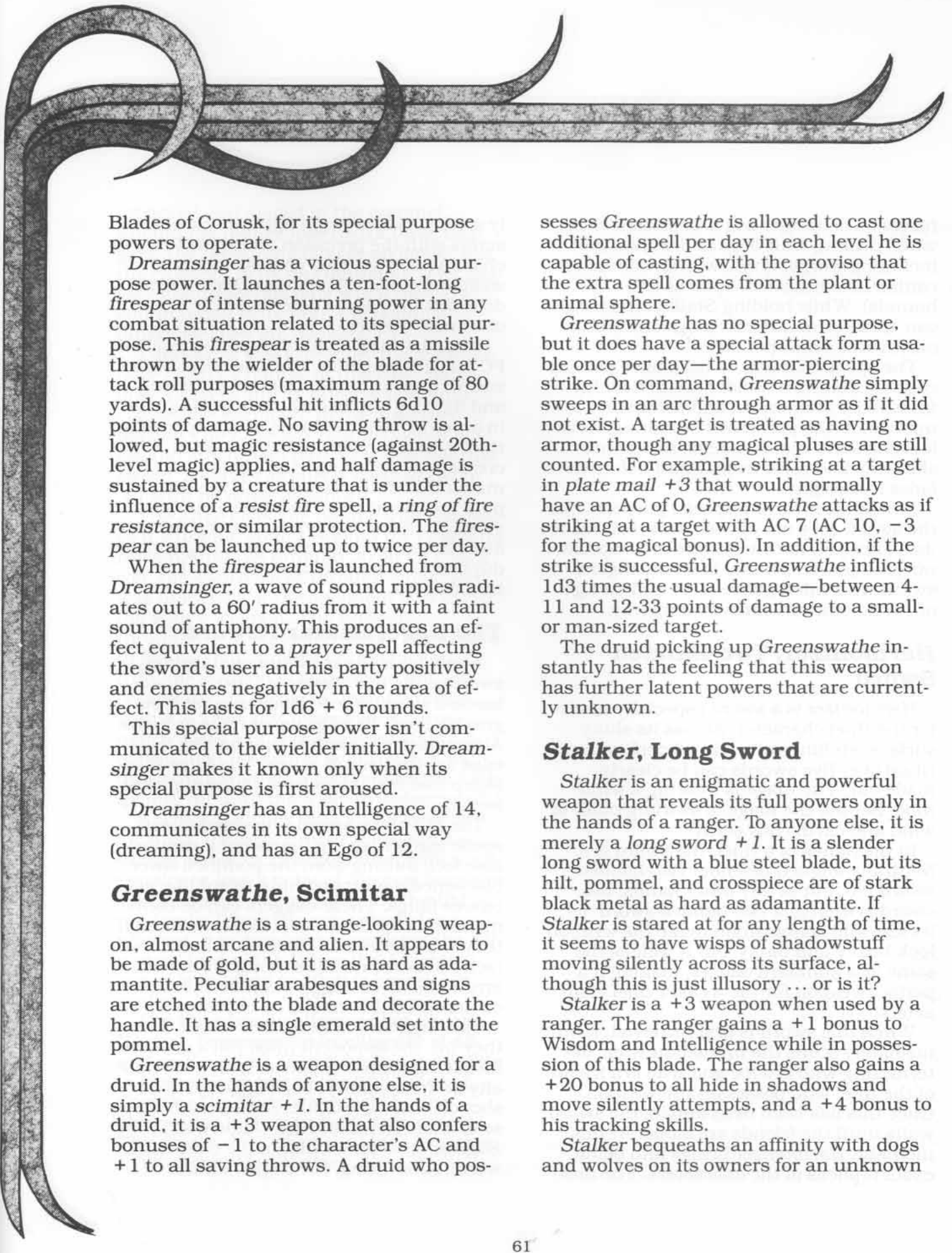
Dreamsinger's Visions

Dreamsinger communicates information about future events involving the quest for the blades to its wielder, but only in a strange manner. *Dreamsinger* communicates in dreams, as its name suggests, and in these dreams the bard owning the weapon sleepwalks and sings in his or her sleep. The song is in an unknown language and the sleepwalker does not remember it, but fragments of the song remain in the mind. The DM should carefully use these dream fragments to tantalize the PCs with hints about the later stages of the searches for the other Blades of Corusk.

Periodically, *Dreamsinger's* wielder enters fugue states. Such a state is one of intense dreaminess in which awareness of the outside world is diminished. This means penalties of -3 to surprise rolls and -1 to initiative rolls although the character functions normally once combat has begun. Such a fugue state is 75% likely to occur on waking after a dream vision, for 1d6 hours and 25% likely every other day for 1d10 turns at a randomly chosen time of day (or a time deliberately selected by the DM as a staging device).

Special Purpose and Power

The special purpose of *Dreamsinger* is to locate the other Blades of Corusk. This should be interpreted fairly strictly by the DM. *Dreamsinger* should be close to another blade, or close to someone or something that has information about the



Blades of Corusk, for its special purpose powers to operate.

Dreamsinger has a vicious special purpose power. It launches a ten-foot-long *firespear* of intense burning power in any combat situation related to its special purpose. This *firespear* is treated as a missile thrown by the wielder of the blade for attack roll purposes (maximum range of 80 yards). A successful hit inflicts 6d10 points of damage. No saving throw is allowed, but magic resistance (against 20th-level magic) applies, and half damage is sustained by a creature that is under the influence of a *resist fire* spell, a *ring of fire resistance*, or similar protection. The *firespear* can be launched up to twice per day.

When the *firespear* is launched from *Dreamsinger*, a wave of sound ripples radiates out to a 60' radius from it with a faint sound of antiphony. This produces an effect equivalent to a *prayer* spell affecting the sword's user and his party positively and enemies negatively in the area of effect. This lasts for 1d6 + 6 rounds.

This special purpose power isn't communicated to the wielder initially. *Dreamsinger* makes it known only when its special purpose is first aroused.

Dreamsinger has an Intelligence of 14, communicates in its own special way (dreaming), and has an Ego of 12.

Greenswathe, Scimitar

Greenswathe is a strange-looking weapon, almost arcane and alien. It appears to be made of gold, but it is as hard as adamantite. Peculiar arabesques and signs are etched into the blade and decorate the handle. It has a single emerald set into the pommel.

Greenswathe is a weapon designed for a druid. In the hands of anyone else, it is simply a *scimitar* +1. In the hands of a druid, it is a +3 weapon that also confers bonuses of -1 to the character's AC and +1 to all saving throws. A druid who pos-

sesses *Greenswathe* is allowed to cast one additional spell per day in each level he is capable of casting, with the proviso that the extra spell comes from the plant or animal sphere.

Greenswathe has no special purpose, but it does have a special attack form usable once per day—the armor-piercing strike. On command, *Greenswathe* simply sweeps in an arc through armor as if it did not exist. A target is treated as having no armor, though any magical pluses are still counted. For example, striking at a target in *plate mail* +3 that would normally have an AC of 0, *Greenswathe* attacks as if striking at a target with AC 7 (AC 10, -3 for the magical bonus). In addition, if the strike is successful, *Greenswathe* inflicts 1d3 times the usual damage—between 4-11 and 12-33 points of damage to a small- or man-sized target.


The druid picking up *Greenswathe* instantly has the feeling that this weapon has further latent powers that are currently unknown.

Stalker, Long Sword

Stalker is an enigmatic and powerful weapon that reveals its full powers only in the hands of a ranger. To anyone else, it is merely a *long sword* +1. It is a slender long sword with a blue steel blade, but its hilt, pommel, and crosspiece are of stark black metal as hard as adamantite. If *Stalker* is stared at for any length of time, it seems to have wisps of shadowstuff moving silently across its surface, although this is just illusory ... or is it?

Stalker is a +3 weapon when used by a ranger. The ranger gains a +1 bonus to Wisdom and Intelligence while in possession of this blade. The ranger also gains a +20 bonus to all hide in shadows and move silently attempts, and a +4 bonus to his tracking skills.

Stalker bequeaths an affinity with dogs and wolves on its owners for an unknown



reason. The ranger has a Charisma of 18 when dealing with dogs and wolves (not including worgs, tyrgrs, winter wolves, or canine-like monsters, such as hell hounds). While holding *Stalker*, the ranger can *speak with animals* (dogs and wolves only) three times per day.

The spells that can be used once per day each by *Stalker's* wielder are *invisibility*, *invisibility to animals*, and *invisibility to undead*. In the process of becoming invisible, *Stalker's* wielder seems to become shadowy and semi-translucent before he fades from sight.

Stalker does have a special purpose, but the sword does not choose to reveal this to its owner yet, nor the nature of its special purpose power. *Stalker* is an intelligent sword with Intelligence of 14 and an Ego of 11; it communicates by empathy.

Harmonizer, Two-Handed Sword

Harmonizer is a sword especially made for the thief character. Across its shiny surface, etchings of a wizard performing a ritual over five swords can be clearly made out. The mage is wearing a white robe. Behind the mage, a swirling mass of wind and earth coils eerily.

In the hands of a thief, the sword is a Neutrally aligned *defender two-handed sword +5*, but in any other hands, the sword is merely a *two-handed sword +1*. Its size and composition make the weapon look heavy and bulky, but it weighs the same as a standard dagger, making it a perfect weapon for the weaker thief characters.

When this sword is first retrieved, it immediately scans the immediate area, determining who is a foe and who is a friend of the thief who possesses the weapon. Once this has been determined, the sword waits until the friends are alone. At this moment, *Harmonizer* brings into being exact replicas of the characters. The new-

ly arrived clones begin fighting the characters with the precision and skill of the characters. They also possess identical weapons and magical items. *Harmonizer* does this in order to determine the worth of its new wielder.


When battling another thief, the thief PC realizes one more bad side effect of the sword. It gives the PC the same thieving and fighting abilities as the opposing thief in order to even the battle. If the opposing thief is lesser in level, *Harmonizer* increases the opposing thief's ability to match that of the character. If the thief puts the sword down to battle at an advantage, this tactic works, but the thief and his companions must again fight their duplicates when the thief picks up the sword again.

The Edge, Bastard Sword

The Edge is the most unusual-looking sword of the five Blades of Corusk. It is a bastard sword whose blade is made from grayish steel. Its edge never dulls or nicks. Attempts at sharpening and honing its edge are fruitless. It is said *The Edge* is so sharp that it splits hairs with the slightest touch.

The hilt of the sword is covered in soft suede leather, giving the sword a comfortable feel. Jutting from the pommel, three blackened daggers point outward like venomous fangs. These daggers can be commanded to fly from the pommel as though they were *arrows of accuracy +2*. An attack roll is required, as though firing an arrow. All three daggers can be shot in one round if the wielder so chooses.

The daggers streak to their target. If they hit, the opponent must roll a successful saving throw vs. poison with a -2 penalty or die instantly. The daggers can be shot off while the fighter strikes with the sword; the command is a single word (*The Edge* informs its wielder of the command word). After firing, the daggers must be



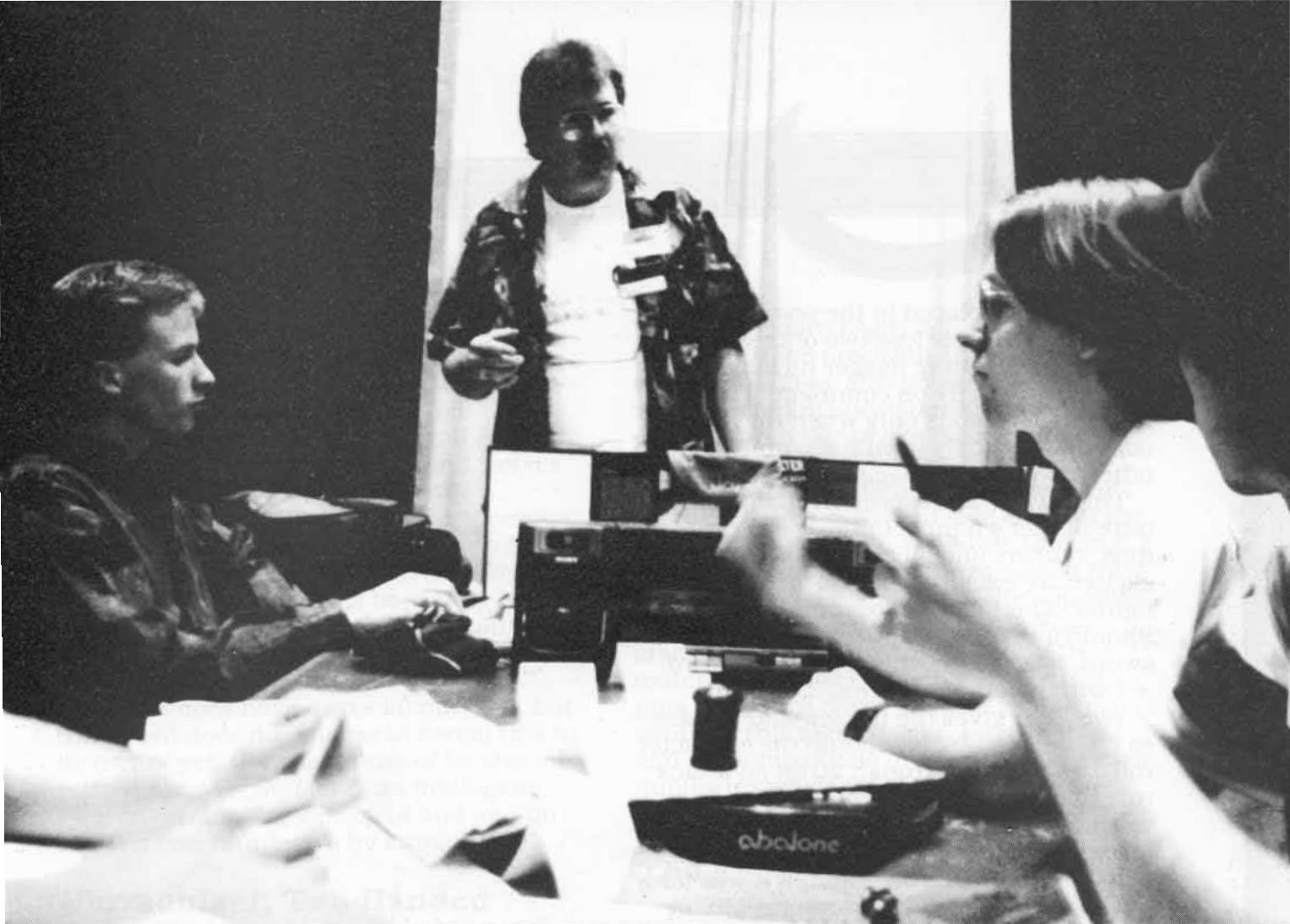
retrieved and placed in the pommel. Should the fighter lose two of these daggers, the remaining dagger no longer has the capacity to fly on command. (The daggers are poisonous only when they are commanded to fly from the pommel, otherwise they are *daggers +1*.)

This sword was especially made for the pure fighter's hands. In this case, paladins, rangers and all other fighter subclasses are excluded. In the grasp of a fighter, *The Edge* is a *bastard sword +3*. Should any other character class use this sword, it serves as only a *bastard sword +1* with no other benefits.

The Edge gives the fighter who possesses it a unique ability. Should the character roll a natural 18 through 20 on an attack roll, the sword slices through whatever was in its way. If the opponent was parrying with a weapon, *The Edge* slices through the weapon as though it was lard. (If the weapon attacked is magical in nature, the weapon is required to roll a successful saving throw vs. disintegration with a -3 penalty, otherwise it permanently loses a plus or a special ability—determined randomly by the DM. This drain continues with each additional high-quality hit until the weapon is destroyed.)

If armor is struck with an 18 to 20 attack roll, the armor must roll a successful saving throw vs. disintegration with a -3 penalty or lose a point of magical bonus or special ability—determined by the DM or randomly. When the armor is no longer magical, it is damaged, penalizing the AC it gives by 1 point. When the AC of the armor is reduced to 10, it is completely useless.

The Edge has an alignment of Chaotic Neutral, possesses an Intelligence of 16 and an Ego of 12. *The Edge* has the ability to locate *Harmonizer*, the fifth Blade of Corusk. *The Edge*, when held by the blade-stops, points toward *Harmonizer*. This works only when the blade is within 1,000 feet of *Harmonizer*.



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