

DUNGEONS & DRAGONS®

Companion Game Adventure

Test of the Warlords

by Douglas Niles



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Players' Map: Norwold

Scale: 1 hex = 24 miles

Key

- ★ Capital
- ⊙ Port/City
- Clanhold
- ▨ Lake/Bay/Ocean
- ~ River
- ▲ Mountain
- ⚔ Major Divide
- △ Volcano
- ☼ Marsh



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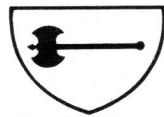
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PROLOGUE: HOW TO RUN THIS ADVENTURE

With the fall of the Black Eagle Barony and its allied forces, the settled lands of the continent are now peaceful. Most of the land's dungeons have been plundered, and monsters have been driven from all but a few of the civilized dominions. Prosperity reigns throughout the land now, which is just how the rulers want it. The government is stable, and day-to-day life is routine. Prospects for adventure, however, are minimal.

Then comes word from the north: the empire of Alphatia has claimed the vast lands of Norwold, and has appointed a king to rule over those lands. This monarch is in need of steadfast characters to administer the many dominions that may be carved from the wilderness of Norwold!

TEST OF THE WARLORDS is a campaign adventure designed for use with the D&D® Companion Set rules. Two to ten player characters of level 15 or higher may participate in the "land grab" as Norwold is partitioned into dominions. For those characters who do not wish to claim a dominion for themselves, plenty of other adventures await in the fledgling states of the new kingdom, as Alphatia is not the only empire casting a covetous eye toward the potentially wealthy lands of Norwold. Secret emissaries have arrived from the southern lands of Thyatis, and are moving among the folk of Norwold, gaining a sizable following of their own.

The fate of this sprawling land, and of the people who make it their home, will be decided by those who succeed at the Test of the Warlords.

What is a campaign adventure?

This adventure may be a little different from others you and your players have used. Test of the Warlords does not concentrate on a single scenario. Rather, this adventure should serve as a framework for a D&D® Companion-level game.

Several dungeon and wilderness encounters are featured in this adventure, but much of the adventure's development depends on the characters' actions, such as claiming dominions, establishing strongholds, and interacting with other characters and non-player characters.

If you run only the encounters detailed in the Norwold Encounters section, this adventure should last 5 to 7 game sessions. If, however, you use this adventure to develop a campaign in which characters may claim

dominions, the adventure should provide enough excitement to last 12 to 15 game sessions.

No less than an entire kingdom is at stake in this adventure. Although Norwold is little more than wilderness when the adventure begins, its value becomes apparent when explorers return to tell of its sheer vastness and its valuable natural resources. The wide open spaces of Norwold become even more valuable as the population of the civilized lands to the south explodes.

Characters in this adventure compete with several high-level NPCs, who are also interested in claiming dominions in Norwold. As choice pieces of land are taken, much of the adventure's conflict should come from the interaction between the characters and these NPCs.

Several events and encounters occur during this adventure's time frame. Some of these events require characters to work together to reach a common goal or defeat a common enemy. Of course, this strange, new land is home to more than a few monsters!

Finally, characters must help to determine the very fate of Norwold. If characters claim dominions in Norwold, they must swear fealty to the land's king, who has been appointed by the empire of Alphatia. To the south, the empire of Thyatis plots to take the rich lands of Norwold for itself. Thus, the mighty forces of two great empires are drawn together in a bloody war to determine who will rule Norwold.

How to use this adventure

This adventure is divided into several major sections. Unlike most adventures, you cannot simply progress from one section to the next as the characters run the course of the adventure. Each section contains important information that should be used throughout the various events and encounters. Also, you may use the settings and characters in this adventure to expand your D&D® campaign world.

Adventure sections

The setting: This section outlines the lands of Norwold, its terrain types, climate, economics, and major cities. This section also details the empires of Alphatia and Thyatis, and explains the nature of the empires' relations.

Nonplayer characters: This section details the adventure's major nonplayer characters. Statistics and a brief personality profile are given for each.

Land grab: This section outlines how you

may bring the characters into the campaign. Details on how to set up character dominions are also given.

Major events: This section describes two major events that take place in Norwold during the adventure.

Norwold encounters: This section outlines five major scenarios that may take place during the adventure.

War of the crown: This section lists the war machine statistics for all forces involved in the war for control of Norwold. Major events of the war and key strategies are also given.

Epilogue: This section lists possible scenarios for continuing your campaign in Norwold. A list of random encounters is also included.

Adventure maps

Players' Map: Norwold is shown on the inside booklet cover. Show this map to the players when their characters begin claiming their dominions. You may draw the characters' dominions on this map, but be sure to use pencil. The borders could change for any number of reasons!

DM Map 1: World Area shows the relationship of the empire of Alphatia to the empire of Thyatis. If you compare this map to the large area map in the D&D® Companion rules, you will be able to place the two empires into their proper positions relative to the maps provided in the D&D® Expert rules.

DM Map 2: Norwold is your copy of the players' map of Norwold. This map shows areas that the characters may learn about only by exploring.

DM Maps 3-5 coincide with three of the Norwold encounters.

A blank hex-grid sheet is also provided on p. 32 of this booklet. Make photocopies of this page and give each player several copies. Each player should map out his character's dominion on these sheets. You may also want to use extra hex-grid sheets to make detailed maps of Norwold where specific battles are taking place.

Player characters

This adventure is designed so that you may run virtually any number of characters through its encounters and events. You may have a great deal of trouble running one character through the adventure, although it is possible. Running 10 to 15 characters might prove difficult as well. Ideally, you should try to have from three to eight characters for this adventure.

A list of eight prerolled Companion (high) level characters is provided on the outside booklet cover. Your players do not have to use these characters if they don't want to. They are given as options for players whose character level is not yet high enough for a Companion level adventure, or for players whose characters may have had an "unfortunate accident."

If you have a small number of player char-

acters for this adventure, you should use at least one of the prerolled characters as an NPC aligned with the characters.

Random encounters

A list of random encounters that might occur at different points during the adventure is given on p. 31. Obviously, checking once per hour or even several times per day would be inappropriate for this type of campaign adventure.

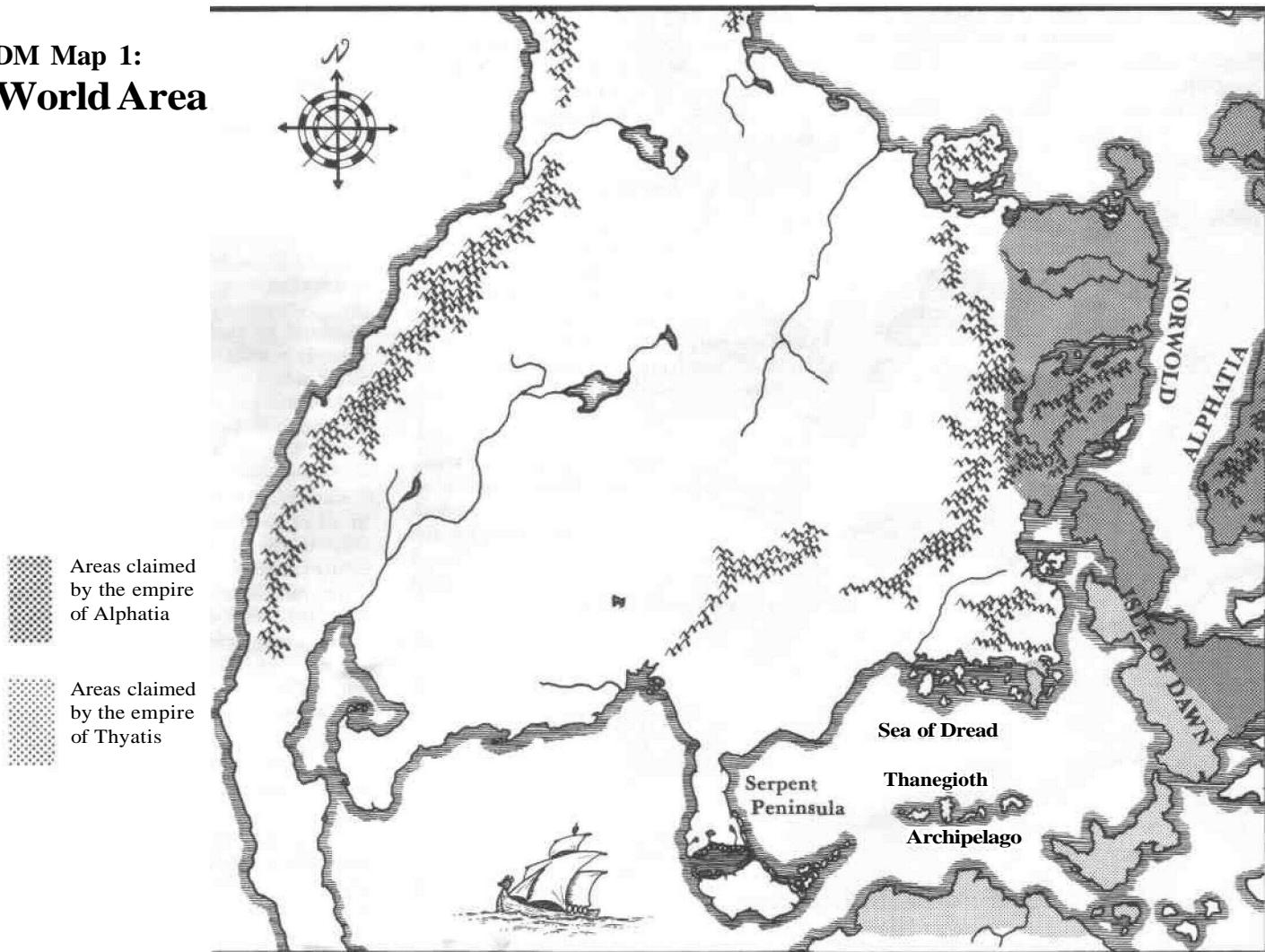
The timing of the random encounters is left entirely up to you, based on your sense of drama. If the adventure is moving along rapidly, and if the characters are keeping busy, you may not need to introduce a random encounter for many "months." On the other hand, you may wish to inhabit the characters' dominions with challenging monsters or NPCs, or you may wish to throw in a surprise

for the characters as they make a routine journey through some area of Norwold.

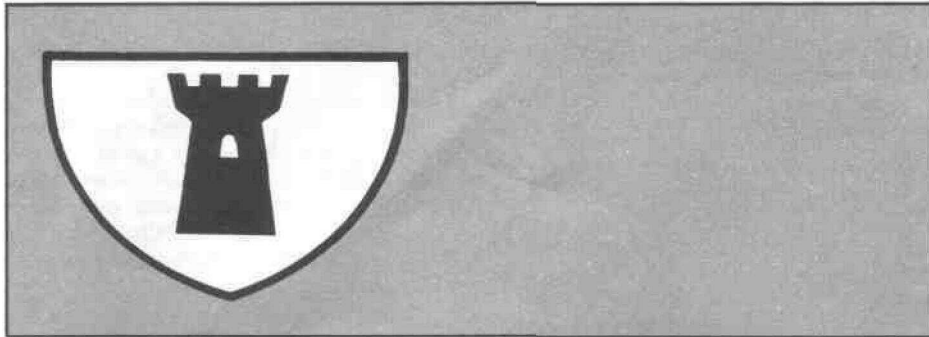
Not all of these encounters need put the characters in combat. Characters who have a great deal of experience should have some appreciation of the value of a good friend, as well as a vanquished foe. In these "easy" encounters, characters should gain experience points for establishing alliances or helping those in need (depending, of course, on alignment).

When you decide to use a random encounter, determine the type of terrain in which the encounter will occur. A modified die roll is given at the top of the Random Encounters Table for each terrain type. Find the die roll result and the corresponding encounter on the table.

**DM Map 1:
World Area**



THE SETTING: OUTLINING NORWOLD AND THE EMPIRES



A large continent lies in the northern hemisphere of the D&D® world. The largest single region on this continent is Norwold.

Norwold lies to the north of the land shown on p. 33 of the D&D® Expert rule book. To see how the Expert map relates to Norwold, line up the coastline near the bottom left corner of the map shown on this adventure's inside booklet cover with the coastline at the top of the Expert map (near the Heldann Freeholds). If you want to see more of the Expert/Companion world, you may line up the players' map with the map shown on p. 16-17 of adventure X1, "The Isle of Dread."

Competing empires

Two major empires are competing for power in Norwold. The empire of Alphatia has already established a kingdom in the area, and is actively seeking to develop firm control over the region. The empire of Thyatis is alarmed by this development, and is determined to disrupt the expansion of the Alphatian empire.

These two empires have come into conflict over territory in the past. DM Map 1 shows each empire's areas of control. The areas where the two empires overlap are currently being contested.

Alphatia background

Alphatia is the oldest empire in the world. It is located on a massive island off the eastern coast of Norwold. The empire built its power on a solid foundation of magic. No fewer than 1,000 36th level magic-users make up this empire's ruling council. Reliance on magical abilities, and complete confidence in the overwhelming superiority of these abilities, are the hallmarks of Alphatian power.

King Ericall is the second son of the current Empress of Alphatia, Eriadna the Wise. Eriadna has granted Ericall all of Norwold as his dominion, and has given him the freedom to develop and rule the kingdom as he sees fit. After a decade or so, Eriadna expects Ericall to begin making substantial tax payments from Norwold into Alphatia's coffers.

Thyatis background

This empire is much younger than Alphatia. Actually, it is little more than a century old. The empire has spread rapidly outward from Thyatis, its capital city. It now encompasses several large islands off the southern coast of the continent.

Unlike Alphatia, Thyatis has developed upon a triad of powers. The theocratic, magical, and military elements of the empire all share the responsibilities of problem solving and policy development.

Thincol the Brave is currently the emperor of Thyatis. He is a 36th level fighter who has been known on many occasions to be cruel and merciless. He does, however, possess a keen soldier's mind that has allowed his empire to hold its own against the mighty legions of Alphatia.

Many historians attribute Thyatis' rapid growth to its leaders' fabled capacity for greed and trickery. Although several of Thyatis' territorial battles appear to have been fought on the field of honor, many more, historians agree, were won through treachery and deceit.

Relations between the two empires

Alphatia and Thyatis have rarely met to discuss their territorial differences. More often, the two empires clash in minor wars, fought chiefly in outlying areas (the two empires consider Norwold an outlying area). Neither empire has made a concerted effort to wipe the other out, since the resources and risks involved in such an undertaking would severely restrict the possibility of victory for either side.

Alphatia has won most of the skirmishes between the two empires, because of its potent magical abilities. Thyatis has, however, prevailed on occasion.

Each empire places active spies and agents in all of its rival's lands. Agents from the empires have even penetrated each other's ruling councils.

Overall, these two empires have achieved a delicate balance of power. The weight of this balance may gradually shift from decade to decade, but it is unlikely that either of the empires will be able to destroy its foe for a long time to come.

Norwold terrain types

A variety of terrain types covers the land of Norwold. Most of these types are shown on the players' map. Consider unmarked hexes to be forest, as this is Norwold's most common terrain type.

Mountains

Two huge mountain ranges make up the spine of the subcontinent. The Final Range runs parallel to the southeastern coast of Norwold. It is situated about 200 miles inland. The range took its name from ancient explorers who thought it represented the far edge of the world.

The other range in Norwold is even greater than the Final Range. It runs north and south along the kingdom's western border. Barbarians and savages refer to it as the Icereach Range or White Range, but the new government has not officially explored and named the range.

The mountains of Norwold are towering pinnacles of rock that dwarf the summits of the renowned Altan Tepe Range, which lies far to the south. A number of peaks in the central regions of the Final Range reach 18,000 feet above sea level, while at least a dozen peaks in the Icereach tower over 24,000 feet high.

Many peaks in both ranges are snow-covered all year long. In the upper reaches of both ranges, huge glaciers sprawl outward. The ice in these areas has not melted for thousands of years.

Trees grow in the lower mountain valleys as far north as the Great Bay. Mountainous areas north of the bay are barren of trees. No trees grow at altitudes higher than 8,000 feet.

Where a mountain hex on the players' map is adjacent to a clear hex, assume that half of the mountain hex is made up of "foothills"—long, gradually rising ridges of rock that lead to the mountains.

Hills

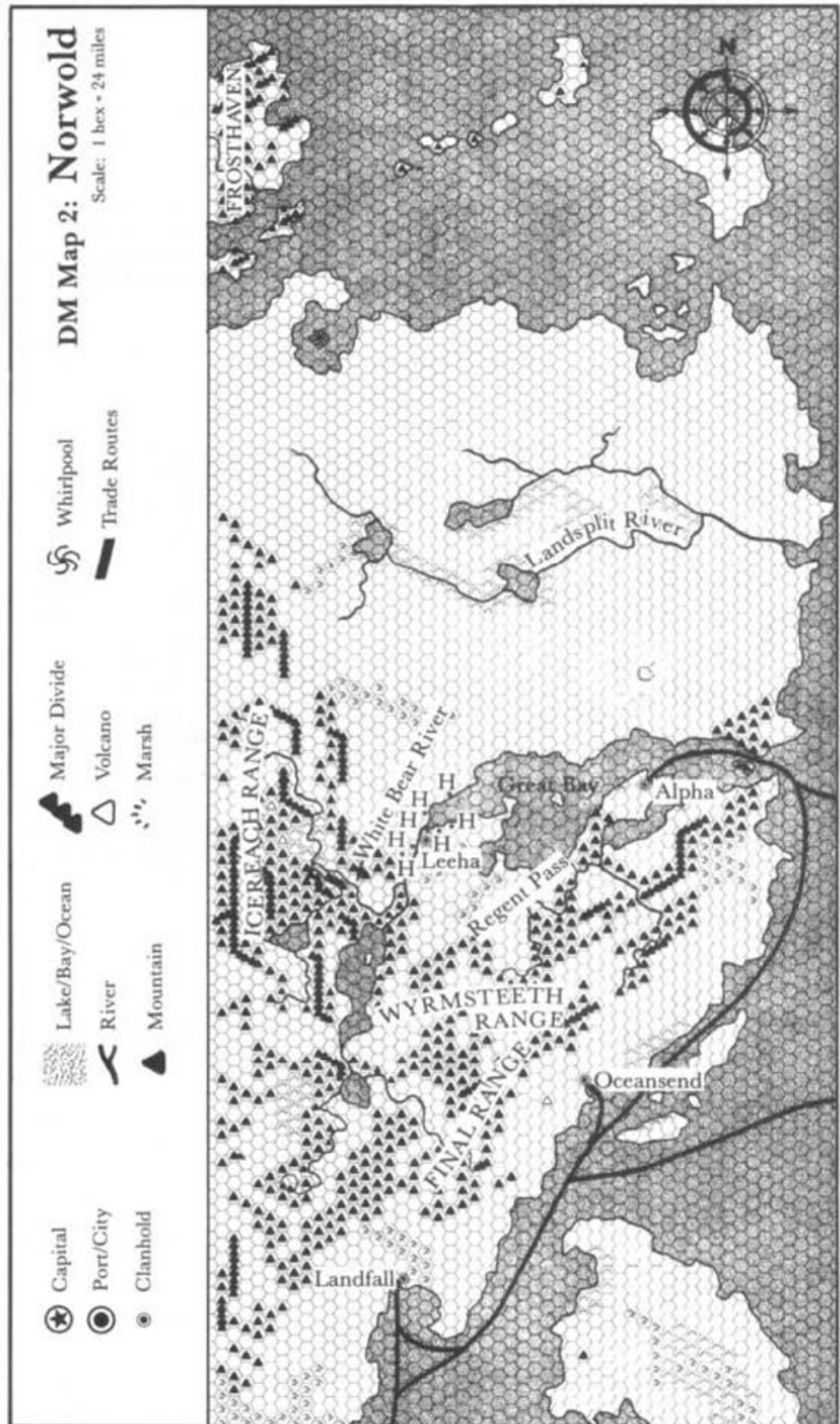
Dense forests cover most of the hilly areas in Norwold. Pines and other evergreens are the predominant forms of trees. Lakes and clearings dot the hills, and flowers and herbs are common in the thick meadows.

Bogs and marshes fill some of the low spots on the hilly terrain. If characters drain these areas, they have ideal farmland. Any druids in the area take grave exception to such ecological tampering, however!

Marshes

These areas are simply wet lowlands, and are unsuitable for development. No permanent structures could stand in these areas. There is a 20% chance, however, that a marsh hex contains small areas of higher ground large enough to hold a small village. Nevertheless, marsh areas are definitely not prime real estate.

The nearby rivers and lakes flood the



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marsh areas each spring, covering all but the highest ground in 2-8 feet of water. The marshes freeze in winter, and characters may cross them during this time. Consider all frozen marshes as plains.

Forests

Forests cover most of the land in Norwold. Evergreens are the only types of trees that grow in the northern forests, while broad stretches of oak, hickory, maple, elm, ash, fruit, and other hardwood trees mix with the evergreens in the southern forests.

Many different types of woodlands may be found in a single forest hex. In many places, old and giant trees stretch toward the sun. These trees are incredibly wide, and stand several yards apart. The underbrush in these areas is sparse, so characters may travel through the areas easily. In other areas, the trees are younger and weaker. They do not screen sunlight from the forest floor, so the underbrush in these areas is dense. Travel through these areas is difficult. You may alternate between the two types of forest terrain, depending on the pace of the adventure. When characters move through thick underbrush, you may cut their movement rate in half.

Several meadows may break the growth in a forest hex. These meadows may actually seem more like prairies, since some of them stretch for 5-10 miles.

Gently rolling dirt makes up much of the land in these forest areas. Low hills are fairly common.

Tundra

This flat, wet land exists only at the extreme northern end of Norwold. The tundra is a region of terrifyingly severe winters and soggy, muddy summers.

Herds of grazing animals cross the tundra during the pleasant months, stalked by an occasional predator. All but the cold-loving creatures abandon the tundra in winter, however.

During the summer, 10-40% (1d4x10) of a tundra hex is covered by ponds, and wide, shallow lakes. Fish are not common in these bodies of water, but huge swarms of insects usually are.

Rivers

Only the largest of Norwold's many rivers are shown on the players' map. Those rivers that are shown may be 1-4 miles wide at any given spot. For the most part, these rivers are too deep for wading.

Assume that at least one river (50-200 feet

wide) and several streams drain each hex on the map.

Feel free to add to the waterways marked on the Norwold maps. Rivers may make useful boundaries when characters establish or contest the size of their dominions.

Lakes

As with rivers, only the major lakes are shown on the Norwold maps. Since so much of the land of Norwold is wooded and rainy, small lakes dot much of the land (at least one per hex in the south, as many as a dozen per hex in the north).

All of the inland lakes are freshwater lakes. The mountain lakes are very deep, while the flatland lakes are shallow.



Norwold climate

Norwold is a northern temperate region having four distinct seasons. Each of these seasons lasts approximately three months. Seasons in the southern part of Norwold are less severe than the seasons in the north.

Precipitation is common in Norwold, and comes in the form of snow in winter, and rain in summer. During the spring and fall, the precipitation may come as either rain or snow (50% chance, modified plus or minus 30% based on the location of the specific region, and the time of the season—late spring, late fall, etc.).

Some form of precipitation falls every four days. Of course, a thunderstorm or snowstorm may last much longer than one day. Also, a dry spell might last for weeks. Use the four-day figure as a rough average when you

run your campaign. You may want to use severe weather (torrential rains, droughts) as plot twists.

Trade routes and resources

DM Map 2 shows several Norwold trade routes. Characters may discover and mark these routes on their own map, but they should not be aware of these routes at the start of the adventure.

The only civilized areas in Norwold when the adventure begins are Alpha and the five hexes that surround that city; the demihuman strongholds; Landfall; Oceansend, and the coastal hexes on each side of that port city.

Dominion resources are explained in detail in the Companion rules, although some suggestions for calculating resources are given below:

Most mountain resources are mineral in nature.

The most common mineral resources in hilly areas are tar, clay, coal, and stone.

Besides the obvious wood and timber resources in forest areas, the main resources in these areas are animal or vegetable in nature.

Tundra areas have only a 30% chance of holding a resource. A tundra hex never holds more than one resource, and that resource is never animal in nature.

Norwold cities

Alpha, the king's city

This sprawling community numbers some 30,000 residents. More than 60,000 farmers live and work in the civilized regions nearby.

Blessed with a splendid deep-water port, Alpha boasts a bustling waterfront. Ships carrying imports from other parts of the continent, as well as from the empire of Almathia, arrive at least once per day. Ships carrying goods from all of Norwold sail from this port almost as frequently. A large fishing industry based here provides food for much of the city and jobs for many of those living on the waterfront.

The farms that surround Alpha are very prosperous. The soil, deposited by a glacier, is rich loam, and the farmers are a hardy, industrious folk. Many of them have lived on and farmed this land for generations. As a group, the farmers have welcomed the arrival of King Ericall and are happy to be members of an established form of government.

Alpha was erected on the ruins of an ancient fortress, utilizing some of the old fortifications in its construction. All areas of the

city are heavily fortified. Up to 10,000 people may take shelter in the fortress, which still allows access to the harbor. Walls surround the entire city and represent a formidable obstacle to any foe.

King Ericall's palace stands on a hill in the center of the fortified zone. Although fountains and gardens adorn the structure, the palace's high, thick walls, and numerous towers give testimony to the fact that its main purpose is defense.

The palace covers a huge area of Alpha. It is made up of dozens of buildings, all located inside the wall. Fireplaces are common in all of the buildings, making the palace comfortably warm even in the dead of winter. Hundreds of guestrooms, and dozens of kitchens and dining rooms ensure that many visitors can be comfortably attended to at one time.

Funds from the empire of Alphatia helped pay for the palace, which took 10 years to build. The palace's Grand Ballroom is considered one of the masterpieces of architecture in the civilized world.

The peninsula on which Alpha is located is cut off from the rest of Norwold at its neck by a rugged stretch of mountains. This pass, known as Regent Pass, is the only gap through these mountains. A small garrison of 500 of the king's guards stands watch over this pass.

Landfall, pirate's haven

This dirty city is little more than a collection of squalid huts and sleazy dives. Somehow, 10,000 people survive in these filthy surroundings. If characters are looking for an item or person of seedy nature, chances are they can find it here.

King Ericall has already appointed Lernal the Swill, his demented half-brother, as lord of this dominion (see the Nonplayer Characters section for a description of this wretched gentleman). Lernal pays the king 40% of all of his tax income, so Ericall allows Lernal to rule this vile place with a fairly free hand. Ericall does not know that Lernal reports less than half of his tax earnings.

Landfall is often a port of call for ships journeying north to Alpha, so there is a chance that the characters stop here before they see much else of Norwold. This first impression should be a strong one.

The dirty, ramshackle docks of Landfall mar the shore of a once placid bay. Screams and cries ring through the streets frequently, attracting little notice other than the occasional turned head.

The Thieves' Guild is the true ruler of Landfall, and any thieves who would practice their craft here must deal with the Guild very soon after arriving.

There is a 10% chance per turn that any stranger visiting Landfall is robbed. The thief would be the same level as his victim, and he tries to take as much as he can. Once a visitor is cleaned out, or once he has foiled three robbery attempts, the thieves leave that visitor alone.

Landfall's defenses are woefully inadequate. Lernal lives in a large, poorly built wood mansion, and the rest of the city is devoid of any stone buildings or fortresses. If a military force threatens Landfall, most people react by setting sail for the open seas or running for the hills.

Poor farms and small villages are scattered throughout the land that surrounds the city. Old sailors inhabit most of these villages. Many of the other settlers are outlaws hiding from the justice of more civilized parts of the world.

Oceansend, free city

This heavily fortified community has not yet agreed to join in declaring allegiance to King Ericall. Oceansend is a thriving, vibrant city that is much older than either Alpha or Landfall. Its people are generally wiser in the ways of dominions, and are reluctant to join any newly created kingdoms.

Nearly 20,000 people live in Oceansend. Demi-humans make up a large proportion of the population. There are at least 3,000 dwarves, 2,000 halflings, and 500 elves living within the city walls. All of the inhabitants are very loyal to the ruler of the city, King Yarrvik the Just (see the Nonplayer Characters section for a description of this king). Anyone who tries to subvert the city's ruling structure is likely to incite a riot in support of the king and his family.

Another 20,000 people live in the countryside that surrounds Oceansend. Most of these people live on prosperous farms or in small villages within 50 miles or so of the city. Each of these villages keeps a well-trained militia (*troop class*: good). These villagers are very loyal to the Oceansend government.

Well-traveled trade routes lead west from Oceansend to some branches of the Final Range. Small dwarven communities near the mountains trade metal items for the produce and imported goods from Oceansend. A staunch alliance exists between the mountain dwarves and the city. If invaders attack either area, the one group invariably comes to the defense of the other. The dwarves can muster some 1,000 troops. The city can call up around 6,000 troops.

Consider the entire city of Oceansend a fortress. Even if attackers invade the city by land, Oceansend residents would still have

access to their docks, and since the residents could live on seafood almost indefinitely, an attack by land would have little chance of suc-

Special geographical features

Arch of fire

Two volcanoes are located near the Iceeach Range. They stand 75 miles apart. A unique phenomenon connects the two volcanoes: the northern volcano is an inflowing vortex from the plane of fire, and the southern volcano is an outflowing vortex to the same plane. Thus, the two volcanoes form a towering "arch of fire" that flows from the north volcano to the south volcano.

The arch of fire is visible up to 72 miles away (3 hexes) at night, and up to 48 miles away by day. The arch reaches a height of 6 miles in its center, and forms a tube roughly 300 feet in diameter.

The hexes containing the two volcanoes are true wastelands of fire. The land that surrounds each of the volcanoes is relatively flat, and is crisscrossed by flowing rivers of lava. Huge lakes of fire lie at the bases of the volcanoes.

Many small cave mouths dot the rocks that surround the mountains. Although most of these openings lead nowhere, some do connect to fissures deep within the earth. Rushing gouts of steam occasionally scald these caves. Fire giants, red dragons, and a host of other heat-loving creatures occupy many of the caves.

The most fearsome residents of these valleys of lava are the huge bands of fire elementals. The elementals spend a great deal of time on this portion of the prime material plane, because it reminds them so much of their natural habitat. If the elementals encounter characters in these areas, they either slay the characters immediately, or they carry them off to the plane of fire for an uncomfortably warm period of imprisonment. The elementals do take care to see that their prisoners are protected from some of the more extreme features of their environment, however.

Wormholes lead out of many of the caves in these areas, and empty into the vortexes that flow into and out of the plane of fire. All of the fire elementals' caves feature these wormholes.

Whirlpool

This churning mass of water fills an entire hex in a bay along the northern shores of Norwold. The water surface in the bay is choppy and unpredictable. A strong current

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(90 feet per turn) pulls toward the whirlpool, which is in the center of the bay.

The whirlpool is actually an elemental vortex that flows from the prime material plane to the plane of water. The whirlpool spirals downward until the water reaches the vortex—about 200 feet below the surface—and then flows out of the prime material plane in a foaming rush.

Several water elementals live in the bay, and are accompanied, in winter, by the occasional hydrax. Characters who venture onto the bay are attacked by a band of water elementals. The creatures try to abduct the characters and carry them to the plane of water.

Clanholds of the small folk

An "H" on the players' map marks the location of a clanhold. Each clanhold shown on the map represents a halfling clan. Each of the seven communities is different and has its own leadership and crucible of black flame. The fact that all of the clans are located close to each other has encouraged the halflings to develop together, however.

The stronghold of Leeha is the clans' central gathering place. The stronghold is located near the White Bear River. The halflings have excavated huge warrens along the riverbank, so that the members of all the clans may stay in Leeha and have a safe roof over their heads and a warm fire before their feet.

Each individual clan numbers from 700 to 1,200 halflings. A total of 6,500 halflings lives in the seven communities. The halflings can muster a force of 1,500 warriors in times of crisis. Although the small folk try not to become involved in their human neighbors' quarrels, they do not hesitate to band together and defend their homeland against incursions by monsters and other undesirables.

The halflings control passage up and down the White Bear River, which runs between the clanholds. The halflings charge 1-10 gp for each vessel that passes. The size of the vessel determines the rate.

A number of fine inns, large enough to accommodate humans, are located in Leeha. Without exception, these inns are high quality places, filled with warm food and good cheer.

Frosthaven

A huge clan of frost giants lives on this barren island of rocks and ice. Because the island lies so far north, no plants other than mosses and fungi grow on the island. Icy winds and blizzards sweep Frosthaven three seasons of the

year. Characters would find this an extremely dangerous place in which to live.

The frost giants are right at home, however. They live in a number of huge caverns, which are carved into the ice of the living glaciers. A complicated series of ice tunnels connects most of these caves. Some 6,000 frost giants live on the island; 2,000 of them are warlike males.

In the dead of winter, ice connects Frosthaven to the shores of northern Norwold. At least once every 5 years, a huge band of frost giants crosses this ice to raid Norwold. The raiding party usually includes 2,000 giants; the giants split up into smaller groups if they do not meet resistance. Once the giants have crossed the ice, they spend most of the winter raiding various areas of Norwold. They usually go no further south than the Great Bay, and they try to cross the ice back to Frosthaven by early spring.

The frost giants' vast treasure horde lies deep in the passages of the mightiest glacier in Frosthaven. You may arrange to have characters hear tales of the giants' great wealth. If the characters search for the treasure, they must pass numerous caves full of giants, as well as hundreds of the giants' pets (polar bears and wolves), to reach the giants' treasure vault. The vault holds at least 4 million gp in coins, gems, and jewelry.

Wyrksteeth range

This mountain range lies to the northeast of the Final Range. No civilized beings live there, because it is the home of nearly 1,000 dragons. The range is named for the appearance of the peaks. If characters view the range from the horizon, they see that the main ridges look like the lower jaw of a dragon's mouth, and that the towering pinnacles of rock closely resemble a serpent's drooling fangs.

The lord of the Wyrksteeth is a huge red dragon (HD 23, hp 160) of unknown age. Huge and large dragons of all colors (except gold) are common in the range, and hundreds of the "small" types make their home here.

Because the lord is extremely smart, it does not lead the dragons on massive raids into the civilized lands of Norwold, plundering and destroying everything in sight. Rather, the lord leads the dragons on short forays, often flying far from the Wyrksteeth Range before striking, so that the people of Norwold do not become aware of the high concentration of serpents in the range. Norwold settlers have always known that some dragons live in the range, but most nearby residents would estimate the total number at no more than 100.

Nearly all of the caves in the Wyrksteeth Range are dragon lairs. A large cavern might be the home to as many as 20 serpents. Treasures are also plentiful in these caves. It's safe to say that, somewhere in the Wyrksteeth Range, characters could find at least one of every magic item and type of treasure listed in the D&D® Basic, Expert, and Companion rules. Small dragons have unusually small treasures, however, since their huge and large brethren get most of the good stuff. To determine how much treasure a small dragon has, divide in half the amount given in the Companion rules for large dragons.

Foresthomes

Several dozen elven communities (known by various explorers as "Foresthomes") thrive in the forests of Norwold. Neither the king nor his agents are aware of these communities, so they are not marked on the map. You may place an elven village wherever you wish, as long as it fits in with the surrounding terrain.

Each of the communities is home to 200-1,200 elves. When necessary, each community can call up a fourth of its members to form a military force. Elves are usually not pleased to see more humans arriving in their area, but they are wise enough to see that using force to resist the humans would be futile. The elves do not become involved in wars between humans, but they do lend their support when the enemy is an invading band of monsters or other evil creatures.

Most of the elven communities exist in areas where the trees are a mixture of evergreens and hardwoods. Some elves build structures in the tall branches of the hardwoods, while others construct isolated niches among the lush pines. The elves then build bridges to connect their tree homes. The few meandering paths the elves leave on the ground are almost unnoticeable. A Tree of Life stands at the center of each of these communities.

The elven agriculture consists mainly of a few small gardens. The elves are skilled hunters, and would rather roam the woods for their food. Elves are especially skilled at thinning the old and weak animals from the herds they hunt.

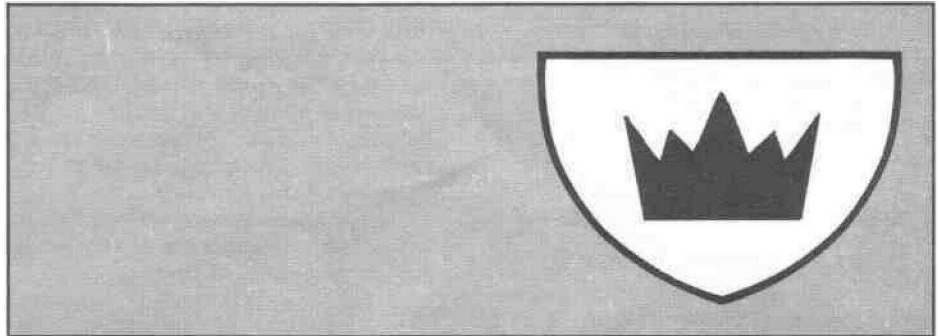
Characters may encounter elven hunting parties several miles from an elven community. Elves have little sense of territory, and rarely come into conflict with neighboring elven communities.

NONPLAYER CHARACTERS: INTRODUCING KINGS & LORDS

When the land grab begins in Norwold, the characters won't be the only ones requesting dominions from the king. Several other high-level nonplayer characters also arrive in Alpha to meet with the king.

Twelve new NPCs are described in this section. Each description includes statistics, weapons, and a brief character background.

The NPCs in this section are divided into two groups: Established Characters and Competing Characters. The former includes NPCs who already have dominions. Characters are more likely to interact and ally themselves with these characters. The latter includes NPCs who are competing with the characters for dominions. If you have any other NPCs in your campaign that your characters have encountered before, you may bring them to Norwold to compete for



dominions also. Make sure that these NPCs are about the same level as your characters.

Keep in mind that using NPCs is one of the best ways to add life to your campaign. Including many NPCs helps make the char-

acters feel more like members of a society, rather than isolated heroes in a sea of anonymous faces.

Established characters

King Ericall of Norwold

Lawful 28th level fighter

Strength	13	Dexterity	10
Intelligence	14	Constitution	11
Wisdom	13	Charisma	17
Armor Class	-6	Hit points	63

Weapons: *sword +3; dagger +3*

Armor: *plate mail +5; shield +3*

King Ericall is a very likable young man. He is not yet 30 years old, but the rigorous training required of Alpathian royalty ensures that he has reached an accomplished level of experience.

Ericall is the second son of Eriadna the Wise, Empress of Alpathia. His older brother is first in line for the imperial throne, so Ericall has been granted Norwold as his fief.

Ericall has very good intentions, and wishes to be fair to all. He gets very upset when a decision he made hurts people in any way. Although he is young, his experiences, together with the responsibilities of running a kingdom, are maturing him rapidly. Ericall is still uncomfortable with some aspects of his occupation, but he does not hesitate to carry out actions that he feels are proper or necessary.

Ericall is handsome, rich, and quite eligible. He will be married during the course of events set up in this adventure (see the Major Events section). You may have one of the female characters in your campaign

become Ericall's bride, if you wish.

The king owns a wide variety of both permanent and temporary magic items. He uses them only when he feels such use would benefit the kingdom in some way. Use your discretion in determining what types of items Ericall owns.

If some unfortunate accident should befall King Ericall during the campaign, a struggle for the throne results. Lernal the Swill, King Ericall's half-brother, claims that the throne is his, and he tries to raise an army to back up his claim. If the king has married, his queen has the legal right to the throne. If the king has not married, the empress of Alpathia sends an heir within 2d6 months.

An elite bodyguard of knights protects the king at all times. Each of these knights has the same statistics:

Royal Bodyguards (20): AC -4; F12; hp 75; MV 90' (30'); #AT sword/longbow; D 5-12/1-6; Save F12; ML 12; AL L

Lernal the Swill

Neutral 6th level fighter

Strength	10	Dexterity	10
Intelligence	12	Constitution	14
Wisdom	13	Charisma	7
Armor Class	0	Hit points	30

Weapon: *sword *2*

Armor: *plate mail +2; shield*

Lernal the Swill is King Ericall's younger

half-brother. Ericall granted Lernal the dominion of Landfall, mainly because it's far from Alpha. Lernal is a totally unscrupulous and rotten individual. He never tells the truth if he can come up with a suitable lie.

Lernal is a puppet of the Thieves Guild. He holds power only because he can be easily bribed. He keeps a scruffy group of guards on hand, since there are many who wish him ill.

Swill's Bodyguards (8): AC 0; F9; hp 45; MV 90' (30'); #AT 1; D 2-9; Save F9; ML 9; AL N; XP 900

King Yarrvik the Just

Lawful 9th level fighter

Strength	16	Dexterity	10
Intelligence	12	Constitution	14
Wisdom	11	Charisma	14
Armor Class	-2	Hit points	53

Weapons: *sword +2; dagger +4*

Armor: *plate mail +2; shield +2*

King Yarrvik is a good and just man. He rules the city of Oceansend. He is willing to come under the wing of the kingdom of Norwold, but only if he retains his own title. King Ericall, however, is not yet willing to concede this. Currently, Ericall and Yarrvik coexist in uneasy peace.

King Yarrvik does not side with Ericall in the War of the Crown, although he may side with Thyatis, if characters' forces attack Oceansend (see the War of the Crown section, Activating Neutral Forces for details).

(Cont. on next page)

NONPLAYER CHARACTERS

Tarn Oakleaf

Neutral 24th level druid

Strength	11	Dexterity	10
Intelligence	12	Constitution	13
Wisdom	18	Charisma	11
Armor Class	0	Hit points	51

Weapon: *mace +4*

Armor: *leather armor +5, shield +2*

Spells, (level: *no. of spells*)

First	8	Second	7
Third	6	Fourth	6
Fifth	5	Sixth	5
Seventh	4		

Tarn Oakleaf's spells have not been listed, because he may cast virtually any clerical or druid spell that he wishes. Make sure that if Tarn engages in extended combat, he does not exceed the number of spells allowed for any level.

Tarn is not the highest level druid in Norwold, but King Ericall has chosen him to be the druidic representative to his court. Tarn speaks for the woodlands and the creatures that live there. He counsels the king to avoid policies that might prove destructive in any way to the forests.

Tarn is normally calm and passive, but on the rare occasions when he does lose his temper, people run for cover.

Madiera the Counselor

Lawful 25th level magic-user

Strength	8	Dexterity	13
Intelligence	17	Constitution	9
Wisdom	13	Charisma	10
Armor Class	4	Hit points	33

Weapons: *staff of wizardry; wand of fireballs*

Armor: *scarab of protection; ring of protection +5*

Spells, (level: *no. of spells*)

First:	7	Second:	7
Third:	6	Fourth:	6
Fifth:	5	Sixth:	5
Seventh:	4	Eighth:	3
Ninth:	2		

Assume that Madiera knows any spell that you want her to cast. Make sure, as with Tarn Oakleaf, that she doesn't use more than the allowed number of spells for any level.

Madiera is one of the sages of Alphatia. She is not yet accomplished enough to sit on the empire's ruling council, but she is ambitious. Currently, she serves as King Ericall's advisor. She is very conscientious about her job.

Madiera uses a number of magic items in her job, including a *slate of identification*. She also has many other items that help her obtain information.

Competing characters

These NPCs arrive in Alpha in time for the spring festival. They have come to request dominions from King Ericall. Make sure that some of these NPCs request the same areas that the characters want (see the Land Grab section, Establishing Dominions for details).

Alak Dool

Chaotic 19th level magic-user

Strength	11	Dexterity	12
Intelligence	14	Constitution	14
Wisdom	10	Charisma	7
Armor Class	5	Hit points	30

Weapons: *staff of power; wand of illusion; wand of lightning bolts*

Armor: *ring of protection +4*

Spells, (level: *no. of spells*)

First:	6	Second:	5
Third:	5	Fourth:	5
Fifth:	4	Sixth:	3
Seventh:	2	Eighth:	2

Choose Alak Dool's spells before he goes into direct combat with any character. Alak may cast nearly any type of spell (within the levels given here).

Alak Dool is an ambitious man. He is well-funded by Thyatian backers. Dool's job is to carve out a dominion in Norwold, and then secretly report to the Thyatians on the kingdom's development. When war breaks out, Dool drops his cover and openly sides with the Thyatian invaders. The Thyatians have promised nearly half of Norwold to Dool for this betrayal, so he works very hard to see that Thyatis prevails.

He is, incidentally, an extremely selfish and cruel individual.

Sir Ernest Day

Lawful 16th level fighter

Strength	16	Dexterity	14
Intelligence	12	Constitution	14
Wisdom	10	Charisma	13
Armor Class	-3	Hit points	55

Weapon: *sword +2 (+5 vs. Chaotic beings)*

Armor: *plate mail +2; shield +2*

This good-natured fellow, who was once a paladin, has decided to settle down and form a dominion. Some people would refer to Sir Ernest as a "goody two-shoes."

A large handlebar mustache splits Ernest's face, which is usually sporting a broad smile. Ernest's hearty laugh is very familiar to all who have met him. Sir Ernest is usually doing something "good"—helping a maiden across a muddy spot in the road, feeding a lost puppy, or cheerfully tipping a beggar.

Rutger Dag

Neutral 15th level fighter

Strength	14	Dexterity	13
Intelligence	11	Constitution	10
Wisdom	9	Charisma	11
Armor Class	-5	Hit points	49

Weapons: *sword +2 (flying); longbow +4*

Armor: *plate mail +2; shield +4*

Rutger Dag is a wild character from the kingdom of Vestland. He has made a good fortune adventuring, and now he plans to turn his energies toward settling down and creating a dominion. He enjoys banquets and parties above all other forms of entertainment.



Sandralane of Glantri

Lawful 16th level cleric

Strength	12	Dexterity	10
Intelligence	12	Constitution	14
Wisdom	15	Charisma	17
Armor Class	-4	Hit points	49

Weapons: *mace* +4 (+5 vs. undead); *snake staff*

Armor: *plate mail* +2; *shield* +4

Sandralane is a devout young cleric from the Principalities of Glantri. She has grown tired of the lack of respect shown her profession by the mages who control Glantri, so she has moved north to form a dominion of her own. She intends to make sure that proper deference is shown to clerics living in her dominion.

Sandralane is a very pretty woman. She has an alluring smile, and a soft, melodious voice. Her long hair and her eyes are jet black. A hint of mystery always seems to be playing on her expression.

Max the First

Chaotic 15th level fighter

Strength	18	Dexterity	11
Intelligence	12	Constitution	14
Wisdom	13	Charisma	7
Armor Class	-5	Hit points	55

Weapons: *sword* +4 (*charm person* - 3 weeks); *heavy crossbow* +2

Armor: *plate mail* +3; *shield* +4

Max the First is an ambitious, careful warrior who has come to Norwold to start his

own dynasty. He fully expects that one of his descendants will one day rule not only all of Norwold, but all of the rest of the continent as well.

In open combat, Max seems a bit cowardly. He is certainly unwilling to take any undue risks—he is well aware that a dead man can father no children!

Max listens to the pleas of Thyatian agents with an eager ear. He sees in the conflict between the two empires a chance to better his position. When the War of the Crown begins, Max commits his forces to the empire of Thyatis.

Allisa Patrician

Lawful 15th level fighter

Strength	13	Dexterity	18
Intelligence	9	Constitution	10
Wisdom	12	Charisma	14
Armor Class	-6	Hit points	46

Weapons: *sword* +2; *longbow* +3; *hand axe* +3 (returns to thrower)

Armor: *plate mail* +3; *shield* +2

Allisa is a proud warrior from the steppes of the Ethengar Khanate. Her short stature and petite appearance belie her skill with a longbow. She stands less than 5 feet tall, but the cool precision of her aim with a bow that is longer than she is attests to her remarkable ability.

Allisa has come to Norwold on a lark. She enjoys a rousing adventure, and if she can gain a title and lands in the process, so much the better. She is friendly, and she takes an oath seriously. Once she pledges allegiance to Ericall, she becomes a staunch ally.

Longtooth

Chaotic 20th level thief

Strength	10	Dexterity	18
Intelligence	12	Constitution	15
Wisdom	11	Charisma	10
Armor Class	-2	Hit points	42

Weapons: *sword* +4; *longbow* +3

Armor: *leather armor* +3; *ring of protection* +3

Special abilities.

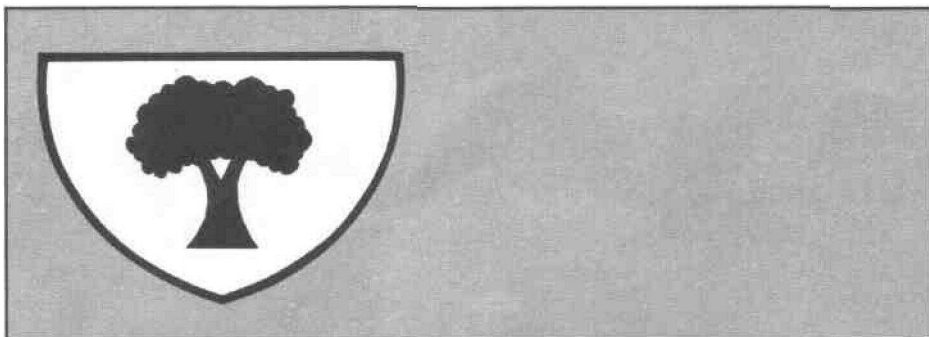
Open Locks	- 88	Find Traps	- 89
Remove Traps-	82	Pick Pockets	- 115
Move Silently	- 80	Climb Walls	- 106
Hide/Shadows-	68	Hear Noise	- 98

Longtooth has come to Norwold to set up a stronghold for his professional colleagues, or so he says. Actually, this smiling, beady-eyed thief is the chief agent for the empire of Thyatis. He tries to befriend all of the characters at different times, and does his best to persuade them to join forces with Thyatis.

Any character who gets on Longtooth's bad side is likely to be visited by a band of high-level thieves in the middle of a moonless night. Although these thieves are looking primarily for magic items, they do not rule out murder, particularly if the character has greatly angered or insulted Longtooth.

Longtooth does his best to make sure that Thyatian spies infiltrate the castles of all lords allied with Alphatia. Even though his operation is quite extensive, Longtooth does an excellent job of covering his tracks. If a character catches a Thyatian spy in his home, he has a very difficult time linking the spy to Longtooth.

LANDGRAB: BEGINNING THE ADVENTURE



Setting the stage

Before this adventure can begin, you must motivate the characters to move north into the lands of Norwold. You may give them the following reasons for doing so.

The opportunities for adventure in the civilized world (the areas outlined in adventure X1, "The Isle of Dread") have dwindled to a mere few. The area has become the starting point for many young, inexperienced adventurers, and there are very few treasures left that haven't been plundered. To bring this point home, you might have your characters spend some time mopping up kobolds and goblins, and earning dozens of copper pieces for their efforts.

You should also tell the characters that a number of messengers are arriving from Norwold, bringing word that the recently installed king there needs high level characters to help rule the vast domain. The messengers explain that the lands of Norwold are located somewhere north of the Heldann Freeholds. Tell the characters that other accounts place Norwold north and east of Ostland and Vestland.

If the characters are still not interested in traveling to Norwold, have personal repre-

sentatives of King Ericall visit the characters. These representatives invite the characters to Alpha, the king's city. The representatives explain that the king has heard many tales of the characters' brave adventures, and would be honored if they would serve as rulers of dominions in Norwold.

The messengers (or the representatives) should also inform the characters of the coming of the spring festival in Norwold. The messengers tell the characters that King Ericall will likely choose many of his dominion rulers at this festival. Make sure the characters receive word of the festival at least 6 months in advance, so they may tie up their affairs and make travel arrangements, if they wish to attend.

Getting the characters to Norwold

Characters may use any means available to travel to Norwold. They may leave on a ship to Alpha from any of these port cities: Zeaburg, Norrvik, or Soderfjord. If characters decide to depart from one of these cities, they must wait 2d6 days for a ship. Characters may get to one of these port cities from nearly any coastal city shown on the D&D® Expert continent map.

The trip takes 1d10+20 days and costs 40 gp per character.

Characters may also charter a ship to Alpha from one of the three cities listed above. The characters may rent a longship for 2,000 gp.

The spring festival

Characters should arrive in Norwold in time for the spring festival (around March 21 on our calendar). King Ericall has established the festival as a celebration of the coming of spring to Norwold. The festivities also include a tournament, which the king hopes to use in evaluating candidates for dominion rulers.

The festival's major participants should include King Ericall, all of the NPCs listed in the Nonplayer Characters section, all characters who decide to attend, and any of your own NPCs that you might want to include in the campaign.

The festival is a 2-week affair, featuring plenty of entertainment and refreshments. The king is very concerned that the party be a success, so he has taken extra precautions to ensure that no thieves, spies, or other undesirable disrupt it.

During the first few days of the festival, the king meets privately with each character and NPC interested in claiming a dominion. The characters may choose an area of Norwold that they would like as their dominion (see Establishing Dominions for details). In cases where several characters and NPCs have chosen the same dominion, the king uses the tournament to determine which character may rightfully claim the land. Make sure that some of the NPCs choose the same territories as the characters. This will add conflict to the process.

Feel free to add any other conflicts to the festival that you wish. Naturally, high-level thieves would be attracted to such a gathering of wealth. Perhaps even a kidnapping may occur. You are limited only by your imagination, and by your decision as to how much time you wish to spend on this scenario.

Establishing dominions

The king's provisions

Any character who is level 15 or higher, and who shows up at the king's palace in Alpha may claim a dominion in Norwold, provided he agrees to the following conditions:

1. The character must swear fealty to King Ericall of Norwold.
2. The character must pledge to pay the standard rate of taxation on all income earned by the dominion. Because carving a dominion from the wilderness is so difficult, characters are excused from their tax responsibilities for 2 years. If a character claims a dominion in civilized lands or borderlands, he is not allowed a tax reprieve.
3. The character must solemnly swear that he has no ties to the empire of Thyatis, and that he will report the presence of any Thyatian ambassadors, emissaries, and spies directly to the king.

Choosing the land

Players should choose dominions for their characters from the area shown on the play-

ers' map. Have players choose on a first-come, first-served basis. Characters may claim an amount of land equal to one map hex. If a character chooses to have a dominion of civilized lands, he cannot claim any more land. Roll 1d10 to determine the number of resources his land holds (see the Companion rules for details).

If a character chooses to have a dominion of borderlands or wilderness, he is entitled to 1d6+6 resources. When this character chooses one hex, roll 1d10 to determine the number of resources his land holds. If his land holds fewer than seven resources, the character may choose an adjacent hex of land and roll 1d10 again for resources. The character may choose adjacent hexes and roll 1d10 for resources until his dominion holds at least seven resources. His dominion may hold no more than 12 resources.

Joining the king's court

Any character or NPC who claims a dominion under King Ericall becomes a member of the king's court. Each character begins his rule as a Baron or Baroness. The Companion rules explain how characters may upgrade their titles by adding land and citizens to their

dominions.

No matter what title a character goes by, a member of the king's court is always known as a lord. The king usually requests the presence of all of his lords at court in Alpha twice a year.

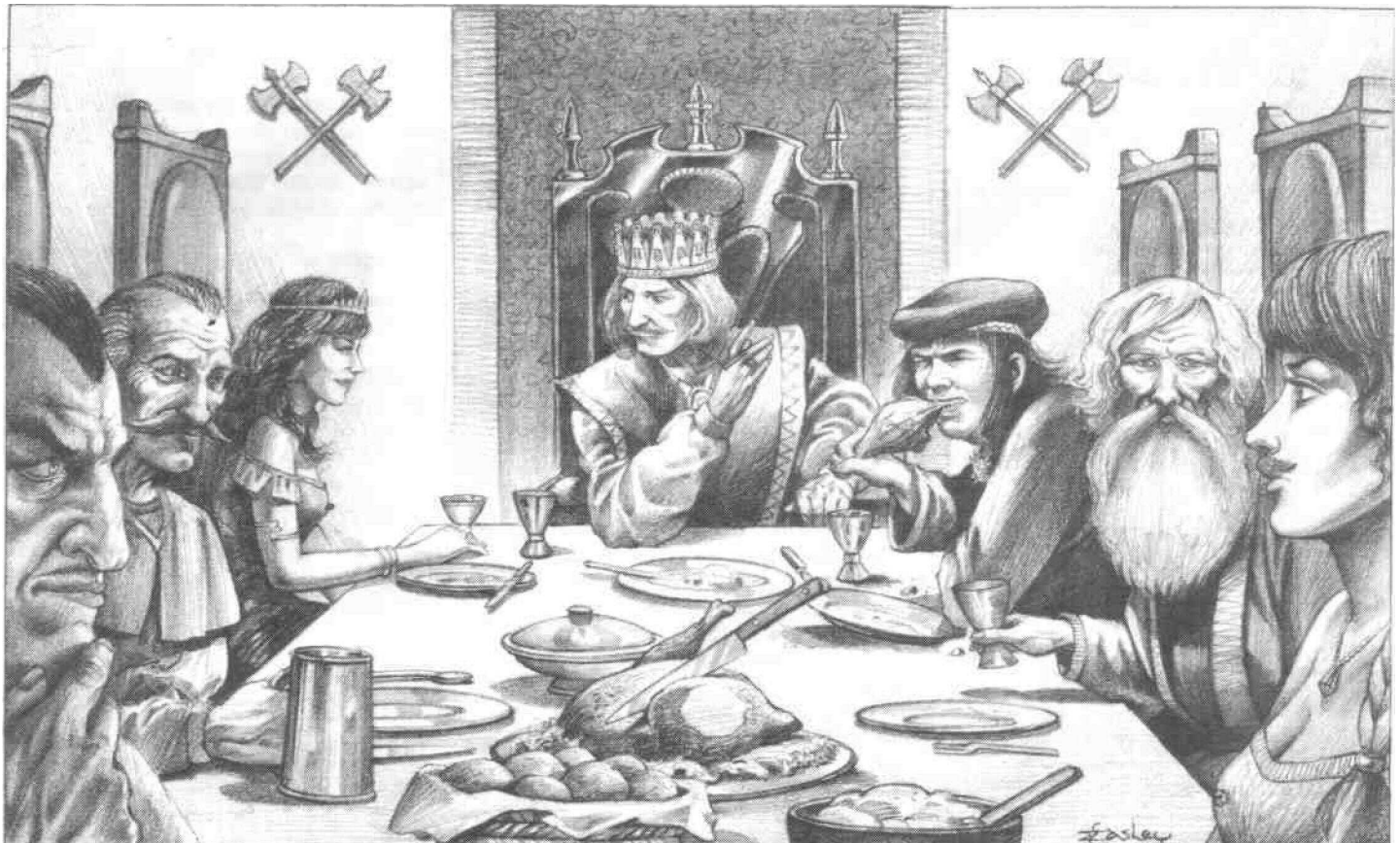
A rough status does exist among lords. The character having the higher rank has more status. If two characters are in the same rank (both are barons, for example), the character holding the most land has greater status. This measurement of status has little real meaning in your campaign, but you may use it to create rifts or alliances within a king's court.

Campaign time scale

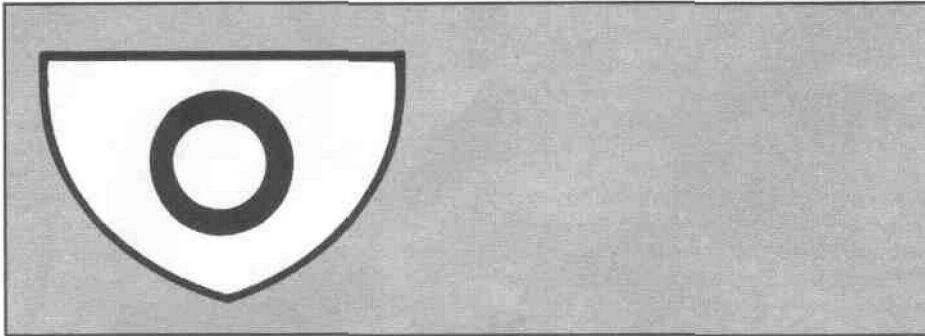
The events described in this adventure should occur over a time period of 1 to 2 years. If characters claim their dominions in spring, they have one full summer to develop their lands. You should scatter the events and encounters over the time period, making sure the characters have enough time to develop their dominions.

Following is a possible plan for the time period whose events are described in this adventure:

1. Spring festival; the characters arrive in Alpha to claim their dominions.
2. Summer; the characters explore the dungeons of Kwyll (see Norwold Encounter 2).
3. Autumn; the characters witness (and possibly take part in) the barbarian's battle (see Norwold Encounter 4).
4. Winter; frost giants invade Norwold (see Major Events).
5. Early spring; the characters receive their invitations to the wedding of King Ericall.
6. Spring; the characters may help a dwarven clan regain their Forge of Power (see Norwold Encounter 3).
7. Summer; the characters attend the wedding of King Ericall (see Major Events).
8. Late autumn; the characters move to stop a small band of frost giants making raids in their dominions (see Norwold Encounter 1).
9. Winter; the characters travel to meet the crones of Crystykk (see Norwold Encounter 5).
10. Spring; the characters return to find the empires of Alphatia and Thyatis fully engaged in the War of the Crown.



MAJOR EVENTS: BRINGING DOMINIONS TOGETHER



Two major Norwold events are detailed in this section. Each event should occur during the time frame of your campaign.

Each event is keyed to a specific season of the year, and should occur regardless of the character's actions. Characters need not take part in the events, but each event is designed so that characters may participate in it and possibly affect its outcome.

The events also involve a large number of NPCs, so you should take a little extra time to prepare for them.

For suggestions on where to place these events in your campaign, see the Campaign Time Scale guidelines in the Land Grab section.

The royal wedding

Your Most Honorable Lordship (Ladyship):

His Majesty, King Ericall of Norwold, wishes to extend his hospitality upon the occasion of his wedding.

The Day of the Summer Solstice has been selected for the ceremony and celebration, to be held in the Great Hall of the Royal Palace in Alpha.

The week preceding the event will be devoted to festivities appropriate to the occurrence; thus, your presence in Alpha for this time will be desired.

Wishing the Spring blooms soon upon your lands, may the season be a happy one!

Ericall, King of Norwold

Each of the invitations to King Ericall's wedding is engraved on a thin sheet of platinum.

This gala, high-stepping affair promises to be the social event of the century in Norwold! Have the characters, as well as all the rest of the king's lords and ladies, receive their invitations no later than the winter before the

wedding. Characters should then have enough time to prepare for the trip to Alpha.

It's not necessary to have the king marry the bride described in this section. If one of the female characters in your campaign wants to marry the king, or if you want to have Ericall fall in love with a female character, you may arrange such a situation. The event goes on as outlined, no matter who is standing at the altar.

If you do decide to use an NPC bride, refer to the description below. Remember that most residents of Norwold will not even know who this woman is until the week before the wedding.

Christina Marie Alanira Neutral 12th level magic-user

Strength	10	Dexterity	13
Intelligence	16	Constitution	12
Wisdom	13	Charisma	18
Armor Class	5	Hit points	23

Weapons: *wand of illusion; ring of human control; staff of wizardry*

Armor: *ring of protection +3; scarab of protection*

Spells.

First level: *magic missile, read magic, sleep*

Second level: *detect evil, ESP, invisibility*

Third level: *fireball, fly, haste*

Fourth level: *dimension door, polymorph self, wizard eye*

Fifth level: *conjure elemental, teleport*

Christina is a very likable, albeit strong-willed young lady. She has received training from some of the most powerful wizards in Alphatia, and has learned powers that are not often attained by someone of her age. Christina is 19 years old.

Christina has a marvelous sense of humor, and a great flair for practical jokes. She often uses her *polymorph self* spell for such purposes.

Christina has not seen her husband-to-be since they were small children. Sailing from Alphatia, she arrives in Norwold only a few weeks before the wedding. Although somewhat unsettled by the move to a new land, Christina makes friends easily and has little trouble adjusting.

Wedding week preparations

All of the NPC lords of Norwold should reach Alpha 8 to 10 days before the wedding day. King Yarrvik of Oceansend also arrives during this time, and should be greeted with the fanfare appropriate to his title.

Any characters who hold dominions in Norwold find that they lose a great deal of favor with the king if they do not attend his wedding.

King Ericall sees to it that all of his visiting lords are put up in fine quarters in the royal palace. He also arranges to have all of the lords quartered near each other, and reserves a large, fully staffed dining room for their use.

The king throws a huge banquet every night of the week before the wedding. Dominion rulers are granted privileged status at the head table during each of the lavish banquets. If you wish, you may play through one or several of these banquets, using them to expand on characters' relationships with various NPCs.

Lernal the Swill, in particular, is very visible throughout the week. His behavior during the banquets should be particularly rude and vulgar. His jealousy toward his brother should also be readily apparent.

Wedding week scenarios

Agents of Thyatis are crawling all over Alpha during the wedding week. The agents hatch several plots designed to confound and demoralize the leaders of Ericall's dominions. These agents try to inflict as much damage as possible without revealing any high-placed spies. Two of the plots are detailed below. You may create and add your own plots to the week's festivities as well.

A night on the town: Following one of the week's banquets, the king asks several female characters to escort and entertain Christina for the evening. (You may have male characters escort Christina if you have no female characters in your campaign.) As soon as the bride-to-be joins the characters, she suggests an adventure, and tries to persuade her companions to accompany her.

Christina tells the characters that she is going to polymorph into the form of an old sailor and visit Alpha's waterfront. She has

several potions of *polymorph* with her, so she may transform all of her escorts as well.

If Christina persuades her escorts to join her, she insists on visiting every tavern, cafe, and store on the waterfront that looks lively. Because of the bustling nature of Alpha's port, this excursion may take some time.

A group of kidnappers shadows Christina and the characters, following them from the palace to the waterfront. These kidnappers are fully aware of Christina's and the characters' true identities. You may have the kidnappers*, strike at any time during the evening. The kidnappers' statistics are listed below.

Fighters (6): AC -2; F10; hp 55; MV 90' (30'); #AT 1 sword or net; D 3-10 or entangle; Save F10; ML 9; AL N; XP 900

Thieves (4): AC 3; T10; hp 28; MV 120'(40'); #AT 1 sword or whip; D 2-9/1-2 + entangle; Save T10; ML 9; AL N; XP 900

Magic-user: AC 4; MU16; hp 29; MV 120' (40'); #AT 1 dagger or spell; D 3-6; Save MU16; ML 9; AL N; XP 1,350

Spells.

First level: *charm person, read magic, shield, sleep, ventriloquism*

Second level: *continual light, detect invisible, invisibility (x2), web*

Third level: *dispel magic, fireball, fly, haste, protection from evil (10' radius)*

Fourth level: *confusion, dimension door, ice storm/wall, polymorph self*

Fifth level: *cloudkill, magic jar, teleport*

Sixth level: *disintegrate, flesh to stone*

Seventh level: *power word stun, teleport any object*

This magic-user carries a *wand of fireballs* (12 charges), a *ring of regeneration*, and a *ring of spell turning*.

The magic-user can cast up to five spells before combat begins. The kidnappers try to capture Christina (or whoever is Ericall's bride-to-be) and take her to the dungeon of Alak Dool's stronghold. The kidnappers hold her there, refusing to release her until the king pays a ransom of 1 million gp. The bride should not know where she is being held captive.

The black avengers: Begin this scenario during one of the wedding week's evening banquets. Read the following boxed text to the players when you decide to run the scenario.

An immense assortment of culinary delights is spread out on several tables.

Dozens of lords and ladies sit at the tables, eating and chatting among themselves.

Suddenly, the massive bronze doors to the banquet hall crash inward. Four imposing figures, clad head to foot in black plate mail, stride into the room.

A stillness falls over the room. The sound of eight heavy boots rings against the walls. As the figures approach the king, several royal guards leap for their weapons. King Ericall holds up his hand, stopping the guards. Ericall stands and calmly faces the intruders.

"What is the meaning of this?" he demands quietly.

The intruders halt. One advances several steps beyond the others. "We are here to honor the wedding of a king to a common tramp. If you have four warriors bold enough to claim otherwise, meet us on the field of trial at dawn."

The intruders then turn to leave.

King Ericall requests that four of his lords represent the queen as champions. The lords should be fighters or demi-humans. Any character may participate in the combat, but the character may not use spells, as this would dishonor the queen. Only the force of arms may settle these duels.

A Chaotic church has ordered the four black avengers to disrupt the king's wedding and weaken his domain. The Chaotic fighters are hoping to lower the status of the king's knights. If the fighters defeat Ericall's knights, the king suffers a great loss of face.

Black Avengers (4): AC -4; F16; hp 62; MV 90' (30'); #AT 1 two-handed sword; D 4-14; Save F16; ML 11; AL N; XP 1,350

All fighter combat options are acceptable for these duels. If you do not have four characters in your campaign that are appropriate for the duels, use all of the fighting characters you have, and fill out the group with NPC lords (or ladies—this is not a discriminatory contest!). If you have more than four characters who could participate in the contest, you may increase the number of avengers to match the number of characters.

If the characters lose the duels, the wedding goes on as scheduled, but a pall is cast over the entire proceedings.

The wedding day

Naturally, the day of the ceremony is a delightfully sunny day, unless of course, the bride has been kidnapped, or the black avengers have triumphed over the queen's champions. The day is then a dark and fore-

boding one.

If the wedding is scheduled to go on as planned, and the characters have succeeded at their various tests of the week, read the following boxed text to the players when the wedding begins.

Banners, candles, and other royal decorations bedeck the Great Hall of Alpha. A collection of Alphia's finest bards plays music that sings first of high celebration and then of sober responsibility. A huge mirror at the far end of the hall reflects an atmosphere of elegance. The 10-foot-wide mirror towers 30 feet high, and makes the cavernous hall seem even larger than it really is.

The king stands proudly at the altar. Only his fidgeting hands belie the look of unruffled calm on his face.

A trace of a smile suddenly dances across the king's lips. Heads turn, and everyone looks to the back of the hall. The bride is stunningly beautiful. Silk and satin cascade from her shoulders like waterfalls of flowing diamond. Her face, normally so impassive, bears an expression of serene dignity.

The bride walks slowly down the aisle, and then takes the king's arm in hers.

The wedding is short, but dignified. The chief cleric proceeds through the ceremony gracefully. As his final act, the cleric pronounces that the king and his bride are now husband and wife.

Suddenly, a shadow falls over the room. Thunder rumbles in the distance. The great mirror on the wall fades to darkness. Smoke swirls in the glass as the room's reflection disappears. The face of an ugly old crone forms in the mirror's mists. Her wrinkled visage twists into an evil grin.

"Good afternoon, my friends," the crone says. Her voice has the quality of fingernails scraping across a smooth slate. "Enjoy your celebration while you can, my king," she cackles. "Storm clouds are gathering on the horizon, darker than any you've known. If you and yours are alive after the passing of another summer, then you may be happy. Until then, sleep lightly, king." Her terrible laughter rings once more through the hall. The image slowly fades from the mirror, and the shadow of darkness lifts.

The woman in the mirror is Chasandri, one of the crones of Crystykk. See the Norwold Encounters section for more information about these crones.

MAJOR EVENTS

Raiders in the snow

This event should take place during the first winter the characters spend in Norwold. For campaign purposes, describe this winter to the characters as being extremely cold and snowy. Raging blizzards strike in late fall, and lakes and rivers freeze over. The farmers of Norwold are hit particularly hard. Many of their animals die off, and they are forced to harvest their crops early, resulting in an unusually poor yield.

Because of the premature winter, the water passage between Frosthaven and Norwold freezes early. The frost giants that live in Frosthaven see this as an opportunity for an extended raid of Norwold. All 2,000 of the male frost giants living in Frosthaven cross the ice passage by late fall.

For details on these frost giants, see the notes on Frosthaven in The Setting section. Use the War Machine rules from the D&D® Companion set when you run this event.

The plan of attack

Shortly after the giants cross the ice passage into Norwold, they separate into 20 bands of 100 giants each. Each band of giants has a Battle Rating of 114.

The giants can move 24 miles per day, or 7 hexes per week.

Ten of the giant bands move straight south toward the halfling dominions. These bands attack and plunder any strongholds or settlements that lie in their path. If the giants cannot immediately conquer a stronghold or settlement, however, they move on.

The other 10 giant bands move southeastward toward the mouth of the Great Bay. These bands also loot and plunder settlements along the way, but they do not spend much time in any one area.

Use a pencil to keep track of the movement of the giant bands on DM Map 2. Remember that no characters or NPCs (including the king) find out about the raid until some survivor brings word of what he has seen. Since several elven communities lie in the giants' paths, it won't be too long before word of the raids reaches the civilized lands. However, this information should be sketchy at best.

After the two major groups of giant bands have reached opposite ends of the Great Bay, both groups move into the climax of their raid. Because the winter has been so severe, the Great Bay is completely frozen across. The giants at the eastern end of the bay begin crossing the ice, while the giants at the western end cross the White Bear River, and begin heading east.

The two groups of giant bands now combine in a large pincer movement, moving

along the south shore of the Great Bay and plundering any dominions that they come across there. The giants are making their move on the city of Alpha.

The call to arms goes out soon after word of the raid reaches Alpha. All of King Ericall's armies mobilize for war. The king orders all of his lords (both characters and NPCs) to make for Alpha with as many troops as they can raise.

Movement restrictions

Because of the deep snow, cut the movement rate of all normal forces in half, unless they are equipped with skis or snowshoes. Elven and halfling troops have such equipment, but a character's forces should be so equipped only if the character makes appropriate arrangements.

No movement restrictions apply to the frost giants. Deep snow is their natural element.

Encountering the giants

In most cases, character lords encounter bands of no more than 100 giants. You should also keep track of and resolve encounters between giant bands and NPC lords. The giants are not selective about whose dominions they raid.

The characters may be able to combine several forces and destroy some of the giant bands piecemeal. If your players want you to run individual combat for an encounter between characters and giants, use the following statistics for each frost giant the characters encounter.

Frost Giant: AC 4; HD 10+1*; hp 46; #AT 1 club/hurl rocks; D 4-14/3-18; Save F10; ML 9; AL C; XP 1,600

You may want to increase a giant's hit points if a character fights a frost giant chieftain or an accomplished giant warrior.

Once the characters and NPCs have defeated a few giant bands, the giants pull in their extended formations and move in two blocks of 1,000 giants each (minus any casualties the characters and NPCs may have inflicted). If characters and NPCs manage to rout one of these massive groups, consider all giants in that group to be defeated, for campaign purposes. They are considered defeated because any survivors would flee for Frosthaven.

Unless the characters and NPCs send all of the giants running back to Frosthaven in the early phases of the raid, you should set the stage for a major battle near Alpha. The two large groups of giant bands avoid the mountains at the foot of the capital peninsula.

Rather, they go around the mountains by crossing the ice of the bay. Once the two groups pass the mountains, however, they unite and advance on Alpha as one massive force.

If the king's forces do not advance to meet the giants, the giants besiege the city. The characters' advice should weigh heavily in the king's decisions about battle strategy. In any event, the giants withdraw to the north 24 weeks after their raid began. They must return to Frosthaven before the bridge of ice between the two lands begins to melt.

Remember that the giants are not trying to conquer Norwold. Their aim is to plunder, and if they are successful, they head back to Frosthaven heavily laden with treasure.

Ending the raid

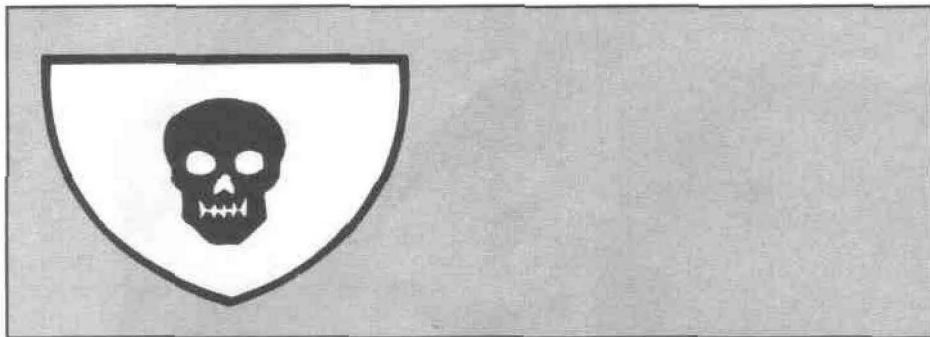
After the giants' raid has ended, King Ericall evaluates the performance of each of his lords in battle. The king may add lands to the holdings of a lord who acted courageously and heroically in the battle. The king may also decrease the holdings of a lord who performed less than enthusiastically in battle.

Remember that your campaign is a living, changing operation. Situations that arise during this period of tension may have long-lasting effects. Characters may prove themselves as trustworthy, or they may prove that they cannot be counted among the king's trusted advisors.

The raids and ensuing battles may also decrease the population of Norwold, which may result in a loss of income for the lords.



NORWOLD ENCOUNTERS: EXPANDING THE CAMPAIGN



Five short encounters are detailed in this section. You should be able to run each of the encounters in 2-4 hours of playing time. You may insert these encounters into your campaign as you see fit. Some of the encounters should take place during specific seasons. See the Campaign Time Scale guidelines in the Land Grab section for details.

Each encounter serves a specific purpose relating to the conflict between the empires of Alphatia and Thyatis. You should run these encounters before running the War of the Crown. Try to assemble as many characters as possible for each of these encounters, as the challenges will be difficult, and the characters will need a wide variety of skills.

A suggested setting is given at the beginning of each encounter. These settings are designed to bring the characters into the encounter. Feel free to disregard these settings if they are not consistent with your cam-

paign. You may also come up with your own ways of involving characters in encounters.

In most cases, the location of the encounters is also left up to you. Some encounters do list suggested Norwold locations.

Three of the encounters include maps for your reference. The other two encounters do not require maps. You may map areas for the characters to explore in these two encounters, if you wish.

Encounter 1: The ruins of Alinor

(Use DM Map 3.)

Encounter setting

The people of Norwold are panicking! Messengers bring word of a large band of frost giants, raiding far to the south of their usual stomping grounds. The farmers are too busy

guarding their homes from invasion to work the fields or tend the animals; as a result, productivity is dropping rapidly.

Tell the characters that the most recent reports about the giants have placed them somewhere in the middle of the characters' dominions. Explain that a high-level force may be the farmers' only hope.

If this information motivates the characters, then you may go ahead with the encounter. If the characters do not react, explain that the giants are bound to devastate small communities, and the farmers will demand protection before they return to work.

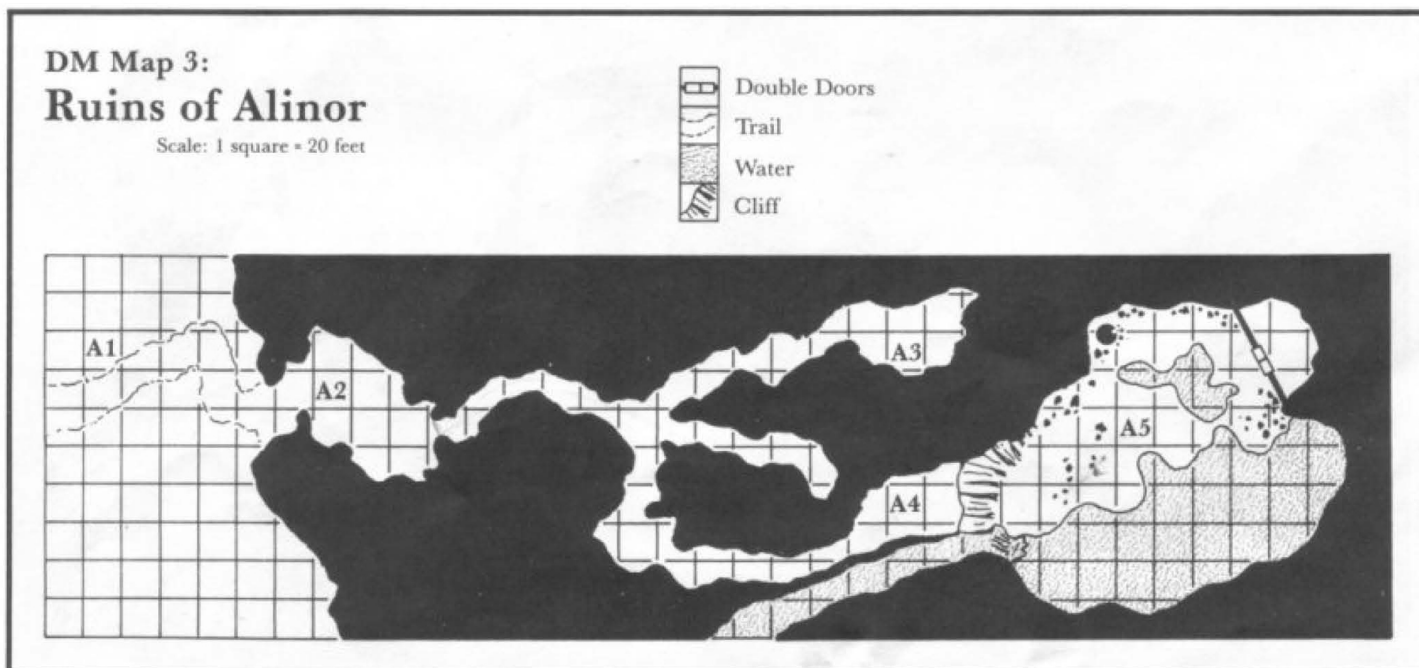
If characters send an armed force to meet the giants (via the War Machine rules), the force fails to locate the giants unless accompanied by one or more characters. As soon as characters lead a force in search of the giants, you may go to **area A1**.

Encounter key

A1. STAMPEDE!

A fresh trail leads into a small cluster of rocky hills. The terrain surrounding the trail climbs steeply. There appear to be no signs of human habitation here.

Suddenly, the sound of heavy footfalls shakes the ground. Gasping breaths come from the rocks to the east. Both ominous sounds are quickly drawing closer.



One round after characters enter this area, four frost giants emerge from the rocky hills. They come running around a bend in the narrow trail. The giants' mouths are hanging open in desperate gasps for breath, and looks of crazed fear fill their faces. Every few seconds, one of the giants glances over his shoulder.

The giants furiously attack any characters who stand in their way. Once the giants fail their morale check, however, they run past the characters toward the west. They do not go back toward the east for any reason.

Frost Giants (4): AC 4; HD 10+1*; hp 64, 57, 54, 43; MV 120' (40'); #AT 1 club; D 4-24; Save F10; ML 9; AL C; XP 1,600

These giants are carrying nothing of value.

A2. THE RAIDERS' CAMP

As characters approach the opening to this cave, read the following boxed text to the players.

The rocky trail winds north to the mouth of a cave. The orange light of a fire flickers cheerily within the cave. The rich smell of roasting venison wafts outward, accompanied by the sound of sizzling meat.

Lying motionless around the fire in the cave are the bodies of several giants. Expressions of terror are frozen on their faces. Their cold eyes are fixed with the stare of death.

Five more dead giants lie beyond the fire. Weapons are clenched in the giants' stiffening fingers. The bodies of at least a dozen large wolves lie scattered among the dead giants. It appears as if some incredibly powerful force used a blunt instrument to kill the giants.

If characters inspect the bodies of the giants or the wolves, they see that the attack on these creatures occurred within the last half-hour. The meat roasting over the fire has just begun to burn, and is in fact quite edible. If characters examine the cave more closely, read the following boxed text to the players.

This cave is large and irregularly shaped. Dirty furs, clubs, and three large sacks are scattered carelessly about the floor. A pile of dry wood is stacked near the fire.

Many loose stones lie on the floor near a gaping, black hole in the cave's east wall. The hole is about 10 feet in diameter, and appears to puncture the wall, leading into the bedrock at a steep, downward angle.

The sacks contain some of the treasure the giants plundered from farmers. One sack

contains copper and silver dishes and utensils. The other two sacks contain the following coins: 7,330 cp, 1,680 sp, and 213 gp. The weight of each sack is equal to 5,000 cn.

If the characters go through the dark tunnel in the east wall, they notice that the air in it is damp, musty, and stale. Some dust hangs in the air, but none has settled on the walls or floor. There are no footprints in the tunnel.

A3. THE STING

The sound of crunching rises from this cave. Several crablike creatures are swarming over the carcass of some animal in this room. The creatures' giant mandibles cause the horrible crunching sound. The only other sound in this room is the occasional click of hard carapaces knocking into each other.

This cave is the lair of six giant scorpions. The scorpions are feasting on one of the frost giants' slain wolves.

If any characters walk into this cavern, the scorpions rush forward and try to sink their claws into this new, fresh meat.

Giant Scorpions (6): AC 2; HD 4*; hp 30, 24, 21, 19, 18, 15; MV 150' (50'); #AT 2 claws/1 sting; D 1-10/1-10/1-4* poison; Save F2; ML 11; AL N; XP 125

If the scorpions fail a morale check, they retreat into their lair, which is empty.

A4. THE DOORMAN

A dull roar echoes off the walls of this rough hallway. Cool, moist breezes blow softly through the tunnel. The echoing roar slowly grows to a pounding thunder.

The tunnel widens as a bubbling stream of water enters from the south wall and rushes forward toward the east. The stream water runs 50 feet along the south wall of the tunnel, and then drops over the lip of a precipice.

The tunnel eventually opens into a huge cavern, which is lit by a dim, phosphorescent glow. The silhouette of a monstrous figure partially blocks the cavern's eerie light. The huge humanoid shape stands motionless at the mouth of the cavern, its head nearly touching the 16-foot-high ceiling.

The figure is a bronze golem that has been charged with the task of preventing any creatures from entering the cavern. The golem does not move unless a character comes within 40 feet of it, or if a character attacks it. In either case, the golem attacks immediately.

Bronze Golem: AC 0; HD 20***; hp 97; MV 240' (80'); #AT 1 fist + special; D 3-30 + 1-10 (heat); Save F10; ML 12; AL N; XP 4,300

The golem fights desperately to prevent any character from entering the cavern. If any characters run past the golem, it pursues the characters. If any characters fly past the golem, the creature summons the drolem from area A5 to attack the flying characters.

Beyond the golem, the floor of the cavern gives way to a sheer cliff.

A5. THE OLD GUARD

The eerie glow of green phosphorescence lights this mysterious cavern. The mist from the plunging falls drifts through the cave and settles on the shattered, mossy stones of what once must have been mighty columns.

A large pool, rippled by the flow of the waterfall, covers much of the cave floor. Square corners of stone, fitted with brass and iron, jut upward from the water in several places, hinting at the proud ancestry of this crumbled ruin.

Slender granite columns, which once must have graced an awesome fortress, lie broken in mossy, stagnant water. The facade of a building strains beneath the weight of a collapsed cavern wall, and mighty brass doors, now tarnished and moldy, hang loosely on their hinges. Beyond these doors, all is dark.

This ruin is all that remains of a once mighty port. Earthquakes and erosion caused it to sink below ground level. The destructive actions of the elements have destroyed all but this tiny portion.

A mighty magic-user was once lord of this city. The building before which the characters now stand was the magic-user's palace. Lurking within the palace is the magic-user's "pet" drolem, which was instructed to kill anyone who entered this hallowed realm. Unless the golem from area A4 summons it, the drolem emerges from the ruined palace while the characters are climbing down to the cavern floor.

Drolem: AC -3; HD 20*****; hp 112; MV 120' (40') on land, 240' (80') flying; #AT 2 claws/1 bite; D 2-12/2-12/11-30 + breath; Save F10 + immunities; ML 12; AL N; XP 7,750

The drolem fights to the death. It uses its breath weapon if it can catch more than one



character in its area of effect.

If the characters slay the drolem, they find that the only items of interest in the cavern are within the palace walls. As soon as characters enter the palace, they recognize it as a structure of former grandeur. Rubble and broken stones line the hallways, and limestone, fallen from the cavern walls, chokes most of the palace's open areas.

Two areas of the palace, however, have managed to escape the ravages of time. Each of these areas is described below in detail. You may create your own map of these areas, if you wish.

Palace library: As characters enter the palace, they see a brass door in the wall to the left. The door is closed. Behind the door lies a library. Many tomes, most of them moldy and unreadable, line the shelves here.

If characters search the library, they find a small compartment behind one of the shelves. The compartment is a secret door, protected by a poison needle trap. If characters open the secret door, they find a small gold box. The box is not trapped, but if characters check, it does radiate magic. If characters smash or pry open the box, all of its contents burn in a flash. If a thief picks the box lock, the characters find the following items inside: a scroll of *creation*, a scroll of *truth*, and a diary.

If characters examine the diary, they find that it is the journal of "Alinor, prince of Alpha." In it, Alinor relates the story of his people's migration to the west, traveling on ships that "towered to the very clouds." Alinor brought his people to a new land, built a city, and declared a kingdom dedicated to the consummate power of magic. With the aid of a potent staff created by Alinor, his people conquered dominions of savages to the north and south.

As characters read further in the diary, they discover that Alinor became increasingly obsessed with the idea of mastering not just his people, but the very land itself. Alinor's last entry describes his intentions to raise a mountain range through the use of arcane arts.

Palace tomb: Standing at the far end of the palace's main hallway are two huge doors made of gleaming gold. The doors are closed. The doors creak loudly as characters push them open.

Dust and spiderwebs cover the shadowy room that lies beyond the doors. Shattered columns and crumbled mosaics litter the floor.

If characters examine the room, they discover that it was once a throneroom. A tall, ivory throne lies on its side in one corner of the room. Much of the throne's ornate carving is cracked or smashed.

If characters take the time to examine the room more closely, they see two skeletal hands reaching out from under a massive stone block. Clutched in the bony fingers is a staff, which gleams as if it has just been polished. The staff is a *rod of victory*.

The only other items of value in this room are the doors. Each door is worth 20,000 gp, and each weighs an equivalent amount.

Encounter 2: The dungeon of Kwyll

(Use DM Map 4.)

Encounter setting

The evil cleric Kwyll originally constructed the dungeon shown in DM Map 4. The cleric was able to attract a number of ferocious

monsters to the dungeon, and things seemed to be going very well . . . until the hellhounds got hungry.

The monsters control this dungeon now, and Kwyll's evil spirit, now in the form of a druj, is confined to one room. The monsters don't seem to mind the lack of leadership; in fact, they've been doing pretty well on their own.

Trolls, fire giants, and hellhounds leave the dungeon and roam freely at night, taking residents prisoner and carrying them back to the dungeon. The monsters loot and plunder along the way as well. The dungeon's newest resident is a red dragon, which has not yet paid a visit to the countryside.

You may draw the characters into this encounter by having them listen to numerous complaints from farmers and villagers: "Them foul things stole my wife, and I want her back!" Of course, characters may send a low level party of adventurers to clear out the monsters, but they should probably become more curious when the party fails to return!

You should locate Kwyll's dungeon in the wilderness area of one of the character's dominions. Explain to the characters that finding the dungeon is easy, because the monsters are not very good at covering their tracks. Start the encounter at **area B1**.

Encounter key

B1. OLD SMOKYNOSE

Old Smokynose is a large red dragon that moved into the dungeon. "Smoky" was attracted by the treasure in **area B7**. The dragon is still trying to figure out how to deal with the beholder that guards the treasure in that area. Smoky hasn't yet made his move on the beholder. The dragon ignores the dun-

geon's other inhabitants, because they often bring it food. Smoky immediately attacks any intruders, however.

Large Red Dragon: AC -3; HD 16; hp 89; MV 120' (40') on land, 300' (100') flying; #AT up to 6; D 2-11/8-36 + breath; Save F30; ML 9; AL C; XP 6,100

Spells.

First level: *darkness, detect magic, magic missile, sleep, ventriloquism*

Second level: *detect invisible, ESP, invisibility, web*

Third level: *dispel magic, haste, slow*

Fourth level: *dimension door, polymorph other*

Smoky fights intelligently, and if characters reduce its hit points to 25 or fewer, the dragon tries to leave the dungeon, either by fleeing through the entrance or by using the *dimension door* spell.

Eight trolls arrive from **area B4** 2-5 rounds after the dragon attacks the characters. The trolls immediately join the battle.

A shallow well stands in an alcove in this cave's southeast corner. When other monsters leave food for the dragon, they leave it in this area. There is nothing of value in this alcove.

B2. OFFICE

The door to this room is locked.

Thick furs cover the walls and floor of this neat, well-furnished room. Several huge chairs stand next to a massive fireplace in the room's southwest corner. A desk, littered with parchment, stands against the east wall.

Six sheets of parchment lie on the desk. Each bears an unfinished attempt at a coat of arms. Each coat of arms includes these features: a human skull, a black mace, and a stake driven through the letter "A." The text varies from scroll to scroll. Characters may be able to read these phrases: "Kwyll the Mighty," "Kwyll, King of the World," and "Kwyll the Invincible."

B3. KWYLL'S HOME

Heavy iron bars rest across these doors.

The door to this room opens with a grim creak. Beyond the door lies a filthy room, littered with dust, dirt, and bones. A grinning skull rests on a table near the south wall. Many of the other bones in the room look as if they may also have been part of a human skeleton.

Moldy leather and pieces of cloth are piled in the center of the floor, and other bits of miscellaneous junk are scattered about the room.

Kwyll has become a skull druj, and has been imprisoned in this room. If it is daytime, he is invisible. He moves out the door as soon as characters open it. In this case, explain to the characters that the skull on the table is that of an unlucky adventurer. Kwyll remains outside the dungeon, waiting to attack the characters as soon as night falls.

If it is night, Kwyll attacks the characters as soon as they enter the room.

Skull Druj: AC -4; HD 14****; hp 6 8 ; MV 90' (30'); #AT 1 or 4; D 2-8 ^poison; Save F14; ML 11; ALC; XP 5,150; SA poison touch and presence, clerical spells, can split into four identical parts; SD can only be hit by +2 or better weapon, immune to all spells below 4th level

As soon as Kwyll attacks, he splits into four identical parts. Three of these skulls attack the characters, while the fourth holds back to cast spells.

There is nothing of value in this room.

B4. TROLL HAVEN

A feeble fire in the center of this room fills the air with sooty smoke. Several well-gnawed bones lie scattered about the floor. Some crude clubs are piled against the west wall. A dirty sack lies along the north wall near the cave opening.

This cave is the home of eight trolls. The characters may already have fought these trolls in **area B1**. If the characters somehow passed the dragon without being noticed, they encounter the trolls in this area. The trolls attack the characters as soon as they see them.

Trolls (8): AC 4; HD 6+3*; hp 39, 38, 34, 32, 30, 27, 25, 24; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10; AL C; XP 650

The sack against the north wall contains 420 gp, 290 pp, three 500 gp gems, one 600 gp gem, one 700 gp gem, two 1,000 gp gems, and one 2,000 gp gem.

An alcove stands along the cave's south wall. A locked chest sits in the alcove. The chest is trapped with a particularly deadly poison needle (-5 penalty to saving throw). The chest contains 4,000 sp, 850 gp, and 25 gems worth a total of 20,000 gp. The key to this chest is among the items scattered

around **area B7**.

B5. HALL OF THE FIRE GIANTS

Flickering splashes of orange and red light dance on the walls of this huge cavern. The intense heat of a large fire pours forth from the cave. Every few seconds, the fire crackles greedily as more fuel is added to it.

A band of fire giants lives in this lair. They are gathered around a towering blaze, enjoying sizzling haunches of fresh meat. The giants are quite unaware of any occurrences in other parts of the dungeon. Read the following boxed text to the players as the characters enter the giants' lair.

The crimson flames light the smudged faces of the giants. The creatures chew, grin, and bite off huge hunks of meat from the haunches they are holding. Juice runs through their beards like red rivers.

As soon as the characters come into view, one of the giants notices them. All but one of the giants leap to attack the characters. The remaining giant pauses for 1 round to pull open the release on the hellhounds' cage (**area B6**).

Fire Giants (7): AC 4; HD 11+2*; hp 78, 62, 61, 60, 59, 53, 45; MV 120' (40'); #AT 1 club; D 5-30; Save F11; ML 9; AL C; XP 1,900

A pack of hellhounds enters the cavern 2 rounds after the giants attack the characters. The hellhounds immediately leap to attack the characters. The dogs fight as long as the giants do. If the characters defeat all of the giants, or if the giants flee, the hounds run out of the dungeon, fleeing to the west.

Hellhounds (7): AC 4; HD 7; hp 39, 35, 31, 30, 27, 26, 22; MV 120' (40'); #AT 1 bite or breath; D 1-6 or 7-42; Save F7; ML special; AL C; XP 1,250

Two terrified farmers lie against the south wall of this cavern. Each of the farmers is bound and gagged. A band of monsters from the dungeon took the farmers prisoner on one of its raids in the countryside. The farmers tell the characters that more farmers and villagers are locked up in a cage in **area B7**.

The giants have no treasure in this room. They keep their treasure in **area B7**, where a beholder guards it (for a 10% share).

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B6. DOGHOUSE

This is a dirty cage that smells of dogs. A raised iron portcullis rests 3 feet above the cage opening. There doesn't appear to be any kind of mechanism for raising the portcullis anywhere near the cage.

B7. THE EYE OF DEATH

A grim apparition floats in the center of this large cavern. The creature appears to be a giant, disembodied eye, but as the seconds go by, more features become apparent.

The creature is round and covered with some sort of plate material. Its eye stares forward from its center. Tubes, which resemble the legendary Medusa's snakes, wave from the top of the creature. A single, glaring eye stares out from the top of each tube.

Treasures of every size and shape are scattered about this shadowy cave.

Suddenly, the great eye begins to move forward, its eye-tubes waving ominously.

The creature in this cave is a beholder. The beholder never leaves this cave; in fact, it always stays within 30 feet of the center of the cave. It uses all of its abilities to destroy anyone or anything that enters its lair. The beholder may summon any monsters that are still in the dungeon to help fight the characters.

Beholder: AC 0/2/7; HD 11 * * * * *; hp 50/20/12 (x10); MV 30' (10'); #AT 1 bite + special; D 2-16; Save MU11; ML 12; AL C; XP5,100

The beholder has the following treasure:

Coins. 24,000 cp, 20,000 sp, 10,000 gp, and 6,000 pp.

Gems. 2,000 gems, worth a total of 150,000 gp.

Potions (two doses of each). *agility, blending, bug repellent, elemental form, luck, merging, and speech.*

Scrolls. *communication, and spell catching.*

Magic items. *snake staff, earring, ring of elemental adaptation, ointment of blessing, ointment of poison, shield +1 of haste, arrows of wounding (5), quarrels of flying (2), sword +2, and bastard sword +2.*

Eight villagers stand in an alcove behind iron bars in the cave's east end. These villagers cheer the characters on as they fight the monsters, but they are anxious to be set free. They tell the characters so several times.

Encounter 3: Revenge of the mountain clan

(Use DM Map 5.)

Encounter setting

The mad wizard Gargantua, through a process of trial and error, has located a natural cavern near a dwarven stronghold. He teleported several of his monster "friends" to the cavern and directed them to attack the dwarves. The monsters broke through a wall in the dwarven stronghold, and now they hold the chamber that is the home for the dwarves' Forge of Power.

Because the dwarves lack the magical weapons needed to defeat many of the monsters in the caves, they are reluctantly forced to ask for help.

To emphasize the importance of their appeal, the dwarves send their Clanmaster and the Keeper of the Forge to ask the characters for help. Twelve dwarven bodyguards (all ninth level) accompany the two clan leaders.

Gard Rocktooth, Clanmaster: AC 2; D12; hp 77; MV 90' (30'); #AT 1 battle axe; D3-10; Save D12; ML 11; AL L; S 16; I 11; W 14; DX 9; CN 17; CH 12
Gard wears *plate mail +1*. He is a proud and competent clanmaster, and is obviously uncomfortable asking humans for help.

Niddrow the Wise, Keeper of the Forge: AC 7; D8; hp 42; MV 120' (40'); #AT 1 battle axe; D 2-9; Save D8; ML 12; AL L; S 13; I 15; W 16; DX 10; CN 13; CH 7

Niddrow is a small, bespectacled dwarf who has been driven to distraction by the loss of his forge. He is always cleaning his glasses, scratching his beard, and making remarks like, "Oh, dear me!"

The two dwarves tell the characters about the monsters breaking through a wall into their stronghold. They tell the characters that the Clanholder, a twelfth level dwarf of high combat prowess, led a party into the forgeroom after gargoyles had taken it. All of the dwarves were slain. The dwarves do not know that a gargantuan troll is also lurking in the forgeroom.

The dwarves offer the characters two possible rewards. All characters must agree on which reward they will take before they go into the dwarven stronghold. The dwarves offer:

1. An immediate reward payment of 100,000 gp in gems.

2. A "pledge of call," which would allow the characters to call upon the dwarven clan

for help one time only. If the characters use the call, the dwarves mobilize their entire military force for a period of time up to 3 months. The dwarves agree to help the characters accomplish any task. They do not, however, perform any sort of evil deed.

The dwarves refer to their stronghold as Stormhaven. It is a network of caves located high in a rugged mountain range. A profitable mining operation provides the economic foundation of the clan, which has 2,500 members. The clan can field a military force of 1,000 in times of duress, or in answer to a call.

The characters do not encounter Gargantua the wizard in this encounter. He is the force behind the monsters in the dwarven stronghold, however.

You may place this encounter in any mountainous hex that you wish, although you should probably place it somewhere near the characters' dominions.

The dwarves' forgeroom is located deep in the heart of a massive mountain peak. Characters may reach it only by passing through 2 miles of mazelike tunnels. When characters are ready to begin the encounter, go to **area C1**.

Encounter key

C1. THE FORGEROOM

Characters may approach this chamber from any one of three corridors. The dwarves have set up blockades in each of the corridors, 200 feet from the forgeroom opening. A dozen dwarves guard each of the blockades. Nothing else lies between the blockades and the chamber itself.

Characters must have their own light sources here, as these tunnels and caves are totally dark.

The spots marked "G" on **DM Map 5** show the locations of three gargantuan gargoyles. A pedestal rests in the center of the cave. The pedestal once held the forge, but it is now empty.

Gargantuan Gargoyles (3): AC 1; HD 32*; hp 160, 137, 128; MV 180' (60') on land, 300' (100') flying; #AT 4; D 4-12/4-12/4-24/4-16; Save F32; ML 11; AL C; XP 10,000

Gargantua told the gargoyles to prevent anyone from passing through this chamber. If characters attack the gargoyles from one of the three corridors, the gargoyles rush forward to attack. Otherwise, they do not leave this chamber.

C2. RUBBLE

This loose pile of stone is what's left of the forgeroom's east wall. The gargantuan creatures created the rubble when they broke through the wall into the forgeroom.

A gargantuan carrion crawler is hiding under the rubble. Characters cannot see the creature, nor can they use infravision to detect it, because it is covered with dust. The crawler lashes out to attack any characters who cross the rubble. The crawler gains automatic surprise on the first round.

Gargantuan Carrion Crawler: AC 3; HD 25*; hp 112; MV 240' (80'); #AT 8; D 2-5 + paralysis; Save F13; ML 11; AL N; XP 6,500

C3. WINDING WAYS

A fourth gargantuan gargoyle prowls these twisting caverns. A pair of basilisks, teleported in by Gargantua for good measure, accompany the gargoyle. The gargoyle keeps the basilisks in a wooden box in this area, springing them loose when intruders enter the tunnels. The gargoyle then tries to circle around any intruders and attack from the rear while the basilisks attack the front.

Gargantuan Gargoyle: AC 1; HD 32*; hp 160; MV 180' (60') on land, 300' (100') flying; #AT 4; D 4-12/4-12/4-24/4-16; Save F32; ML 11; AL C; XP 10,000

Basilisks (2): AC 4; HD 6+1**; hp 30, 28; MV 60' (20'); #AT 1 bite/1 gaze; D 1-10 * petrification; Save F6; ML 9; AL N; XP 950

All three of these creatures attack the characters in this area, even if their ambush does not work.

C4. CRYSTAL ROOM

Spectacular crystal stalactites line the walls of this chamber. They catch even the slightest bit of light and make the chamber bright as day.

The Forge of Stormhaven lies in the center of the room. If characters have a light source, they see twelve gargantuan trolls standing along the walls of the cave! There is actually only one troll in the cave, but the mirrorlike rocks of the walls reflect the creature's image several times over.

If characters attack before they realize they are seeing an illusion, they have only a 1 in 12 chance of attacking the real creature.

Gargantuan Troll: AC 4; HD 51**; hp 248; MV 240' (80'); #AT 3; D 4-24/4-24/4-40; Save F36; ML 12; AL C; XP 29,000

The troll chooses its moment of attack carefully. It tries to gain surprise, if possible. The troll fights to the death to prevent the characters from recovering the forge. Once characters kill the troll, however, no other obstacles stand in their way of recovering the relic.

empire viewed the region with covetous eyes. These people's civilization has not advanced greatly, but the people have managed to fare well as nomads and hunters. Explorers collectively refer to these people as "barbarians."

These barbarians are mainly fighters, thieves, and clerics. None of the thieves' or clerics' abilities has developed beyond 10th level, but fighting barbarians can be the equal of any civilized fighters in levels and abilities.

For most of the year, barbarian tribes travel in groups of 100 to 1,000 members. During the summer solstice, however, all of the barbarians in Norwold gather into three massive groups. Each of these groups is made up of about 15,000 members. Each group can muster about 3,800 barbarians as warriors, if the need arises.

The barbarians have never had any trouble with King Ericall, since major portions of Norwold have not yet been civilized. As long as dominion leaders allow the barbarian tribes to pass freely across their dominions, there is no trouble. If a dominion leader blocks a tribe's passage, however, the barbarians make a Reaction Check. This action could result in war.

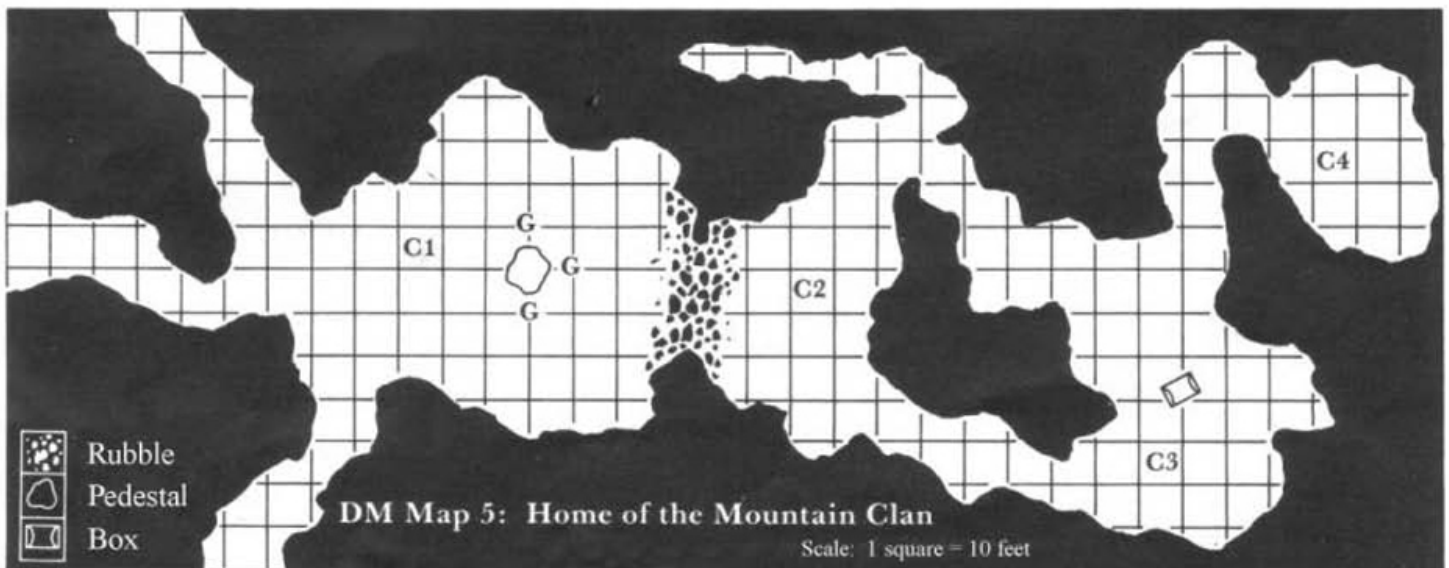
Encounter setting

This encounter begins as the barbarians pass through Alak Dool's dominion (see the Non-player Characters section for details). If you do not want to use Alak Dool for the encounter, or if his dominion is nowhere near any of

**Encounter 4:
Barbarians' battle**

Encounter background

A large number of humans have lived in Norwold for centuries, long before any



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the characters' dominions, you may use any NPC magic-user, as long as he is at least 9th level, and has a *conjure elemental* spell.

Begin the encounter when the characters are traveling through their dominions for some reason. They may be hunting, or they may be clearing their dominions of monsters.

While the characters are traveling, they receive word of a showdown between a barbarian tribe and Alak Dool. The barbarians are currently camped on the borders of Dool's dominion. There have been no battles—the barbarians would rather hunt food than fight humans—but Dool taunts them constantly.

Dool recently cast *invisibility* and *fly* spells on himself, and then traveled to the campsite of Barkal the Red. Barkal is the chief of this barbarian tribe. While hovering over the chief's camp, he conjured an earth elemental and ordered it to attack the frightened barbarians.

Barkal, wielding his sword, challenged the elemental. The barbarian chief has led the elemental out of the camp, and the two are now chasing each other through the forest.

Barkal the Red: AC 5; F22; hp 84; MV 120' (40'); #AT 1; D 2-11; Save F22; ML 10; AL L; S 13; I 11; W 13; DX 16; CN 17; CH 12

Barkal carries a nonmagical two-handed sword, and he wears heavy furs. These furs are considered the equivalent of leather armor.

Earth Elemental: AC -2; HD 16; hp 78; MV 60' (20'); #AT 1; D 3-24; Save F16; ML 10; AL N; XP 0

When the characters arrive on the scene, Barkal is exhausted from the long chase. He turns to face the lumbering elemental. The barbarian and the monster draw closer to each other. In a few seconds, they are wrestling. (Barkal's Wrestling Rating is 21. The earth elemental's Wrestling Rating is 41.)

Dool, who controls the elemental from overhead, has sent it to wrestle Barkal. Once the elemental has pinned the barbarian, it starts inflicting damage upon him. Of course, the characters may intervene any time they wish.

Six rounds after the wrestling match begins, eight of Barkal's warriors arrive on the scene. The warriors stop for a moment, gasping at the horrible monster that is tangling with their leader. Within seconds, however, the warriors leap into the fray.

Barbarian Warriors (8): AC 6; F8; hp 48, 42, 40, 38, 37, 36, 32, 30; MV 120' (40'); #AT 1; D 2-11; Save F8; ML 10; AL L

Each warrior wears heavy furs (treat as leather armor), and carries a two-handed sword.

If the characters have not intervened to help Barkal by the time his warriors arrive, the warriors naturally assume that the characters are somehow involved in the attack on their leader. In this case, six of the warriors attack the characters, while the other two aid their leader.

If the characters help Barkal, Dool forces the elemental to fight to the death. Dool is prepared to flee at a moment's notice, however, since he doesn't want the characters to know that he is involved.

If Barkal and the characters work together to defeat the elemental, the barbarian leader invites the characters back to his people's camp.

The barbarians'camp

Barkal is chief of a tribe of 900 barbarians, all of whom eagerly await their chief's return. If the characters are with Barkal when he returns, the barbarians greet them enthusiastically as well. The barbarians serve up an impromptu feast, and the characters are the guests of honor.

Wrestling matches make up much of the evening's entertainment. A number of barbarian warriors (including some brawny females) wrestle each other in the center of a huge ring. They are more than willing to wrestle a few of the characters as well. The wrestling barbarians are all fighters between levels 9 and 20 (1d12+8). The wrestlers gain 1d4 on all ability modifiers. None of the wrestlers may wear any armor.

If none of the characters voluntarily enters the ring, some of the barbarians challenge the characters to matches. The challenges are good-natured, and the barbarians take no offense if a character refuses.

If, however, the characters do wrestle and manage to show some ability in the ring (if they at least hold their own with the barbarians), Barkal closes the evening with the ritual of blood-sharing. Each of the characters is required to cut his right-hand palm. Barkal then cuts his palm. Each character then clasps Barkal's right hand, mingling blood and allegiance.

The characters may refuse to take part in this ritual, but Barkal loses face in his tribe if they do. The whole tribe then feels insulted, and the characters may have to deal with some unfriendly barbarians.

If the characters do take part in the ceremony, an oath of allegiance is implied between the tribe and the characters. If either

party calls upon the other for assistance in the future, the call must be answered as quickly and forcefully as possible.

Encounter 5: The crones of Crystykk

Encounter background

High atop a rocky crag, somewhere in the uncivilized lands of Norwold, sits the gloomy cave of the crones of Crystykk. These three old women are clerics of tremendous power, and each has a different alignment. Isolated from humanity, these crones spend their time observing the world through a powerful crystal mirror, which is the only one of its kind.

This potent magic item is known as the Crystykk Mirror, and it is similar to a crystal ball that has *clairaudience*. Only the crones may use the mirror, which is embedded in the rock of their cave.

The crones cannot cast spells through the mirror, but they can send messages to others, chiefly in the form of dreams. To send such a message to an individual, the crones need only concentrate on the individual's image as it appears in the mirror. Occasionally, the crones try to use these dreams to summon high-level characters to their cave.

The crones may use the mirror to speak through other normal mirrors. Such an event takes place during King Ericall's wedding (see the Major Events section, The Wedding Day for details).

Because of their hobby, the crones are extremely knowledgeable. They enjoy a good fight, and they always demand a high price if they win. If the crones are defeated, however, they gladly yield important information to those who have defeated them.

Encounter setting

Use the Dream List to introduce this encounter to the characters. Tell the players that each of their characters awakens one morning with the lingering memory of a dream. At first, the characters cannot recall any details from their dreams. Have each player roll 1d20 for his character. If the die roll is less than or equal to the character's Wisdom score, that character remembers his dream.

Roll 1d6 for each character who remembers a dream. Then find the die roll and corresponding dream on the Dream List. Do not reveal the details of the dreams until you have rolled for each of these characters, because several characters may have the same dream. Once you have determined which dreams the characters have had, read the appropriate passages to the players.



CRONES OF CRYSTYKK DREAM LIST

Die Roll: 1

Dream: A path leads from your home and takes you on a journey that lasts several days. Finally, a black fortress, rising from a dark crag of stone, towers before you. As you climb upward, massive stone gates swing silently open. As soon as you have passed through the gates, they slam shut behind you. The icy fingers of fear grip your chest, and everything suddenly goes black.

Die Roll: 2

Dream: You awaken in a black room. You run to a window and discover that you are atop a tall, black tower. The entire continent sprawls out below you. Suddenly, you know where you are! The crones! Three crooked old women have locked you here! Through the bars on the window, you can see your home. To reach it would take days! As you look out the window, the land below seems to move. Massive ripples, rising up like great ocean swells, cross the land. Huge cracks appear in the earth, as buildings, trees, and people fall helplessly into the earth. Your tower sways and begins to fall, but before it strikes the ground, you catch one last glimpse of Norwold, as a gaping fissure splits the land in two.

Die Roll: 3

Dream: You have been fighting for days. Your arms feel like lead weights. The bodies of friend and foe alike lie all around you, forming a grisly human carpet that stretches for as far as you can see. You tell yourself that if you had heeded the warnings of the three old women, this tragedy could have been avoided. Just as this thought crosses your mind, the earth convulses beneath your feet. A great fissure opens, and bodies fall into it, like water flowing over a dam. You straddle the fissure, one foot on each side, but it grows wider and deeper. You realize that you will soon join the bodies in the long fall downward.

Die Roll: 4

Dream: A wicked, hook-nosed old woman beckons you forward with a bony finger. You follow her, walking along a road that seems to wind for days through dark forests and black, frozen mountains. At last the road ends before a black fortress, which stands high on a gloomy pinnacle of rock. Suddenly, the old woman turns and attacks you! She casts potent spells and wields a crushing

mace, but you fight with skill and daring. The old crone is vanquished. She pleads for her life, and offers a treasure more valuable than a gem or magic. You accept her offer, reaching out to take a box that she holds weakly aloft. As you open the box, golden light spills out, encircling you in warm light. Stories seem to unfold from the light. At last you understand.

Die Roll: 5

Dream: You are balanced carefully on a mountain peak, looking down on two huge forces that have drawn for battle. Standing between the armies are your friends, looking upward to you for help. Despair washes over you, because you know that the only help you could offer lies far away, in the fortress on the rocky peak. Quiet voices had urged you to go there . . . if only you had listened! But it is too late now.

Die Roll: 6

Dream: A mighty weapon gleams in your hand as you prepare to lead your army into war. What you carry inside, however, is even more important. The battle is joined. Enemies fall before you like wheat under a scythe. Whole armies are

defeated by the sting of your sword, but it is the other weapon—the one you carry inside—that truly proves decisive. With this in your grasp, you know that the future of Norwold is up to you.

Any character who remembers his dream has a clear idea about the location of the black fortress. Although each character should have a slightly different picture of the fortress and of the women who live there, all of the characters have dreamed of the same place.

You may place the fortress of Crystykk anywhere you wish in Norwold. You do not have to place it in a mountainous area if you don't want to. Ideally, the characters should have to travel several days from the nearest character dominion to reach the fortress.

Journey to the fortress

Select or roll a few random encounters from the chart on p. 31. Have these encounters occur as the characters travel to the fortress of Crystykk.

On the last night before the characters reach Crystykk, they have the following encounter.

Three aerial servants, one summoned by each of the crones, raid the characters' camp. Each of the crones has instructed her servant



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to steal a powerful magic item from the characters. You should select these items. Keep in mind that the crones are aware of everything the characters are carrying, and they are likely to select those items that might prove most deadly in the upcoming conflict.

Aerial Servants (3): AC 0; HD 16***; hp 80, 73, 67; MV 240' (80') on land, 720' (360') flying; #AT 1; D 8-32; Save F16; ML 9; AL C; XP 3,250

The aerial servants enter the characters' camp at maximum speed, steal the indicated items, and flee as quickly as possible.

The fortress of Crystykk

This fortress is located in a dark region of rocky peaks, far from any civilized lands. As characters approach the fortress, the trail they are following begins winding steeply upward. The characters must negotiate narrow canyons and high passes as they follow the trail. At last, the characters emerge on a wide ledge. Tell the characters that this area is the same as the one they saw in their dreams.

When the characters get to this point, read the following boxed text to the players.

A narrow, rocky trail winds upward to the mouth of a dark cave. Gray clouds hug the

mountain peak that towers above this cave. Flashes of lightning seem to flicker dimly in the clouds. The sky above the mountain grows even darker. Suddenly, it is almost night.

Tell the characters that the fortress they saw in their dreams was actually the mountain peak that now rises before them.

The cave mouth is 20 feet wide. It opens into a dimly-lit, 50-foot-long tunnel. The tunnel is 10 feet wide and 20 feet high. The tunnel leads to large, circular cavern of rock, which is 100 feet in diameter. The rough walls of the cavern rise to a 20-foot-high ceiling. This cavern is the home of the crones.

In the center of the cavern, a mirror is embedded into a raised block of stone. The crones' beds, and a few of their personal possessions stand against the cavern wall, across from the entrance.

The characters encounter the crones in the entrance tunnel.

The three crones

Mequisa (Lawful), Bethidia (Neutral), and Chasandri (Chaotic) are the three crones that live here. While you are free to use them as simple NPC antagonists, they are intended to represent something more.

These old women symbolize the balance of forces, or alignments, in the world. Their origin is obscure, but they are certainly very old. They are always together. You may want to use them in future adventures. If you do, adjust their spells and possessions, based on the passage of time.

Mequisa, the Lawful: AC -4; C23; hp 52; MV 90' (30'); #AT 1 mace +4; D 5-10; Save C23; ML 12; AL L; XP 3,750; S 12; I 10; W 17; DX 14; CN 11; CH 6

Spells.

First level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold

Second level: bless*, find traps, hold person*, know alignment, resist fire, silence (15' radius), speak with animal

Third level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking

Fourth level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil (10' radius), sticks to snakes

Fifth level: commune, cure critical wounds, raise dead, truesight

Sixth level: aerial servant, animate objects, barrier, cure all

Seventh level: earthquake, holy word, raise dead fully* (x2)

Mequisa wears plate mail +3, a ring of invisibility, and a ring of fire resistance. She carries a shield +2, a mace +4, and a snake staff (32 charges).

Bethidia, the Neutral: AC -6; C23; hp 63; MV 90' (30'); #AT 1 mace +5; D 6-11; Save C23; ML 12; AL N; XP 3,750; S 10; I 12; W 17; DX 17; CN 15; CH 8

Spells.

First level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold

Second level: bless", find traps, hold person", know alignment, resist fire, silence (15' radius), speak with animal

Third level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking

Fourth level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil (10' radius), sticks to snakes

Fifth level: commune, cure critical wounds, raise dead, truesight

Sixth level: aerial servant, animate objects, barrier, cure all

Seventh level: earthquake, holy word, raise dead fully* (x2)

Bethidia wears plate mail +2, a ring of fire resistance, and a ring of spell storing (anti-magic shell, conjure elemental, haste). She

carries a *shield* +4, and a *mace* +5 (slows victims—no saving throws apply).

Chasandri, the Chaotic: AC -3; C23; hp 57; MV 90' (30'); #AT 1 *mace* +4; D 6-11; Save C23; ML 12; AL C; XP 3,750; S 14; I 9; W 15; DX 14; CN 14; CH 6

Spells.

First level: *cure light wound**, *detect evil*, *detect magic*, *light**, *purify food and water*, *remove fear**, *resist cold*

Second level: *bless**, *find traps*, *hold person**, *know alignment*, *resist fire*, *silence* (15' radius), *speak with animal*

Third level: *continual light**, *cure disease**, *growth of animal*, *locate object*, *remove curse**, *striking*

Fourth level: *cure serious wounds*, *dispel magic* (x2), *neutralize poison**, *protection from evil* (10' radius), *sticks to snakes*

Fifth level: *commune*, *cure critical wounds*, *raise dead*, *truesight*

Sixth level: *aerial servant*, *animate objects*, *barrier*, *cure all*

Seventh level: *earthquake*, *holy word*, *raise dead fully** (x2)

Chasandri wears *plate mail* +2, a *displacer cloak*, a *ring of spell turning* (7 charges), and a *ring of memory*. She carries a *mace* +4 (double damage to Lawful victims), and a *shield* +2.

Fighting the crones

The crones, of course, know exactly when the characters enter their home. To prepare for the upcoming battle, the crones cast a few spells. Bethidia casts *haste* and *conjure elemental* from her ring. The crones then cast *bless*, *resist fire*, *protection from evil* (10' radius), and *truesight*. These spells affect each crone.

Just before the characters come into the entrance tunnel to the crones' cave, Mequisa casts a *barrier* spell at the end of the tunnel that leads into the cave. As soon as the characters enter the tunnel, Chasandri casts another *barrier* spell at the tunnel's outer end.

Chasandri immediately moves forward to attack the characters. The three crones stay as far apart as possible. They try to ensure that two of them do not get caught in the area of effect of a spell cast by a character. Mequisa sends her *snake staff* into the fray 1 round after Chasandri moves forward. She continues to cast spells as long as she can. Bethidia casts the *anti-magic shell* from her ring as soon as the battle begins, and then she too moves forward.

When possible, the crones use spells that allow demi-human characters no saving

throws. (Ignore this guideline if there are no demi-humans in the characters' party.) The crones direct those spells that do allow saving throws at the party's human members.

The crones fight to the best of their abilities in their battle with the characters. If characters kill two of the three crones, or if they have reduced each of the crones to 8 hit points or less, the remaining crones surrender. If the crones are winning the battle, they demand that the characters surrender, and they continue to fight until the characters do so. If the characters flee, the crones follow them.

Battle results

The crones have not staged this test because they enjoy bullying weaker characters. Rather, they enjoy the thrill of a tough battle. They are good sports about winning or losing.

After the battle is over, they make sure that all wounded characters are healed. If a character is killed in battle, the crones bring the character back to life. The crones use a *rod of health* and a *staff of healing* for these purposes.

If the characters lose: In this case, the crones claim the following "fruits" of victory:

1. 1 magic item from each character
2. 5 years' service by one character (characters may share this responsibility—one character serves the crones for 6 months, and then another character takes over for 6 months, etc.)

The crones claim whatever magic item is most available. They probably choose the items stolen by the aerial servants.

If characters must go to work for the servants, their jobs include cooking meals for the crones, cleaning their cave, and going after nuisance monsters that might show up in the vicinity of Crystykk. If a character deserts while working for the crones, all three aerial servants chase the character. When they capture the character, they afflict him with some mild curse, such as warts. Characters who desert repeatedly may be punished more severely.

If the characters win: The crones greatly respect any characters who are able to defeat them in battle. As a token of their respect, the crones offer the characters important knowledge gained through their mirror. Of course, if the characters killed all of the crones, they must bring the crones back to life in order to gain this information.

If one of the crones survives the battle, she returns to the characters all of the magic items stolen by the aerial servants. Then she

turns to speak to the characters. Read the following boxed text to the players.

"A fine and worthy lot of lords ye be! 'Tis as we thought when we made the call, and you've given us a jolly fight for our troubles.

"The land could do worse than fall under the likes of you. If she is not taken good care of, though, you're likely to lose her. Even as we speak, armies hostile to you and your king there are landin'."

The crone draws a tattered scroll from a niche in the cave wall. It is a map of Norwold.

"Here," the crone says, pointing to the city of Landfall. "A large force bearing the flag of Thyatis has come ashore. They're burning and plundering for now, my friends, but in a few days, they'll be on the march.

"Norwold is about to go to war. Thyatis has had her eyes on this land for a long time. Your king Ericall presents a problem to Thyatis, and they've decided it's time for a solution."

The crone turns to the mirror, where a vision of an army mustering around a castle suddenly appears. The castle should belong to an NPC whose dominion borders on one of the character's dominions. The mirror shows that a considerable force is assembling at the castle. The crone turns to speak again.

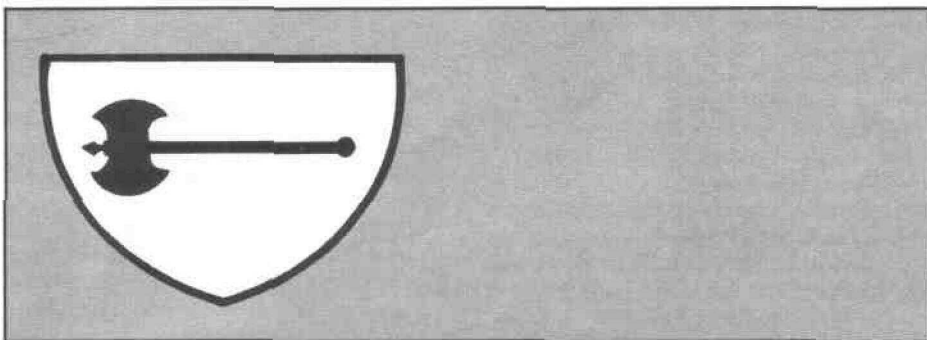
"Even those you thought were friends are taking a warlike road. The force you see here is intended for a treacherous attack on a neighbor's stronghold! Can you imagine such a betrayal?"

The image in the mirror slowly shifts to a maritime scene. White sails crowd the picture, as a fleet that must be made up of hundreds of ships sails rapidly before a stiff breeze.

"Here is the major threat, friends. The combined fleets of Thyatis are preparing to take your capital, the city you call Alpha. The fate of your king is in your hands, lords.

"Prepare to fight for Alpathia, if you want to keep your dominions. Alpathia, that is what they call it now, eh? Old as I am, I remember an earlier, more honest time, when an empire could be called by its true name. Know ye, lords, the secret name of those you serve? Know ye, lords, that you fight for the crown of Atlantis?"

WAR OF THE CROWN: RUNNING CAMPAIGN BATTLES



This section outlines the clash between the empires of Thyatis and Alphatia (or Atlantis, which is this empire's secret name). The war should break out while the characters are visiting the crones of Crystykk (see Encounter 5 in the Norwold Encounters section).

Running this war is a complex job. You will have to keep track of all of the invading forces, making sure that the characters do not discover their movements, unless the characters come up with some means of learning such information. You must also represent King Ericall and his NPC allies.

If you are resolving a battle in which both character and NPC forces are fighting together, you should probably let the characters run *all* of the Alphatian forces. You should then take charge of all Thyatian forces. Make sure your players do not abuse this privilege, however. For example, you should discourage characters from dispatching the entire Royal Army to guard one character's dominion while the city of Alpha falls!

You will probably find it worthwhile to quickly sketch out an area map on a blank sheet of hex paper whenever armies move into the same hex on the Norwold map. Draw this map at a scale of 1 mile per hex. These maps do not have to be detailed. If you take the time to do such maps, however, you will probably find that battles take on much more tactical significance, and become much more exciting.

You will know even before the war begins that battles will take place in certain areas—Regent Pass near Alpha, and an NPC dominion near the Thyatian Expeditionary Force's landing site. If you prepare maps of these areas in advance, you will save time during play, and you'll still be able to use all of the necessary details in resolving the battles.

When running the War of the Crown, use 1-week time units. When the war progresses to the point that armies are entering into bat-

tle more frequently, switch to 1-day time units. If there is a lull in the action, go back to 1-week units.

The battle forces

The four types of forces involved in the War of the Crown are listed on the next page. The four forces are: Alphatian, Thyatian, Neutral, and Character-allied.

Alphatian forces are those loyal to King Ericall. These forces always go to war on the side of the king. They respond as soon as they receive the word to mobilize.

Thyatian forces are always the enemies of the king. These forces begin the war by invading and attacking the king's forces. These forces include two armies from Thyatis, and the armies of three NPCs who betray the king and side with the invaders.

Neutral forces are those who lived in Norwold before King Ericall came to power. These forces do not have a major interest in this war. See the guidelines on Activating Neutral Forces for details on how these forces may enter the war.

Character-allied forces are the dwarf and barbarian forces that may be allied with the characters. Characters gain these forces as allies through certain adventure encounters (see Encounters 3 and 4 in the Norwold Encounters section for details). If they are willing, these forces mobilize as soon as the characters call for them.

The characters' forces are not listed on the charts, because the characters must create these forces themselves. By the time the war starts, the characters should have set up forces in their dominions, since King Ericall is bound to send all of his dominions' forces into battle.

The Battle Rating for each force is given so that you don't have to calculate it. Use the No. of Troops and Type listings to determine which modifiers apply when seeking a Combat Result.

Events of the Thyatian invasion

The War of the Crown begins in late winter, at the same time the characters are visiting the crones of Crystykk. The forces of Thyatis begin mobilizing at this time. The Thyatian Advance Force lands at Landfall and attacks that city. Norwold dominion lords who have allied themselves with Thyatis move out immediately, attacking the nearest dominions friendly to King Ericall within 1 week. If a character has sided with Thyatis, his dominion's forces also move out at this time.

The Thyatian Expeditionary Force arrives in Norwold 1d4 weeks later. This force lands just north of the Oceansend Marshes. Its first goal is to try to eliminate any isolated dominions that are loyal to King Ericall. These forces eventually combine for a march on the city of Alpha.

Running the war of the crown

Alphatian strategy

It is up to the characters allied with King Ericall to advise the king on how to counter Thyatis' invasion. If the characters have sided with the Thyatians, you should run all of the Alphatian forces. The characters may then run the Thyatian forces in battle, but they cannot deviate from the events of the Thyatian invasion of Norwold.

Activating neutral forces

If Alak Dool's force (consisting of orcs, bugbears, and trolls) passes within one hex of either Leeha or Oceansend, the force in the affected city immediately mobilizes on the side of King Ericall. Alak Dool does not realize that the residents of the two cities would react so strongly (and so negatively) to his force, so he makes no attempt to avoid crossing through their areas.

If a character's force attacks the city of Oceansend, King Yarrvik's force immediately sides with the Thyatian forces. This situation could come about in the following manner:

When war breaks out, King Ericall immediately dispatches four characters' forces to the city of Oceansend. He supplements the characters' forces with troops from the Royal Army, if the characters' forces number less than 2,000. The king sends them to Oceansend to intercept any hostile forces that might leave that city.

As soon as the characters reach Oceansend, King Yarrvik and his force move out of the city to meet them. If a parley can be arranged, King Yarrvik tells the characters

Alphatian forces

- Force:* ROYAL ARMY OF NORWOLD
Leader: King Ericall
Location: Alpha
No. of Troops: 4,000
Type: 2,500 swordsmen; 1,000 archers; 500 horsemen
Battle Rating: 92
- Force:* QUEEN'S GUARD
Leader: Queen Christina
Location: Alpha
No. of Troops: 500
Type: 500 horsemen with bows and lances
Battle Rating: 135
- Force:* KING'S MILITIA
Leader: King Ericall
Location: 5 hexes of Alpha
No. of Troops: 5,000
Type: peasants armed with crude weapons
Battle Rating: 32
- Force:* REGENT PASS GARRISON
Leader: Rodnox, 18th level fighter
Location: Regent Pass fortress
No. of Troops: 500
Type: all are archers and swordsmen
Battle Rating: 117
- Force:* LANDFALL REGION
Leader: Lernal the Swill
Location: Landfall
No. of Troops: 2,000
Type: 1,500 swordsmen; 500 archers
Battle Rating: 48
- Force:* SIR ERNEST'S FORCE
Leader: Sir Ernest Day
Location: Ernest's Dominion
No. of Troops: 500
Type: all are archers and swordsmen
Battle Rating: 79

7. *Force:* RUTGER DAG'S FORCE
Leader: Rutger Dag
Location: Dag's Dominion
No. of Troops: 500
Type: horsemen with lances and swords
Battle Rating: 85

8. *Force:* ALLISA PATRICIAN'S FORCE
Leader: Allisa Patrician
Location: Patrician's Dominion
No. of Troops: 800
Type: 400 sword/pike men; 200 archers
Battle Rating: 92

Thyatian forces

1. *Force:* THYATIAN ADVANCE FORCE
Leader: Duke of Thyatis
Location: city of Thyatis
No. of Troops: 3,000
Type: 2,000 swordsmen; 1,000 horsemen
Battle Rating: 77

2. *Force:* THYATIAN EXPEDITION-ARY FORCE
Leader: Thincol, 36th level fighter
Location: empire of Thyatis
No. of Troops: 10,000
Type: 6,500 swordsmen; 3,000 archers; 500 magic-users
Battle Rating: 85

3. *Force:* ALAK DOOLS MINIONS
Leader: Alak Dool
Location: Dool's Dominion
No. of Troops: 2,000
Type: 1,000 ores; 800 bugbears; 200 trolls
Battle Rating: 74

4. *Force:* THE ARMY OF MAX THE FIRST
Leader: Max I
Location: Max's Dominion
No. of Troops: 800
Type: horsemen with bows and swords
Battle Rating: 113

5. *Force:* LONGTOOTH'S LEGION
Leader: Longtooth
Location: Longtooth's Dominion
No. of Troops: 500
Type: thieves with bows and swords
Battle Rating: 76

Neutral forces

1. *Force:* HALFLINGS
Leader: Collin the Sheriff, 8th level halfling
Location: Leeha
No. of Troops: 1,500
Type: all are archers and swordsmen
Battle Rating: 72

2. *Force:* ARMY OF OCEANSEND
Leader: King Yarrvik
Location: Oceansend
No. of Troops: 6,000
Type: 4,500 swordsmen; 1,500 archers
Battle Rating: 75

Character-allied forces

1. *Force:* DWARVES OF THE MOUNTAIN CLAN
Leader: Gard Rocktooth
Location: Stormhaven
No. of Troops: 1,000
Type: all have hand axes and battle axes
Battle Rating: 115

2. *Force:* BARBARIANS OF THE RED BANNER
Leader: Barkal the Red*
Location: any character's dominion
No. of Troops: 3,000
Type: swordsmen (all have two-handed swords)
Battle Rating: 68

* Barkal leads a barbarian group of 15,000 during the summer solstice. At other times of the year, his tribe numbers 900. In a crisis, however, he is always able to muster 3,000 barbarians from various tribes.

that their troops must stay away from Ocean- send, as it is neutral territory. If the characters comply, all is well. If they do not comply, the Thyatians will have gained another ally.

Stronghold garrisons

Most of the forces involved in the War of the Crown start out from a stronghold somewhere in Norwold. Army leaders are not likely to leave these strongholds unguarded.

To determine the number of troops left in an NPC-controlled stronghold, roll 1d4. Multiply the result by 10. This number represents the percentage of the force that has remained at the stronghold. Do not diminish the force's field strength. Consider the force to have extra troops reserved for defending strongholds.

Ending the war

If the forces of Thyatis capture the city of Alpha, the Alphatian forces have 1 month to recapture the city. If they cannot do so, Norwold becomes part of the empire of Thyatis, and Alphatia's power in this part of the world is effectively destroyed.

If Thyatis wins the war, Alak Dool becomes king of Norwold. If this occurs, Dool immediately goes to work eliminating any potential opposition to his rule.

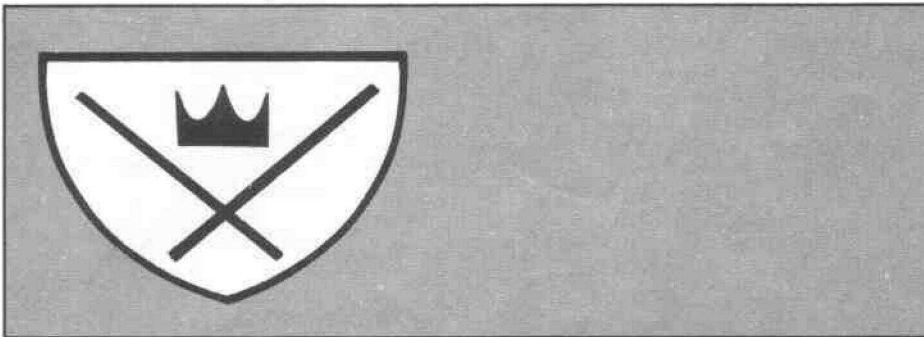
If, on the other hand, the forces of Alphatia rout all of the Thyatian forces, the empire of Thyatis is considered to have suffered a crushing defeat. Another war between the two empires would be very unlikely, at least in the next 50 years.

If some pockets of Thyatian resistance are

still in Norwold when winter arrives, the empire of Thyatis withdraws its forces, and the war ends. If, however, Thyatian forces are besieging the city of Alpha at this time, all surviving Thyatian forces remain, and the war continues. If you wish, you may have relieving forces arrive from Alphatia the next summer.

If Alphatia retains control of Norwold, King Ericall takes care to reward those who served him well. Lords who were courageous in battle, or who were helpful in planning battle strategy, might be given additional lands, or the king may bestow an exalted title upon them. If a lord failed to answer the call to arms, or if he was cowardly in combat, the king may strip that lord of his lands and banish him from Norwold forever.

EPILOGUE: CONTINUING THE CAMPAIGN



Norwold should not cease to be a vital and interesting area once you have finished running the adventures outlined in this booklet. Norwold is a large and relatively unexplored land, and there is plenty of room for characters to explore the wilderness and expand the holdings of their dominions.

Other Companion adventures will detail areas of Norwold for you and your players, but you may be able to use the information given in this booklet to create your own adventures.

This section features several suggestions for continuing the campaign you have begun in this adventure. You may use all or any one of these scenarios in your campaign, depending on how they suit your characters. If a scenario seems inappropriate to your campaign, you may want to use the scenario with a group of Expert-level players, or you may want to incorporate a few of the ideas suggested by the scenario into your campaign.

One factor that will influence your campaign is the massive immigration to Norwold that begins soon after the War of the Crown. People of all sorts flow into the land, coming from all over the D&D* world in search of a better, more prosperous life. Keep your players informed of this development as the campaign progresses. More residents in a character's dominion means more power for that character.

Scenario 1: Dominion conflicts

The dominions set up by characters in Norwold are not bound by static geographical limits. Rather, their boundaries are abstract political measurements that, for any number of reasons, may change over time. A character or NPC might get ambitious, and might try to encroach upon a neighbor's land. Lords might also make new alliances and break old ones. These factors all affect the power structure of Norwold's dominions.

As trade flourishes between dominions, and between Norwold and other parts of the

world, those dominions that hold strategic river or port areas will become increasingly powerful. Lords may impose tolls on those who use these transportation facilities; such tolls could become a major source of income. Who controls these strategic ports may become a bone of contention between dominion lords.

New characters or NPCs might also arrive in Norwold and try to squeeze new dominions in between existing ones. This sort of "encroachment" is bound to create some hard feelings, and could even lead to a small-scale war.

Scenario 2: Dragons of the Wurmsteeth

This rugged range shelters a tremendous number of dragons (see The Setting section, Special Geographical Features for details). As more people continue to move to Norwold, clashes between dragons and humans may become more frequent. Sooner or later, characters may find they must deal with the problem of the Wurmsteeth.

Scenario 3: The giants of Frosthaven

While on one of their "normal" winter raids, the giants of Frosthaven may take hostage an extremely important member of the Norwold leadership (King Ericall's wife, for example) and carry that person back to Frosthaven.

The characters could be charged with journeying to Frosthaven and rescuing the hostage. You may pose an extra problem by having this scenario occur just as the ice between Frosthaven and Norwold begins to break up. You may alter the scenario in other ways as well (setting a time limit, having NPCs introduce unusual obstacles, etc.).

Scenario 4: Test of the crones

The three crones of Crystykk (detailed in Encounter 5 of the Norwold Encounters sec-

tion) could become important NPCs in a long-running campaign. These old women are more than clerics. They serve as symbols of the balance of Law and Chaos that must exist in the D&D* world.

You may have the crones submit the characters to new, more challenging tests. Use these tests as a way of teaching the characters valuable lessons, or as a means of passing along important information. Remember that the crones' use of dreams could be a useful tool for sending messages to the characters. The characters may also decide to go to the crones when they are confronted with an especially difficult problem.

You need not have the characters battle the crones every time they visit the old women. Adjust these encounters based on the nature of your campaign. Keep in mind, however, that the crones give nothing away for free!

Scenario 5: Beyond Norwold

Your characters may want to explore some of the areas that surround Norwold.

Characters may choose to explore the Isle of Dawn, which lies off the eastern coast of the continent. This isle is the scene of an ongoing conflict between the empires of Alphatia and Thyatis.

Other areas that have yet to be fully explored include the inner sanctums of the Icereach Range, and the regions beyond the western edge of the Norwold map.

Your characters may decide to explore these areas, or you may devise a clever scheme to draw them to a certain area. Your imagination is all that limits you! Imagine what kind of lost civilizations, bizarre monsters, and weird magical phenomena might lurk just beyond the next horizon!

The important thing to remember is that you should work to keep your campaign *alive!* People/characters change and grow as they experience life, whether in the real world or in a D&D® campaign. Your NPCs should also mature as the "years" go by. Remember that events and situations that bring characters together (or tear them apart) are usually not easily forgotten.

The possibilities for adventure are truly endless, even on the corner of the map we have called Norwold. When you consider that there are other planes for your characters to visit, as well as the rest of the world (of which Norwold is only a small patch), then you should have no trouble keeping yourself and your players busy with one exciting adventure after another.

Random encounters

If you want to use a random encounter from the table below, check to see what kind of terrain your characters are currently traveling through. Check the list of terrain types below and roll the corresponding modified die on the Random Encounter Table.

Forests and Hills	- 1d10
Marsh	- 1d4+2
Mountains	- 1d10+ 10
Tundra	- 1d4+12

RANDOM ENCOUNTERS TABLE

Modified Die Roll	Creature or NPC Encountered	Modified Die Roll	Creature or NPC Encountered	Modified Die Roll	Creature or NPC Encountered
1	Elves (3-18): AC -1; E5; hp 18; MV 90' (30'); #AT sword or longbow; D 3-10/1-6; Save E5; ML 10; AL L; XP 13		to steal from the characters when he first meets them. If characters don't catch him, he becomes a constant threat, stealing powerful magic items.	13	Frost Salamanders (3): AC 3; HD 12*; hp 58; MV 120' (40'); #AT 4 claws/1 bite; D 1-6 (x4)/2-12; Save F12; ML 9; AL C; XP 1,900
2	Old Beggar: AC 9; hp 7; MV 60' (20'). This beggar is unarmed. If characters treat him well, he may offer some cryptic warning of future trouble; if characters abuse him, he "curses" them (your choice of curse's effect).		If characters catch him and spare his life, he becomes their ally, and provides valuable information for a price.	14	Huge White Dragon: AC -1; HD 15***; hp 88; MV 150' (50') on land, 360' (120') flying; #AT up to 6; D 3-10/10-24; Save F36; ML 10; AL C; XP 5,100
3	Centaurs (6-36): AC 5; HD 4; hp 20; MV 180' (60'); #AT 2 hooves/1 weapon (longbow or pole arm); D 1-6/1-6/1-6 or 1-10; Save F4; ML 8; AL N; XP 75; creatures are automatically hostile if characters are destroying woodlands; otherwise, roll for Reaction normally	8	Blackguard the Avenger: AC -6; F25; hp 161; MV 90' (30'); #AT 1 weapon; D 3-12 (lance)/5-14 (two-handed sword); Save F25; ML 11; AL C; XP 3,500; rides a giant warhorse; enjoys challenge in combat	15	Pegasi (1-12): AC 6; HD 2+2; hp 12; MV 240' (80') on land, 480'(160') flying; #AT 2 hooves; D 1-6/1-6; Save F2; ML 8; AL L; XP 25
4	Odic: AC -4; HD 16****; hp 76; MV O; #AT 1; D 1-12* poison; Save F16; ML 12; AL C; XP 5,150; special abilities are outlined in Companion rules	9	Sir Sweeney: AC 0; F14; hp 79; MV 90' (30'); #AT 1 weapon; D 2-11(lance)/4-11 (sword); Save F14; ML 11; AL L. Sir Sweeney is a very goodhearted, but comically inept knight. He has survived thus far only through incredible luck.	16	Cave Bears (2): AC 5; HD 7; hp 40; MV 120' (40'); #AT 2 claws/1 bite; D 2-8/2-8/2-12; Save F4; ML 9; AL N; XP 450
5	Huge Black Dragon: AC -2; HD 14***; hp 69; MV 150' (50') on land, 360' (120') flying; #AT up to 6; D 4-11/10-28; Save F36; ML 10; AL C; XP 5,150	10	Randa the Just: AC -4; F20 (paladin); hp 122; MV 90' (30'); #AT 1 weapon; D 1-6 (longbow)/6-15 (two-handed sword); Save F20 +3; ML 12; AL L. Randa roams the land incessantly, looking to right injustice.	17	Manscorpion (2-20): AC 1; HD 8*; hp 33; MV 240' (80'); #AT 1 weapon/1 tail; D 3-18/1-10 + poison; Save F8; ML 10; AL C; XP 1,200
6	Tarn Oakleaf (see The Characters section): The druid is interested solely in the protection of the environment.	11	Giant Roc: AC 0; HD 36; hp 152; MV 60' (20') on land, 480' (160') flying; #AT 2 claws/1 bite; D 3-18/3-18/8-48; Save F18; ML 10; AL L; XP 6,250	18	Doppleganger (1-6): AC 5; HD4*; hp 12; MV90' (30'); #AT 1; D 1-12; Save F8; ML 8; AL C; XP 125
7	Gallagher the Sly: AC 4; T9; hp22; MV 120' (40'); #AT 1 weapon; D 1-6 (longbow)/3-10 (sword); Save T9 +3; ML 8; AL C; XP 900. Gallagher tries	12	Wyverns (6): AC 3; HD 7*; hp 33; MV 90' (30') on land, 240' (80') flying; #AT 1 bite/1	19	Rust Monster (1-4): AC 2; HD 5*; hp 25; MV 120' (40'); #AT 1; D rusts metal; Save F3; ML 7; AL N; XP 300
				20	Dwarves (3-18): AC 0; D5; hp30; MV90' (30'); #AT 1; D 4-11; Save D5; ML 10; AL L; XP 175

PREROLLED CHARACTERS

If your players do not have high-level characters, they may use the prerolled characters given below. Each description includes notes on background, but you should encourage the players to add personality details to these descriptions.

Only the bare minimum of equipment and armor has been listed for these characters. Make sure that each of these characters has the following:

- * 200,000 gp in gems, jewelry, or coins
- * 4-9 potions
- * 1-2 magical rings
- * 1-2 miscellaneous magical items
- * 1-4 loyal henchmen, if the player wants

Fergus the Justifier

Lawful 15th level Fighter

Strength	15	Dexterity	17
Intelligence	7	Constitution	14
Wisdom	12	Charisma	10
Armor Class	-5	Hit points	54

Weapons: *sword* +3; *longbow* +2; 20 *arrows* +1

Armor: *plate mail* +3; *shield* +2

Fergus is a wandering warrior from the kingdom of Vestland. He has traveled most of the civilized lands, and has made a substantial fortune. Fergus recently won a major tournament in Norrvik. It was there that he heard of the new kingdom of Norwold and decided to move north to see what the fuss was about.

Quillan Elm-Grower

Lawful 10th level elf

Strength	10	Dexterity	18
Intelligence	13	Constitution	11
Wisdom	12	Charisma	9
Armor Class	-5	Hit points	31

Weapons: *sword* +2; *longbow* +3; 20 *arrows* +1

Armor: *chain mail* +4; *shield* +2

Quillan is an accomplished elf from the Forest of Alfheim. The restless, adventurous elf has come to Norwold in search of excitement. Knowing that there are many elves in that land's northern forests, he intends to meet and get to know this folk. Quillan hopes to form a niche for himself in the Norwold's elven society. He does enjoy the rambunctious company and rowdy good humor of humans, however, so he does his best to keep up contacts with his human comrades.

Geoffrey of Heldann

Lawful 15th level cleric

Strength	10	Dexterity	11
Intelligence	10	Constitution	17
Wisdom	15	Charisma	9
Armor Class	-4	Hit points	51

Weapon: *mace* +3 (+5 vs. undead)

Armor: *plate mail* +3; *shield* +3

Geoffrey has spent most of his career helping the poor and sick in his native land of the Heldann Freeholds. As he developed in both reputation and power, Geoffrey was challenged more and more often by forces of evil that had tracked him down. Since a number of lower level clerics are studying now in Heldann, Geoffrey has left his ancestral home in order to spare it the scourge of the evil that follows him. He hopes that in the new land of Norwold he will be free to begin a new life.

Brogahn of the Steppes

Lawful 15th level fighter

Strength	15	Dexterity	11
Intelligence	9	Constitution	16
Wisdom	15	Charisma	7
Armor Class	-4	Hit points	58

Weapons: *war hammer* +3; *short bow*; 20 *arrows* +2

Armor: *plate mail* +4; *shield* +2

Brogahn is an imposing figure. He has broad shoulders, a scowling face, and a huge black beard. Being one of the most accomplished warriors of the Ethengar Khanate, Brogahn had begun to seem like a threat to that warlike nation's ruling council. Brogahn decided that his future lie elsewhere, so he has come to Norwold in search of whatever that land has to offer.

When necessary, use dice to determine how many of the above items a character has. To determine which items a character has, you may roll randomly on any of the lists in the D&D® Basic, Expert, or Companion rules. If, however, you use only the Companion lists, reroll all results that would give the characters items found only in the Companion rules. Give these items out during the course of play.

Even though these characters come from different parts of the world, you may tell the players that these characters have adventured together in the past, or that they have met and become acquainted on the journey to Norwold.

Weston the Tall

Lawful 15th level thief

Strength	12	Dexterity	16
Intelligence	7	Constitution	9
Wisdom	16	Charisma	15
Armor Class	1	Hit points	40

Weapons: *sword* +3; two *daggers* +2

Armor: *leather armor* +3; *ring of protection* +1

Weston the Tall is a well-traveled adventurer. He has seen most of the cities and lands in the civilized world. He usually arrives in a new area with a full purse and high expectations, only to leave a month or two later, just ahead of a pack of city guards and irate merchants. So far, Weston has managed to stay two steps ahead of those who would do him harm. Weston has decided to take the profits made from many years of living dangerously and settle down. He wants to try his hand at running a dominion.

Claransa the Seer

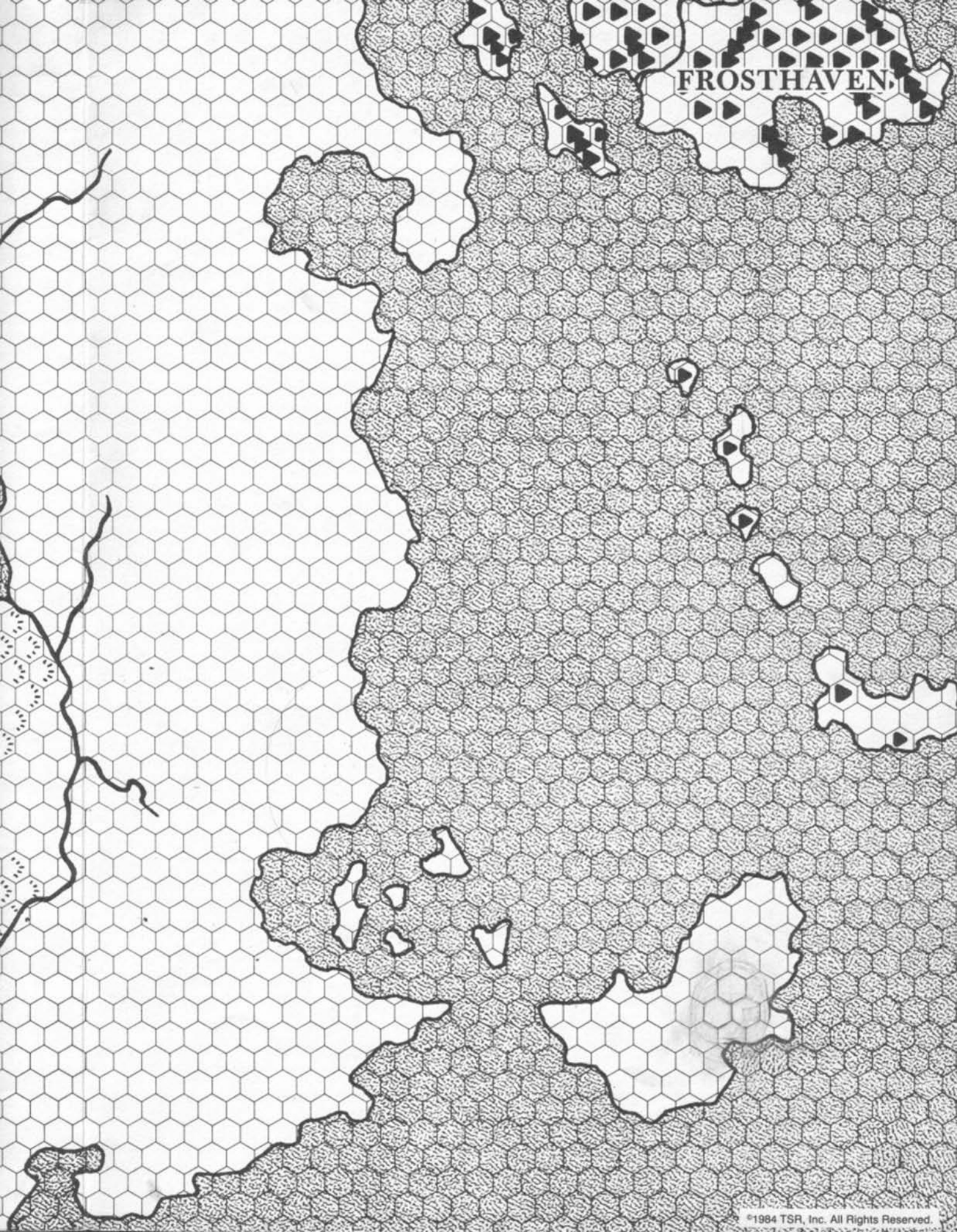
Lawful 15th level magic-user

Strength	13	Dexterity	11
Intelligence	17	Constitution	14
Wisdom	11	Charisma	11
Armor Class	6	Hit points	32

Weapons: two *daggers* +4; *staff of wizardry*

Armor: *ring of protection* +1; *displacer cloak*

Claransa has spent much time studying magic in the scholarly halls of Specularum. She has adventured in the Grand Duchy of Karameikos, but has seen little of the rest of the world. Nevertheless, her exploits in Karameikos have earned her a reputation as a steadfast comrade and knowledgeable wizard.



FROSTHAVEN

LEACH RANGE





Companion Game Adventure

Test of the Warlords

by Douglas Niles

The king requests your presence in the honorable kingdom of Norwold. If you're worthy, you may be appointed lord of a dominion filled with friendly villages, sturdy fortresses, and raging bands of monsters.

Raging bands of monsters?

Well, yes, and you may have to lead your forces into a war or two. But you'll be ready for the challenge. You'll be ready for treacherous spies who conspire to steal your land. You'll be ready for a foul band of frost giants that raids your dominions. And you'll be ready for the inevitable clash of empires, the outcome of which may alter the fate of millions. You'll be ready! Won't you?

Test of the Warlords includes a complete campaign setting, several new NPCs, dungeon and wilderness encounters, and guidelines for running a war between empires.

This adventure is for use with the **DUNGEONS & DRAGONS®** Companion set, which complements the **D&D®** Basic and Expert rules. This adventure cannot be played without the **D&D®** Basic, Expert, and Companion sets produced by TSR, Inc.

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