

# Forgotten Realms

## Adventures

### VOLUME I

*Two fantasy adventures for GURPS*

by J.C. Connors

---

#### The Cold Path

*In the wintry cold of the Spine of the World Mountains, a creative Mind Flayer builds a monument of the bizarre.*

#### Darwyn's Shadow

*A hopelessly incompetent mage begs a caravan to help him recover his grand experiment.*

#### Appendix

*New spells, magic items, and elixirs for use in these adventures!*

# THE COLD PATH

*The battle was over. Corpses of men, goblin, and orc lie motionless on the frozen ground. Two armies mutually annihilated in the cold northern mountains.*

*I'Zor'zab the Illithid cared little for the battle. Yes, he had lost hundreds of potential slaves. The fact that so many orcs escaped him to begin with irked him. But he had little time to be bothered, for his grand experiment was almost complete. Surely, the other Mind Flayers would be terribly impressed when he showed them the magnificence of the platinum golem. For years, it had been his dream. Now that he had discovered the abandoned dwarven mine, he had all the platinum he needed...*

## Adventure Summary

This adventure is suitable for 4-6 100-point characters. It is set in the Forgotten Realms, along the southern edge of the Spine of the World Mountains. The warriors of various northern villages had united to fight off a band of orcs and goblins gathering at their borders. The equally-matched forces clashed, and there were few survivors.

Unknown to the PCs, the orcs and goblins had been kicked out of their homes – the ancient mines known as Davihn-Karr. They were chased out by a Mind Flayer incursion, and decided to rain death upon their human neighbors to get their supplies and shelter.

If the local dwarves knew that Davihn-

Karr still existed, they would raid it to take back their beloved, legendary home. According to tales, Davihn-Karr was the center for platinum mining in these northern hills. Finding the mine and informing the dwarves would bring great reward money to any heroes.

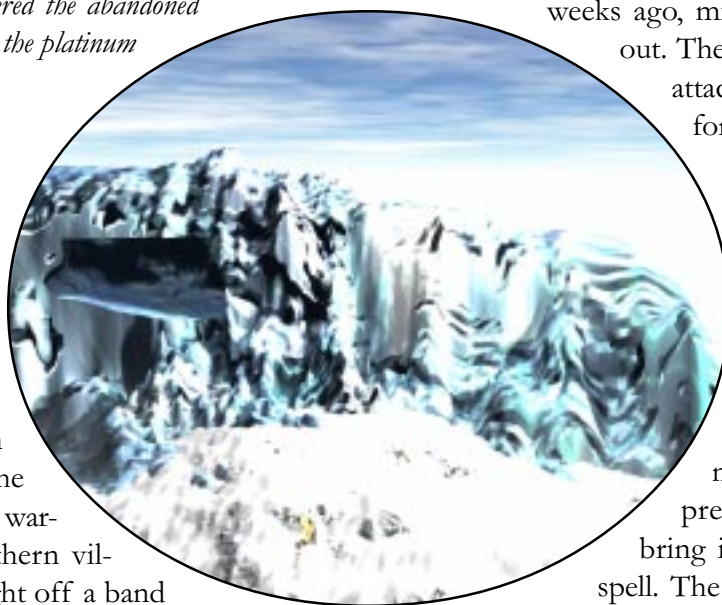
## Gamemaster Introduction

The orcs recently made their homes in the upper halls of Davihn-Karr. Just a few weeks ago, mind flayers drove them out. The orcs, cold and restless, attacked human settlements for food and supplies.

One of the more ingenious mind flayers decided to use all the excess platinum in the mines as a source for an ancient and evil spell. He would use slaves to forge a tremendous statue of the precious metal, and then bring it to life with a golem spell. The platinum-golem, being

the most precious of metals, would be able to walk through the earth itself, barring any deposits of adamantine or mithril – metals even more valuable than platinum. This walking construct could easily cause havoc among settlements in the underdark, capturing more slaves to feed the evil mind flayers.

The adventure begins immediately after the bloody battle.



## The Beginning

The PCs are cold, wounded, but alive. Their comrades lie dead or seriously wounded around them. Each PC must make a HT roll to represent his wounds of the battle. A failure indicates 2d damage. A success will halve damage.

An Vision roll will reveal that a storm is brewing to the north. A Survival (Mountains) roll [IQ-5, or Survival-3] roll will indicate that storm will hit in two to three hours. It's going to be a freezing snowstorm, no doubt.

## The Survivors

If the PCs search for survivors, they will find few. Even bandaging won't stop the deaths of their friends, or even of their enemies. Several half-dead orcs will still stab out at them in hatred and spite.

There is one old dwarf that may live, however. His name is Ott, and except for a bleeding head, he will surely survive this battle, though he is a bit dazed. He will accompany the PCs, swearing to kill any orcs who are still alive.

## The Snowstorm

The storm brews quickly, and shelter becomes a necessity. A Survival roll will assemble one from the snow and rocks gathered at the base of the mountains. A Vision-3 roll will spot a cave high up on a cliff.

Getting to the cave requires some climbing. A single Climbing roll [ST-5 or DX-5] will suffice. If a PC fails, he will fall several yards to the rocks below, for 4d-12 damage.

The cave is dark, but warm. It stretches back a dozen yards into the rock. Examining the cave will discover two things – there are ancient dwarven runes set into the rock, and that the cave is partially carved! An Architecture [IQ-5] roll will reveal that the carvings are dwarven, typical of mineshafts. A Archaeology [IQ-6] roll will reveal that the dwarven ruins date back a thousand years!

Anyone who understands dwarven can make a Dwarvish-2 roll to read chunks of the inscription:

THREE CARTS OF THREE DWARVES' WORTH OF PLATINUM. EVERY THIRD WEEK, LEAVE HERE FOR THIRD CREW TO HAUL TO THE HALLS OF DAVIHN-KARR.

A History [IQ-5] or Archaeology [IQ-6] roll will reveal that Davihn-Karr was a legendary platinum mine of the dwarves. According to myth, dwarves would haul out platinum without end. Nobody ever thought the mine was real.

## The Cave

After the PCs have made some noise in the cave, a growling sound will be heard from the back of the cave. This cave has become home to two vicious Tundra Yeti! The darkness of the cave is a -4 penalty to attacks, except by the yeti who have Night Vision.

### *Tundra Yeti*

<b>ST</b> 18	<b>Move/Dodge:</b> 7/7
<b>DX</b> 12	<b>PD/DR:</b> 2/2 (thick fur)
<b>IQ</b> 6	<b>Damage:</b> 3d cut
<b>HT</b> 10/20	<b>Reach:</b> C, 1

In the back of the cave, the PCs will find the remains of several goblins, whose meat has been picked clean from their bones. A search through the rubble, and a Vision-4 roll, will reveal several interesting features:

A solid gold orc bracelet. Worth at least 600 silvers. A Jeweler [IQ-6 or Blacksmith-4] roll will reveal this.

An ancient dwarven axe, inlaid with jewels and coated in platinum. An Archaeology [IQ-6] will reveal that it is at least 1,000 years old. It is named "Kahd" in ancient dwarven, which roughly translates to "Harbinger." A Jeweler roll will reveal that it is worth at least 2,000 silvers! As a very fine weapon, it does sw+4 cut with a Reach 1, and minimum ST 12. It takes 1 turn to ready.

Furthermore, an IQ + Magery roll will reveal it is magical. It is enchanted with a Seek Earth spell [Power 20, 3 to cast, time to cast: 10 seconds].

Furthermore, there is an ancient chest in the corner, buried under a large rock. It will take a ST-5 roll to lift the rock out! Or, two people can make ST-3 rolls to roll it off.

The chest is carved with runes that read:

## POSSESSION OF KAHD, MAGE OF FIVE MAGICKS

The chest is locked (Lockpicking-1 due to the rust) and trapped with an old dwarven explosive booby trap. If opened, it will explode for 1d damage, destroying the contents. Inside lies a scroll of Stoneburst. See the appendix for the details of this new spell.

If Ott is with the PCs, he will stammer much about the lost, legendary city, and how a pile of platinum awaits them. Unfortunately, the mine shaft dead ends quickly – a cave-in sealed this entrance long ago.

### Using the Axe Kahd

Since the axe is enchanted with a Seek Earth spell, it can easily be used to locate a working entrance to the legendary dwarven platinum mines. The axe will reveal that the mine is one day's walk to the north.

If the PCs do not think of using the axe to locate Davihn-Karr, Ott will.

### The Journey

The path through the mountains is treacherous and slippery. The GM may require PCs to make HT rolls to avoid losing Fatigue from the freezing cold. Each half hour of travel will require one HT roll, or else the victim takes 1 Fatigue. When ST reaches 3, HT is lose instead.

### The Crevasses

After several hours of journeying, the PCs will find themselves in a mountain pass. Suddenly, strange cracking sounds are heard from the snow,

like the sound of glass slowly breaking.

There are several crevasses in this pass, covered by the snow. An Arctic Survival-2 or Vision-5 roll will spot them. Otherwise, each player must make a DX roll, or fall in.

Fortunately, they're not that deep. They average about 5-10 yards deep. Climbing out would require a Climbing-2 roll.

### The Orcs and the Ransom

After the PCs pass through the crevasses, a Hearing roll will reveal several screams of pain. A Vision roll will identify orc tracks in the snow, only a few hours old. A Tracking roll will allow the PCs to follow them.

Several orcs who have survived the battle have taken shelter in an igloo of sorts. They have captured several scouts from the human army and are gleefully torturing them, yet keeping them alive in the event their food runs out.

There are six orcs and one, fairly friendly, half-ogre, who is standing guard outside the igloo.

#### Orcs

<b>ST</b> 12	<b>Move/Dodge:</b> 5/5
<b>DX</b> 10	<b>Skills:</b> Axe/Mace-12, Knife-10
<b>IQ</b> 8	Crossbow-12
<b>HT</b> 12	<b>Advantage:</b> High Pain Threshold

*Equipment:* Either a hatchet (1d+2 cut, Parry-6) or a crossbow (2d+1 imp, SS 12, Acc 4). The orcs wear heavy winter clothing (PD 1, DR 1).

If Fugger sees the PCs coming (doubtful), he'll shout to his comrades. At this point, the lead orc will drag out an elven scout and threaten to kill her unless the PCs give them all their rations and back off. Two of the orcs have crossbows, and will train them on the most dangerous-looking PCs.

### *Fugger, the Half-Ogre*

**ST** 17      **Move/Dodge:** 5/5  
**DX** 10      **Skills:** 2H AxeMace-12,  
**IQ** 7              Cooking-9, Brawling-11  
**HT** 12/14    **Advantage:** High Pain Threshold

*Equipment:* An imposing two-handed maul (3d+3 cr, Parry 6, Reach 1 or 2, one turn to ready) and rusty chainmail (PD 3, DR 5 - 1/3 vs. impaling).

The hostage, Aldara, was a volunteer scout. There is a second hostage, a human mercenary who was captured shortly after the battle. He was wounded during the battle, and probably will not survive the night, especially since the orcs amputated one of his arms to eat for lunch...

Aldara is a 75-point character. The GM should feel free to develop her role as an NPC. She is an able half-elven tracker and survivalist, and relies mostly on her decent archery skills to hunt for food and defend herself.

If rescued, Aldara will happily accompany the PCs. She has grown weary of the mountains, and wants nothing to do with the orcs anymore. If asked what, exactly, happened to her, she may tell her story if she feels she can trust the PCs.

She explains that she was an advance scout for the human army, but that she was unfamiliar with the mountains and quickly got lost. She found a cavern network that she thought would lead out of the mountains, but quickly discovered giant droppings. Fearing that she'd run into a nest of giants, she fled from the caverns and was captured by the retreating orcs.

## The Source – The Platinum Golem

After a few hours journey, the tug of Axe Kahd will grow stronger. Soon, it will be yanking its owner along briskly!

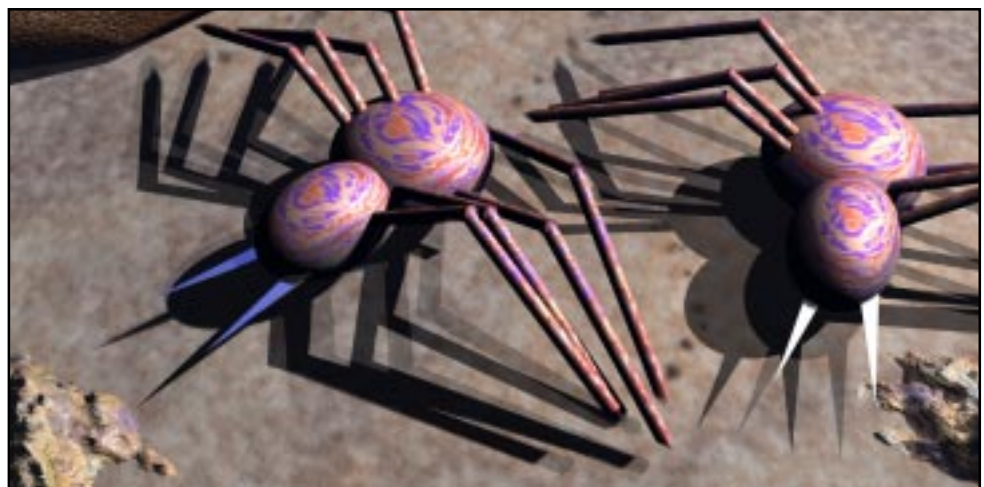
As the PCs summit the lip of a valley, an awesome sight will render itself – a three story statue of a mind flayer, made of solid platinum. The statue, however, is not entirely finished.

All around the statue are dozens of slaves, most orc and goblin, a few human or dwarf. Some are even dressed in the uniforms of the peasant militia! Their eyes are pure white, their minds gone. Some haul rocks away from the base of the statue, others use hot irons and hammers to mold the platinum into greater detail. There are several ancient mine carts around, but they are empty.

This is a great spot to introduce one of the PCs' old friends or allies as one of the mind flayer's slaves!

## Freeing Slaves

A Dispel Magic or Remove Curse spell will break one of the slaves from their daze. An intelligent slave will tell the PCs to run, for the mind flayer who is running this operation is vastly powerful and preparing an evil spell when the statue is complete.



## The Mind Flayer I'zor'zah

The mind flayer I'zor'zah is currently below ground – the sharp sunlight stings his eyes too much and he prefers to stay underground during the day. He is in an ancient dwarven antechamber, preparing his spell, which will utilize his amazingly powerful, 100-point powerstone.

Unfortunately for would-be thieves, the powerstone has two nasty quirks. First, it only works for enchantment spells. Second, it immediately broadcasts its location to random mind flayers, who can temporarily channel their psionic energy through it. Any non-illithid user would quickly become a slave.

## The Mine

It is hard to tell if the mine still has any great amounts of platinum. However, the lower depths are undoubtedly overrun by mind flayers, making exploration a bad idea except for the most bold and powerful of PCs.

However, the only mind flayer within any meaningful distance is I'zor'zah. Since he is outside of the collective brain's range, he will not be warned about the PCs presence. However, several of his slaves are extremely loyal, and will quickly report any unusual activity to him.

I'Zor'zah's lair lies about four hours underground, past the great platinum vein which has been largely stripmined by the slaves and the mind flayer's magic.

I'Zor'zah has two enslaved pets who guard

the tunnels, ensuring the slaves do not attempt to escape. They are two vicious Sword Spiders, who scurry along the ceiling and will drop down to ambush any invaders who come too close to I'Zor'zah's residence.

## The Finale

There are several possible endings to this adventure. The PCs can confront I'Zor'zah and attempt to slay him – his death would release the slaves since there is no collective brain to take over. They can also attempt to destroy the statue. This would take quite a bit of work, cleverness magic, or a carefully-created avalanche.

Lastly, the PCs can call it quits and leave the site. However, within a day or so, I'zor'zah will finish his enchantment and test the golem on nearby human settlements – he has a preference for human slaves... they're somewhat an oddity in the depths where he comes from.

The GM should develop I'Zor'zah as a nasty, 200-point villain. He's remarkably intelligent, which means he will not mindlessly rush the PCs. Instead, he will use all of his devious malevolence to hurt or enslave them.

See the appendix for a guideline for I'Zor'zah:

## Character Points

Each player should receive 1 to 3 character points for roleplaying and creativity. If the players managed to destroy the statue, add another 1.

### *Sword Spiders*

<b>ST</b> 14	<b>Move/Dodge:</b> 7/7
<b>DX</b> 12	<b>PD/DR:</b> 2/2 (spiky carapace)
<b>IQ</b> 3	<b>Damage:</b> 1d+2 imp*
<b>HT</b> 10/15	<b>Reach:</b> C, 1

Note - The razor-sharp, mandible slicers give two attacks on a single target each turn.

## **I'Zor'zah the Mind Flayer**

*Born eighty years ago, I'Zor'zah has been obsessed with his theories on platinum golems and platinum earth elementals. Until this day, he has lacked the materials and labor to complete his experiments.*

**ST** 13

**DX** 12

**IQ** 15

**HT** 11

**Move/Dodge:** 5/5

**Racial Advantages:** Infravision, Longevity, Silence, Four Strikers (mouth tentacles, 1d thr/cr, bypasses 25% DR)

**Psionic Powers:** Astral Projection (3), Autoteleport (5), Levitation (6), Telepathy (10)

**Advantages:** Absolute Direction, Acute Hearing +2, Danger Sense, Hard to Kill +1, Magery 2, Strong Will +2.

**Racial Disadvantages:** Allergic Susceptibility (Sunlight), Appearance: Hideous, Intolerance, Reputation (-3, all the time).

**Disadvantages:** Curiosity [-10], Fanaticism, No Sense of Humor, Truthfulness

**Skills:** Area Knowledge (Underdark)-15, Knife-11, Sculpting-11

**Psionic Skills:** Aspect-15, Emotion Sense-15, Mental Blow-15, Mental Stab-15, Mind Shield-15, Suggest-15, Telecontrol-17, Telereceive-17, Telesend-15

### **Grimoire**

**Body Control Spells:** Agonize-15, Itch-15, Pain-15, Sensitize-15, Spasm-15, Stun-15

**Communication Spells:** Sense Emotion-15, Sense Foes-15

**Earth Spells:** Control Earth Elemental-15, Create Earth Elemental-15, Seek Earth-15, Shape Earth-15, Summon Earth Elemental-15

**Enchantment Spells:** Crystal Ball-15, Golem-14

**Knowledge Spells:** Alarm-15, Divination (Crystal Gazing)-15, History-15, Seeker-15, Tell Time-15, Trace-15

**Meta-Spells:** Counterspell-15, Dispel Magic-15, Ward-15

**Mind Control Spells:** Bravery-15, Daze-15, Dull Ears-15, Emotion Control-15, Fear-15, Foolishness-15, Keen Ears-15, Loyalty-15, Sleep-15

**Necromantic Spells:** Animation-15, DeathVision-15, Summon Spirit-15

**Water Spells:** Create Water-15, Purify Water-15, Seek Water-15, Shape Water-15, Snowshoes-15

**Equipment:** Light reptile leather robes (PD 1, DR 1), large knife (Puisseance +1, 1d+1 imp), miscellaneous valuables (worth 1,500 silvers).

# Darwyn's Shadow

*Darwyn hurriedly unpacked the heavy object, unwinding burlap from around its great mass. The stone was just as he imagined: bright, shiny, and wickedly sharp in hundreds of place.*

*"That's gonna grind grain better?" asked the grizzled old blacksmith, Gurenfeldish.*

*"Of course, of course," breathed Darwyn. "Get this into the mill! Hurry! Quickly! Before night falls!"*

*Gurenfeldish shrugged.*

*Darwyn was usually a bit eccentric, but he knew things ordinary men didn't. The elderly man straightened his shoulders and pointed to some youths.*

*"Get movin'! Haul this stone to the mill!"*

## **Adventure Summary**

This adventure is suitable for 4-6 100-point characters. It is set in the Forgotten Realms, a good distance south of the Spine of the World Mountains.

Here, in the fields is a small town known as Gurgash. Mostly a farming community, it is also regularly visited by wizards who trade the valuable Chardalyn stones, which can be found naturally in the area.

The village eccentric, Darwyn, has long collected the stones and wondered at the power of the wizards and mages who visit. He's always

wanted to be one, but he had no natural magic ability of his own.

He was pleasantly surprised when he discovered a heavy obsidian grindstone. He got a wizard drunk one night and found out what it could do. It summoned undead shadows from other planes!

Smart enough to know the danger of shadows, Darwyn decided to wait and find a device that could control them. One day, he traded a horde of Chardalyn stones for a "Visibility Cube." The mage who sold it to him swore it would allow him to control the shadows. But the mage was a good liar, and had little use for the object, which let the user communicate with the few sentient creatures of the demi-plane of shadow.

When Darwyn used the grindstone, he watched with horror and delight as the shadows slaughtered the villagers and turned them into shadows. But when he realized the Visibility Cube wasn't working, he fled!

Now, days later, he thinks he must have used the Cube wrong. He needs to get back into town and retrieve it, and will use the PCs to do it for him!



## Gamemaster Introduction

A good setup for this adventure is to have to PCs join a caravan, heading south from the Icewind Dale loaded with knucklehead trout and other northern goods. The PCs are likely help, as orc and goblin raids are common in these parts.

## Caravan Jobs

The caravan has several good jobs for strong and capable men. Here are some suggestions:

*Cook* – Cooking 10+. \$15 a day.

*Elite Guard* – Weapon Skill 15+. \$30 a day.

*Guard* – Weapon Skill 12+. \$20 a day.

*Handler* – Animal Handling 12+, Riding 12+. \$20 a day.

*Merchandise Sorter* – No special requirements. \$10 a day.

## Personalities

The caravan is made up of six wagons. Several extra horses and mules are supplied, as the journey northward is dangerous and smart caravan leaders bring extra supplies.

The leader of the caravan is **Aurik**, a horribly greedy gnome. Aurik is also nervous, suspicious, and loves to gamble. He'll always negotiate a salary down and a price up.

Aurik is constantly followed around by **Stokblok**, his bodyguard. This half-orc is loyal to Aurik and doesn't talk much. When he does speak, he yells. He prefers a large butcher cleaver as his weapon.

The principle merchant of the caravan is **Guildmaster Guddy**. He is one of Aurik's chief paying customers, and has made this route with Aurik several times. Guddy is also greedy, and hates paying Aurik for his caravan services, which always seem to increase each trip.

The second merchant in Aurik's caravan is **Io the Dark**, a beautiful woman known for her incredibly long, auburn hair and dark complexion. She is a jeweler by trade and exceptionally intelligent and cunning. She enjoys the company of men, and has several around at all times, along

with serving girls. She never misses an opportunity to flirt with a handsome specimen.

The last merchant is **Fuschus the Old**. He is a grizzled old coot, well into his 90<sup>th</sup> year. He loves adventure, longs for excitement, and wishes that he became a warrior rather than a trader. He routinely laments not battling any yeti on this last trip. He is curious, excitable, and truly brave. The idea of dying in battle appeals to him more than the greatest riches, especially now that he has reached a ripe age.

## The Wanderer

One night, a middle-aged, nervous man approaches the caravan's campfires. He introduces himself as Darwyn, and he looks somewhat worse for wear. His bright yellow cloak is dirty and torn; he says he is a sage who was recently traveling with mercenaries. He claims his group came across the ruins of a walled city and explored it. His friends vanished at night, and he ran in horror.

Darwyn admits he is searching for a Visibility Cube, a device to help him in his alchemical experiments. He claims an elf told him one supposedly exists in that walled ruin, but he didn't expect the dangers to overwhelm his party.

Darwyn asks to speak with the caravan leader. He whispers that untold wealth lies in the city, ripe for the taking. He promises the caravan can keep the gold and gems, as long as they escort him back to the ruin.

Naturally, Aurik decides that this is a good course of action, and the merchants agree.

If asked the details about his story, Darwyn is vague. He doesn't know what killed the rest of his "mercenary band," and has trouble answering even simple questions. He chalks it up to his fear at the time.

## The Ruins of Gurgash

Gurgash is only a few days away. When the caravan arrives, they note that aside from the crumbling wall outside the town, it looks very pristine and hardly like a ruin at all.

If asked, Darwyn admits it was late at night when he visited.

Shortly after arriving, Aurik announces that all caravan guards must enter the city and recover whatever loot they can find. They will be paid an extra 5 silvers a day for their trouble, but cannot keep anything they find. Anyone caught thieving will be hanged, he says.

Several guards grumble about this, but Stokblock quickly threatens them to be quiet or lose their job – and lives – right now.

Aurik promises the other merchants that they will receive a healthy cut of the profits. These other merchants, however, have ulterior motives.

Guildmaster Guddy tells the PCs to show him any treasure first, where he promises to pay them for it before Aurik sees it. He is very bluster and promises them the best prices. In reality, he'll barely pay 10% of the value of any item, because he knows that the alternative is Aurik paying the PCs nothing at all.

Io the Dark asks the PCs to recover any jewelry for her. She offers them a special surprise, but won't tell them what it is. She has no idea what she'll offer the PCs later, but has the most to offer an attractive man. She may give a few trinkets to someone else who pleases her with big gems.

Fuschus wants only to tag along and explore the ruins with the PCs. He doesn't have any kind of weapon, so he asks to borrow one. He's a bit of comic relief in this adventure, and will run headlong into any danger without regard for his own life.

## The Town

The PCs can explore the buildings at their own leisure. Generally, exploring a building takes one hour, or perhaps more if the PCs fail a Vision roll and wish to try again. The caravan begins exploring at ten o'clock in the morning, and can continue until dark.

It is clear that the "ruins" do not look ruined at all, except for the wall that surrounds the town, which was indeed built years ago. It looks like people were just in this town yesterday!



### A – The Old Council Hall

This ornate hall has a large double door in the front, and several windows that have been boarded up.

The door itself is locked, though a Lockpicking roll will easily unlatch it.

Inside the hall are several chairs, all tumbled over like someone was fighting. There is no blood, no bodies, nothing.

Searching it (Vision roll) will reveal a sawtooth knife embedded in a beam in the back hall. It looks like someone was repeatedly stabbing the wall. The knife has a small ruby in it, making it worth \$150.

A great search (success by 5+) will reveal a note under one of the benches:

Dear Father Benj.

Please send more help. We cannot survive another night. They cannot get into the Council Hall, thank Tymora. Our initiates could not stop them. We need elder priests. Please.

Cirl Woodward

## B – The Shrine to Tymora

This was a shrine to the Goddess of Luck, Tymora. The inside looks clean and well-maintained. There is a sphere hovering in the air here, glowing brightly. It is a Crystal of the Sun (see the appendix), which was unable to protect the initiates of Tymora from the shadows.

Searching the room reveals a fine mace, carved with the symbol of Tymora, along with a locked coffer. Picking the lock will reveal three vials of holy water.

A good search will reveal a hidden panel with another coffer. This is where they kept temple donations! The locked coffer has 500 silvers in it. However, anybody taking it from the temple will be affected with a 1-point Curse!

## C – Grain Mill

This mill still has good grain in it. However, the air is unusually chilly in here. Danger Sense will detect something foreboding in this mill.

A Vision roll will reveal that one of the main grinding stones is made out of an unusual material. A Geology or Jewelry roll will reveal that it is obsidian! Furthermore, it is magical in nature.

If the mill is cranked – which requires at least a combined ST 30 – a newborn shadow will be summoned from the demi-planes.

### *Shadows*

**ST** -            **Move/Dodge:** 9/9  
**DX** 14        **PD/DR:** 0/0\*  
**IQ** -            **Damage:** Special  
**HT** 6-20      **Reach:** C, 1

Shadows are undead. When they reach 0 HT, they dissipate. Shadows attack with a chilling touch for does 1d-1 Fatigue damage. The attack can be dodged, but not parried or blocked. If someone reaches 0 Fatigue, they must make a HT roll or become a Shadow themselves! For each victim a Shadow slays, its HT increases by 1. Shadows can only be injured by magical or blessed weaponry! Holy water does 1d damage to them.

## D – Stables

These stables still have two living horses in them! They are tired and very hungry, and terrified, but otherwise fine creatures.

## E – The Iron Works

This is the town's smithy. A large lump of metal lies on the anvil, as if it were in the middle of being fashioned into a blade.

A Metallurgy roll reveals that the metal is silver (about \$1,500 worth)! It can be made into a shortsword, or two knives. The blacksmith thought silver weapons might fight the shadows, although he was wrong in this regard. He died before completing the weapons.

There are some horseshoes, iron tools, and some farm implements in here. No weapons are present.

A Vision roll will reveal a small diary. In it is a letter, dated recently:

Master Gurenfeldish,

I have located the ancient, magical blade you mentioned that you saw in your dreams. You are correct when you predicted it would be located in a dark, dank, hellish place. Not only is it from the realm known as Ravenloft, I have scryed that it is in Undermountain, in an unopened chamber guarded by who-knows what kind of foul beasts.

Lest you think it, I tell you that now that no amount of gold would send me there to retrieve it. Hire some foolhardy adventurers, or take up sword and shield yourself.

-Waldgris

Magus of Daggerford

PS: I believe you owe me four-hundred silvers for my scrying services. Please forward immediately.

The diary itself is not especially useful – it is merely a log of transactions.

An excellent search (succeeded by 5+) will reveal a trap door buried under the dirt. It leads into a cellar, where there are a dozen bottles of wine (50 silvers apiece) as well as a locked chest.

The chest is trapped with a needle trap, envenomed with Type H poison! After an hour, the victim must make a HT-2 roll or take 3d damage. A success indicates only 1 point of damage. Critical failure does maximum damage!

Inside the chest is Master Gurenfeldish's prized possession – a small, magical golden hammer. It feels light to the touch, and provides +2 to Blacksmith skill. It cannot be wielded in combat very effectively.

## F – Inoran's Fine Goods

This is mostly a clothing and apparel store. Most of the goods are decent, if not a bit plain. A Weaver or Merchant roll can identify the goods that are the most valuable:

There is a gold-inlaid overskirt worth \$500, an embroidered vest worth \$300, and a tapestry hanging on the wall worth \$1,500. An old shoddy cloak hanging in the back closet is actually a magical Cloak of Useful Things (see appendix).

A Vision roll will reveal a silver and platinum tiara hidden under the counter. It is small, but worth \$750.

An excellent search (Vision roll made by 5+) will reveal that this is the hiding place for the Visibility Cube!

Madam Giry, the owner of this shop, was one of the few survivors of the attack. She saw Darwyn flee, and picked up his device and hid it away under the floor of her shop. It is wrapped in a piece of Darwyn's bright yellow cloak, which tore as he fled.

## G – Master Magico's Emporium

This was the shop of a hedge-wizard. Mostly, it is filled with perfectly normal herbs, stones, and plants. It is cluttered and a terrible mess. There are glass shards everywhere. If the

PCs make an IQ roll, and have been to the Shrine of Tymora, they will discover that these are broken vials of holy water!

Anybody making a Vision roll will find some some real alchemical vials. Two are Potions of Hercules and three special elixirs of Oil of Sharpness (see appendix).

Anyone who makes their Vision roll by 5+ will discover a wand hidden under the desk. This is a powerful Wand of Lightning, It has 2 points of power and 2 points of speed. However, it only has 8 charges before it disappears in a puff of brimstone-smelling smoke.

Lastly, there are three Chardalyn stones kept in a small box (see appendix). To unknowing eyes, they look like dull crystals.

## H. The Haunted Home

This house is boarded up and sealed. A large sign is posted on the door:

**WARNING. THIS HOUSE HAS BEEN CURSED BY ALL THAT IS GOOD. DO NOT DISTURB THIS HOUSE OR YOU WILL FACE REPERCUSSIONS FROM THE TOWN COUNCIL**

The door is shut with a heavy rusted lock. It requires a Lockpicking –2 roll to open it.

The inside of the house is dusty and in shambles. It looks like nobody has lived here in decades. In the center room are hundreds of skeletons of dogs, cats, rats, and mice.

Coiled on the rafters asleep, is a giant snake!

### *Giant Snake*

<b>ST</b> 25	<b>Move/Dodge:</b> 4/6
<b>DX</b> 13	<b>PD/DR:</b> 1/1 (scales)
<b>IQ</b> 3	<b>Damage:</b> 2d crushing
<b>HT</b> 15/30	<b>Reach:</b> C

*Note* - After successful grappling, the snake constricts with a Contest of ST. If the victim loses, he takes constriction damage.

There is no loot in the room, though the story of the house is fascinating. A traveling wizard took up residence there for a while. He reputedly enjoyed the company of snakes, until he conjured up a particularly large one that snacked on him. Perhaps his powerstone or other magical trinket can be found in its belly.

## I. The Market

This is a large building with no walls. It was a marketplace for vendors and shopkeepers, but it is now abandoned. Several carts are flipped over, but their valuables are gone.

A Vision roll will discover a small pouch full of golden coins. It is worth \$150.

## J. The Inn

The inn is quiet, like the rest of the town. Several beer mugs – still filled with beet – lie on tables and stools. There is a large, impressive club behind the bar, and large holes in the walls behind it, as if someone was striking at them. Only a few tables are overturned.

The rooms upstairs are empty, though some look like they were recently occupied.

## The Shadows Attack

As soon as night comes, Aurik will call off the search until the next morning. Since the town seems deserted, he orders the caravan to circle up in the town square. That's when trouble strikes.

Undead shadows are attracted by life energy. They have been hibernating over the last few days, but the recent activity has wakened them.

They shadows will attack, luring people out of the fires one by one. While they are uncomfortable around bright sunlight, they have no weakness to it. There are six shadows total, and they will try to take six victims this night.

The reason that there are only six creatures is that many of the citizens who became shadows were slain by the blacksmith Gurenfeldish, who wielded a magical spear from his adventuring days. Unfortunately, he was killed

as he tried to get some of the people out of the town, and his spear was stolen by Darwyn when he re-entered the town. When Darwyn realized he couldn't find the Visibility Cube by himself, he employed the use of the caravan, hiding the spear near the wall's entrance.

The GM should play up the spookiness and horror of the silent shadows. Perhaps one of the NPCs will fall victim to them, and the PCs will encounter him again... as a shadow.

## Darwyn's Explanation

Darwyn will not admit his plan unless he is directly confronted with overwhelming evidence. If the shadows appear, he will claim that he can stop them with his Visibility Cube.

He cannot, of course. Furthermore, if the PCs have made enemies of him, he will try to lure them into the grips of the shadows.

Once the shadows reveal themselves, Darwyn will sneak off to try to find Gurenfeldish's spear.

## Stealing Away

It's very likely the PCs will try to sneak out of the ruins with lots of treasure in tow. They will have earned an enemy of Aurik! He will undoubtedly send Stokblok, and possibly professionals, after them. How the GM wishes to handle that is entirely up to him.

## Character Points

Each player should receive 1 to 3 character points for roleplaying and creativity. If the players managed to defeat the shadows, piece together Darwyn's plan and bring him to justice, award an extra point.



# Appendix

## New Earth Spell

### *Stoneburst*

### *Regular*

Causes the ground to explode outwards with a violent force. The sharp rock fragments do 2d cutting damage and can affect everyone within 5 yards. Anyone on the target hex is automatically hit. One hex away is hit on a roll of 17 or less, two hexes on a 16, three hexes on a 15, et cetera. There is no active defense against this attack.

If there are no significant rocks nearby, this spell will do half damage.

*Cost:* 6.

*Time to cast:* 3 seconds.

*Prerequisite:* Shape Stone.

*Item:* Staff or wand. Usable only by a mage.

Energy cost to create: 500.

## New Alchemical Elixir

### *Oil of Sharpness*

This greasy black liquid imbues a weapon with magical sharpness that lasts one hour. This increases a blade's damage by +2. It has no effect on crushing weapons. Ointment only. \$300 in materials, 2 weeks. Cost: \$500/\$1,500.

## New Magical Items

### *Visibility Cube*

The Visibility Cube allows the user to see into the demi-plane of shadows, and communicate with its residents.

When activated by a mage, which costs 3 fatigue, a similar cube randomly appears in the demi-plane of shadows. If someone happens upon the cube there, the two can communicate fully. Communication is possible for an hour before the shadow version of the cube vanishes. Obviously, creatures on the shadow plane who are not sentient cannot communicate with this device.

### *Chardalyn*

These naturally-occurring stones can hold spells, releasing them when they are shattered. Each stone holds 1d6 energy points worth of spells, determined randomly when the first spell is cast. Common spells include fireballs and lightning bolts, which will home in on the nearest target with a skill of 20!

Chardalyn typically sells for the same price as an equivalent Powerstone.

### *The Spear of Gurenfeldish*

This spear was acquired by Gurenfeldish when he was a young adventurer, after slaying a medusa with his mercenary band. He had a medusa's head carved on the spear's handle, along with his name, to celebrate the event.

The spear does 1d-3 extra electrical damage on a hit, which ignores metal armor.

### *Cloak of Useful Things*

These thick, shoddy cloaks have several symbol patches on them. When a patch is torn off, it turns into the item depicted on it. A typical cloak has 2d common patches and 1d rare patches. Patches cannot be replaced. If found on the market, these Cloaks sell for \$100,000.

Common patches depict a Knife (small), Rope (50 feet), Pole (6 feet), Mirror (hand-sized), Lantern (filled with oil), and a Sack.

Rare patches depict a Bag of Coins (\$100), Ladder (8 yards), Mule (with saddle bags), Charon Potion, a Hercules potion, a War Dog, a Rowboat, or a random Scroll. Some cloaks have "mystery patches", which randomly picks an item!

### *Crystal of the Sun*

This small globe always emits light as if from a lantern or torch (-4 penalty). If the user grasps it and expends 2 fatigue, it will glow brightly for a minute, or until dropped, eliminating all darkness penalties. Furthermore, once it is in this state, the wielder can concentrate and expend 2 fatigue to shoot forth a stream of white energy. It automatically hits any target within 20 yards for 1d damage; undead take double damage.