

ALKHARG

A Fantasy Hero adventure for 4-6 characters of no more than 600 total points combined

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Treasures and creatures used in this scenario except those in the NPC section can be found online at the Kestrel Enterprises website:

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This adventure is an adaptation of copyrighted material owned by Dragon Magazine and Wizards of the Coast. It is an extension to the adventure Eiseburk-Beyond-the-Shoals in Hero Games' Sourcebook *Fantasy Hero Battlegrounds*.

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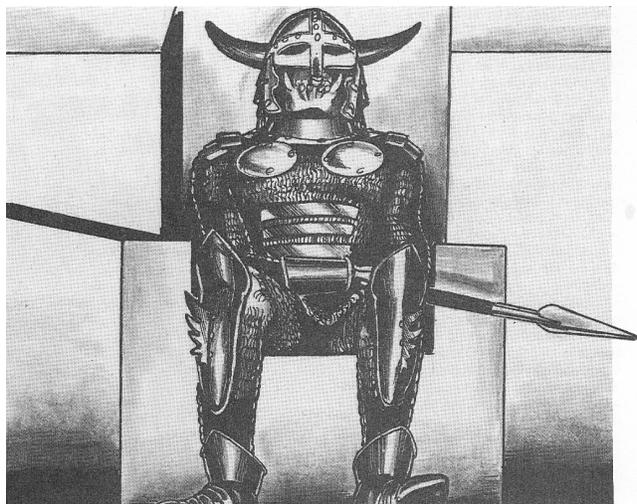
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INTRODUCTION

One of the adventures in the recommended *Fantasy Hero Battlegrounds* book is a castle besieged by an army of monsters. This adventure is called *Eisburk-Beyond-the-Shoals*, and it involves an attempt by the Orcs and Goblins to break into the chapel of the keep to steal an ancient cornerstone that is part of a dark and evil cult. This running theme of collecting evil pieces for an unnamed evil goes through the whole book, but if the GM wants a different, more extensive adventure then this add-on can be used.

This module is an adaptation of an old contest-winning module that was in *Dragon Magazine* 78 entitled *Citadel By The Sea*. That module involved a castle and Orcs, but it was instead a deception by the Orcs involving a ruined keep and an attempt to recover an ancient artifact.

What this adventure does is combine these two themes and uses elements of both: a besieged castle by Orcs and an attempt to recover an artifact. Under the cover of the siege, the Orcs intend to regain their ancient weapon and use it to unite the tribes and sweep across the elves and humans. The adventure goes from a friendly meal to a mass combat siege to a chase through a dungeon, back to a final horrible siege.

ALTERNATE STORYLINE

If the GM does not have the *Fantasy Hero Battlegrounds* adventure book, then this adventure can be spliced onto any castle or area with some minor work. Instead of a besieged castle, it could be a set of ancient ruins, part of a cave, or some old city. The PCs might become involved by accident, looking for a place to hide or find shelter while traveling through lonely wild places. The party might be chasing a particularly troublesome Orc band that heads into the dungeon for some extra firepower.

The GM could even use the original *Citadel By The Sea* adventure concept of a group of archaeologists led by an disguised Orc shaman. The area is kept clean of curious locals by a rumor of plague and the infestation of Orcs and Goblins is kept out of sight. The party would become part of the adventure by finding an old sage who is accused of bringing an old elven curse on the area being accosted by an angry mob. The old man is harmless, he was just looking for more information on the ruins.



The sage is a victim of bad timing, not long after he passed through town, the Orc Shaman Serga Ulmus showed up in the identity of Sethas showing signs of an awful plague and warning the locals of a horrible curse that arose from the ruins of the old keep nearby when someone poked around where they shouldn't have. He refused to enter town and painfully wandered off into the wilderness to die alone. The plague was real: Serga cast it on himself, just as he healed it himself when he was clear of town. The townsfolk believed it and some even moved away out of fear.

Meanwhile, the Orcs are digging under the old castle's ruins past the elf construction to the much older Orc complex beneath it, searching for their artifact. The party can find out from Crommard that the plagued man Sethas was part of his group as a mage to help with the investigation of the old castle and its secrets, but he knows of no plague. He never trusted Sethas, and wonders what he's trying to achieve.

This and some prompting by the GM of an old ruined elven castle ought to be enough to get most parties interested in looking around, and the GM need only have a generic ruin with a few Orcs and Goblins in it to make the players realize something isn't what it is said to be by Sethas. Finding the entrance to the underground complex is a matter of searching, and the adventure can run as written below with little alteration from that point.

This module as written presumes that the GM uses the *Eisburk-Beyond-The-Shoals* adventure and ties into the events of that siege

THE STORY THUS FAR

Eisburk is a recent rebuild of a partly ruined castle in the far north reaches of the Westermark. The young lord Redwater has recently been given this area to rebuild and tame by Princess Celethien. He was once young lord Belwater, but after his father disgraced his family by backing Duke Arundel in the civil war, a Writ of Attainder stripped the lands and title away from the family. Young Oeric Belwater was always loyal to the Princess as was most of the household, and when he begged her for a chance to redeem his family name and reclaim the lands, she considered his case.

She could not reverse the King's ruling (even though technically she outranked him), but she did have a solution. The Redwater forest on the northern slopes of the Bearded Peaks was a wild area that needed the presence of human rule again. Ever since the Edaincal wars centuries ago many areas once under peaceful elven control had gone quite wild, and she offered him the chance to take up a new house and calm down the lands to the north. Oeric took the chance, knowing it was his only opportunity to regain his nobility and family honor.

With money he had gathered from his family fortune hidden away during the war and a loan from the Westermark treasury, he went to work rebuilding the Castle Redwater. Now the castle is finished and renamed Eisburk-Beyond-the-Shoals, yet it holds an even more ancient secret Lord Redwater knows nothing about.

Meanwhile, the Bra'Krag orc tribe's powerful and brilliant leader Sunkrag learned from an ancient shaman that lying beneath the ruins of a castle near the ocean is a mighty spear, the spear Alkharg that Mondru the mighty wielded in his fight against the Perelen. With this spear, Mondru slew elves by the thousand so the legends say, carving out an elf-less empire in the area. When he died, he was laid to rest in a special tomb with his spear, waiting a successor to his might.

Mondru's tomb, unfortunately, was built on by Perelen, who proceeded to obliterate any Orcs that came near until none of the remembered why exactly they were attacking the keep. The exact location of Alkharg and Mondru's tomb was lost in the ages, and eventually the elven keep was demolished by humans centuries ago.

Redwater keep was built on the ruins of this old castle, then it was destroyed by elves during the civil war 25 years ago as the Perelen uprising swept through the area around the Bearded peaks, in revenge for their beautiful keep being destroyed. The elves remembered only that something was under the keep that had to be kept safe, but not what it was, and planned on rebuilding their elven citadel, but their plans fell apart with the defeat of their army.

However the party gets involved (some options are given in the *Fantasy Hero Battlegrounds* book), they are present when the Orc armies arrive under Sunkrag and a siege begins.

There have been three days of siege at the castle, with waves of Goblins, Orcs, and worse beating at the castle walls. So far the defenders have managed to hold off the armies but there is no sign of reinforcements and the army of the enemy is largely intact. The only relief has been one ship of supplies that reached the castle last night. This day is one of some respite, as the Orcs and Goblins prepare for one last massive push. Their best special units are all dead (except the Necromancer Fallon Kordru) and all they have left is numbers.

The feeling inside the castle is confidence. The defenders have seen what they think is the worst the Orcs and Goblins can offer, and have fought it back, with considerable help by the player characters. At this point, the castle is ready to throw a victory feast, with the PCs as the guests of honor. The Lord is very pleased, as this has been his first test of leadership. Although he was unready for an extended siege, he has held up well and his men have fought well. The old soldiers his father commanded led the young recruits well and the new construction has proved defensible and strong.

His greatest test is yet to come, but in the lull the party has a chance to relax a bit, heal, and prepare for the final push by the armies of Orcs. Sunkrag has sent a message to the effect that he's willing to just starve out the castle, which might work since there's no way to contact any help and no one expects to hear from him for months. The castle does not have significant stores due to its recent construction, and Lord Redwater is not a wealthy lord. Further he has no allies and no one nearby to drop by and check on the keep.

What little town developed around the construction workers and craftsmen was obliterated by the Orc armies so Eisburk is very isolated at this point. Yet Sunkrag is bluffing, as the *Fantasy Hero Battlegrounds* book notes: his army will get bored and fade away if he doesn't keep them busy killing and have a ready promise of loot to deliver.

THE ADVENTURE BEGINS

So that night, Sunkrag and some of his Orc Elites sneak their way into the keep. How exactly they manage this is up to the GM, but a scroll that lets them walk through the walls (but only a small group), a tunnel dug by Goblin sappers that finally breaks through into the temple's cellar, or a drunken celebrating set of guards improperly guarding one section of wall allowing them to climb in all would work. Sunkrag knows enough to determine that the entrance to the underground tomb of Mondru must be beneath the southern chapel area, a small Temple of Justice.

The orcs must make it into the chapel at this point; there is no alternative for the GM. No matter what security measures are taken or what the party does, the Orcs get into the chapel. Sunkrag and 10 orcs stay in the chapel to find the entrance, while 10 head out to the gatehouse and start killing, attempting to raise the gate and let the army in.

It is at this point the party becomes involved. They might be out on the wall looking for trouble, they might be in the great hall eating and hear an alarm, they might be in the gate house. Wherever they are, none of the party members should be more than a turn away from the gate house so that they can all join in the fight. The 10 Orcs need to be defeated or the castle will fall: the armies will pour through the gate and take the keep in short order, particularly as Sunkrag will then close and bar the inner ward so that everyone is trapped in the courtyard.

The party should rapidly figure out that these Orcs came from *somewhere* and start looking for their entry point, which eventually will reveal the tunnel into the Chapel. If a tunnel was dug, none of the other Orcs have tried it yet, certain it was discovered already and just as certain they'll meet certain doom by poking their head up into the Keep.

When the party explores the Chapel, they find no more Orcs, but they do find a section where the furniture was cleared away and the floor torn up, revealing an ancient stair leading into the solid rock of the castle's foundation. Ancient, rotting cobwebs and dust tell of a place no one has opened for centuries, footprints leading down into the steps in the dust show that someone recently entered, and the unpleasant smell of the underground stair tells of something awful deep beneath the keep. Even an excellent tracker cannot tell exactly how many went down the steps, but any roll will indicate Orcs, and a good roll will say perhaps 6-12.

Again, Lord Redwater knows nothing about this stair, nor much of the history of the keep beyond it being a former elven structure that humans rebuilt on. He's confident the troops can keep the walls safe while the party investigates, promising to send someone if they need help.

So the party heads down the steps, into the unknown to follow the orcs. Here the dungeon starts.

MONDRU'S TOMB

This entire tomb area was dug out of solid rock by Shamans using elementals, and is formed of roughly finished stone unless otherwise noted. The ceilings are eight feet tall, the surfaces unadorned except as described in specific areas. There is no wear or damage, the area is very stable and the rock untouched for centuries. The floor has a thin layer of dust across it revealing footprints very easily except where otherwise noted.

The air in the Tomb of Mondru is stale and unhealthy. Although one room has access to the outside it is isolated and the air is filled with the ancient rot of corpses and unhealthy gasses. While in this complex except in rooms 4-5, the air is so filthy that it causes gagging, coughing, and watery eyes. Anyone without some manner of life support or a source of clean air suffers a loss of 1 END per turn and -1 to sight perception. Any exertion is doubled (so END use costs x2), and each phase of combat a character must make a CON roll or be -1 CV due to coughing and watering eyes. The Orcs are not affected by the bad air (nor are any Ratmen).

Unless specifically noted, there is no light in Mondru's tomb. It is cool and dry, with only the monsters listed and no wandering creatures or vermin such as spiders, rats, or insects other than what is listed in the text. This is a dead area except for one room, long sealed away.

ENCOUNTER AREAS

1: ENTRY STAIR

Many footprints of large size have tramped through the dust here, heading down the stairs. Ancient, rotting cobwebs hang in the corners and have been torn aside by the ones who passed this way before you. The air smells awful in here, and as you go lower the smell actually causes you to gag and cough a little. Your eyes even water slightly as you blink and try to see into the narrow darkness.

Anyone with tracking can tell without a roll that these footprints were caused very recently, as little as an hour ago; the same time the Orcs attacked the gate, a group split off and went down here. The cobwebs are fairly extensive but very ancient, tearing apart easily. None cross the steps since someone already went through and tore the apart. The light from the chapel area pours into this area but quickly is cut off by the depths and distance down the stairs.

2: BALLISTA TRAP!

At the base of the stair is a sharp turn to the east with a ten foot long landing, and at this point on the west wall is a skeleton hanging by its hands. The skeleton appears to be from an elf, and it is wired together with copper wire that looks very old.

The elf skeleton hangs in front of a very old cloth hung and carefully disguised as the rest of the rock wall. It has dust and cobwebs on it, and if anything has become even more convincing as it has stiffened over time. A sight perception roll at -5 will spot the artificial nature of the barrier, but touching or poking it will reveal that it is cloth rather than rock immediately. However, disturbing the skeleton (moving it for example) causes the skeleton to fall off with a crash and the ballista hidden behind the cloth to fire.

Poking or manipulating the wall also causes the weapon to discharge. A stone in the floor just above the steps also causes the ballista to fire, if at least 150 pounds step on it.

The ballista always fires if the skeleton or cloth is disturbed; someone has to actually step on the trigger stone for it to fire, so each character that walks that way has a 12- chance of firing the trap off if it has not already unless they specifically are avoiding the middle of the steps. Serga Ulmus knew about the traps so he and his orcs avoided it: a perceptive character (-2 sight perception) might notice, if they are watching the tracks, that the orcs all went around the top of the stairs.

When the ballista fires, it does an OCV 3 attack in a line straight down the hall, impacting the roof of the stairway ten feet from the top of the stairs. Anything standing in that area unless they *specifically* stated they were sticking to the walls suffers an attack: the ballista is so powerful it will punch through and keep going until it shatters the old bolt against the roof. Anyone hit by the projectile suffers a 3D6 KA (not armor piercing, the head is a bit blunt), which is so powerful that it can do knockback. Anyone knocked back on the stairs rolls an additional 2" due to the slope, suffering the additional damage from the fall.

3: IRON DOOR

Before you here is a tall iron door that entirely fills the end of the hallway. It is solid iron an inch and a half thick and partly open. The side you can see is etched and formed with wrought decorations showing a mighty Orc with four Elves run through on his spear, holding them in the air and roaring a challenge. There is are words carved on the door in yrch.

The writing, if anyone can read it, says this:

**HERE IS THE HALL OF THE MIGHTY,
THE WAR GOD OF MONDRU, HIS TORCH
AND SPEAR
THE SERVANTS AND SLAVES HE HAS
JUDGED
GREAT IS THE EYE
THAT SEES ALL, FOR
IT SEES YOU.**

The door was once locked and closed, as anyone with tracking can see clearly as it shoved dust aside when opened. Serga Ulmus had one of his Orc warriors pick the lock and left it open as he went in deeper. There is no handle on the door on this side, but there is one and a mechanism to work the lock on the inner side, toward the tomb.

4: SECRET ROOM

The secret door here is difficult to spot due to age and construction. A casual traveler will only see the vague outline of a door with a -6 sight PER roll, but searching the north wall lowers this to a -2 penalty. The door opens with a stone that tilts inward, causing the catch to release and the door to pop open. If the iron door is all the way open it is flush against this wall and will not allow the door to be found or opened. Beyond the door the PCs see this:

The door opens with a bit of a puff of air, and beyond it the air is more sweet and less nasty than the other parts you've been in so far. It even smells a little like the sea, which compared to the dungeon air is a welcome scent. A short corridor here leads into a fairly large irregularly-shaped room with grass and reeds padding the floor. A rickety small chair and a table is in the middle of the room, piled with wires, pieces of metal, shells, bits of glass, and other odds and ends. A pile of straw and dried leaves is in one corner, and a very large stone tub or watering basin is set in the northwest corner of the room.

The room in truth does not smell very good, but compared to the atmosphere in the tomb, it's like fresh mountain air. It has a stink of rats and rotted food, but not overpoweringly. Around the corner from the entry is half a door, the upper half still latched and connected by hinges, and the lower half gnawed away like something huge chewed through it (Bloodfang Vermin, in fact).

The tub in the corner has a two foot wide drain that leads out to the cliff under Eisenburk-Beyond-The-Shoals, visible only with a -3 sight perception roll on the beach as a small cave or depression under a jutting rock. Tracking on the beach would also find a lot of crab tracks (the local Spineshell Crabs like this area) and Ratman tracks right near the cave.

A few years ago, the Ratman mage found this little hideaway and hid here. He's paranoid and a little mad (even more so than most Ratmen) and though he heard the Orcs go by he stayed here where it was safe and alone. He hates intruders, he hates crowds, he hates too much commotion.

Muryar found this out of the way place not too far from some civilization for his hideaway, but people started showing up a few months ago and making noise up above him in the ruins. When he got here, Muryar used magic to peek beyond the door to area 3 and decided he wanted no part of an ancient tomb, so he left the door alone.

When the PCs opened the door the resident named Muryar Kimuk turned invisible and inaudible and hid, to see what happened. Muryar will attack if the party stays too long in his room, roll an 11- chance each phase or different, distinct action the party takes (search the tub, examine the table, search the bedding, look at area 5, and so on). If the roll is under 12, he attacks out of rage and frustration.

Muryar will turn off his *Walk Unheard* spell and whistles for the Bloodfang Vermin to attack. Then he'll cast *Spectral Beast* and send it to attack the most weak and vulnerable looking member of the party. Each phase the Bloodfang Vermin move on after they're summoned, D6 will show up from area 5 until the full number have showed up.

If the *Spectral Beast* is not working, Muryar will cast *Phantasm* (of the straw coming to life wrapping around the skeleton of a huge orc which attacks with spiked fists) at the character who he judges to have the weakest will, then he'll start to throw *Glitter* around on everyone he can. If Muryar is spotted, harmed or turned visible, he'll cast a room-filling 6D6 *Dazzle* spell and flee down the drain pipe to parts unknown.

The GM should note that he'll make no sound casting spells (he cast *Intonation* as well as *Illusory Armor* and *Blur* on himself upon waking in the morning) but he will glow and the effects of spellcasting will be visible. They might be interpreted as some sort of magical effect or gate by players, don't give them any help working out what's happening. Because of his *Blur*, *Walk Unseen*, and *Illusory Armor* spells, Muryar may be very difficult to hit or see initially.

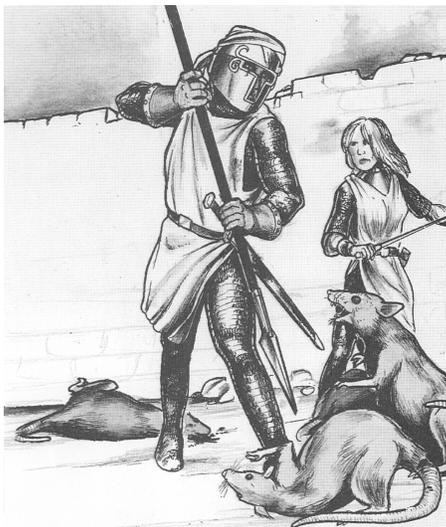
The Bloodfang Vermin will fight to the death with or without Muryar to direct them, even after he's gone or dead. If this combination of threats is trivial for the party, the GM should add a few feral Bloodfang Vermin in to make them more dangerous. Muryar could also have cast *Nightmare Weapons* on the rats, which increases their bite by 1D6 KA.

Littered under the straw of the nest and on the floor are 22 copper and 53 iron, and Muryar has a *Brooch of Hardiness* on him as well as a *Ratman Gadget Kit* wrapped up on a cloth wrapped around his shoulder. In the debris on the tabletop are two jeweled daggers worth 17 sp and 12 sp.

5: RATS

The door is barely hanging on here and beyond the door comes a distinct, unpleasant smell of rotting food and rats.

If the room has emptied out of rats, then there won't be any in here, otherwise the room has as much as 20 Bloodfang Vermin in a pile of rotting meat and plant material as well as a great deal of rat droppings. Mixed among the rats and the mess is an iron box, partly covered with debris. The iron box is locked, the key to which is tied on a thong around the neck of the last Bloodfang Vermin that comes out of the room to fight the PCs in area 4, if they are called out. Otherwise it's just on one of the rats, spotted with a -2 sight perception roll in the crowd. The box is -3 to lockpicking to open and contains 45 cp and a silver ring worth 25 sp. Also in it is Muryar's Spellbook wrapped in a waxed leather cloth.



6: THE BLACK HALL

This huge hall is lined with figures in armor, sagging slightly. This area is paved in black marble, slabs laid on the floor with some skill (not up to Dwarven standards) but to impressive effect. On shelves above the armored figures are skulls, primarily of Elves but also of humans, Dwarves, and other creatures. Some have hands hanging under shelves where a skull is. Each armored figure is of a large orc skeleton in chainmail with a spear. The armor, bones, and spear all look very old and worn, even rusted.

These figures are not animated in any way and will not attack. They are the remains of Mondru's elite guards, fifteen of them as there were only fifteen. Their gear is trash, it is so old and corroded it is not salvageable without magical repair. It should be noted that the footprints end in this hall: the dust did not accumulate on the marble to any degree. However, if a tracking roll is made by 4 or better, the tracker will be able to get a general idea where the intruders went due to light scratches in the stone from the Orcan armored boots. This isn't much help, they seemed to mill around the room and examine the place like the PCs do, then headed out north but where they went from that point is not clear: they do not lead to any area outside this room (they went through the secret door to area 10).

In this room is an Orc Assassin. He has been left behind by Serga Ulmus with simple commands: hide, attack someone who looks weak to kill, and when captured or defeated, get the party to go look at area 8. He will try to get them to go there by insisting the Orcs went north into area 9, not 7-8. The orc here has been enchanted by Serga Ulmus to be invisible, and he has made his stealth and concealment rolls by 4 each so he is well hidden behind an Orc skeleton. The Orc Assassin is armed with a dagger as long as a forearm (a short sword for most) that has Hellbore on it for 3 hits, but is otherwise a typical Orc Assassin.

7: RIGHT FIST ROOM

The door to this octagonal room is partly opened like the first one was to the black hall. Another message is formed into the iron in yrch, and the rest of the door is decorated with Elves burning in fire.

The door reads the following in yrch:

**FLAMES DEVOUR THIEVES WHO
SEEK THE RICHES OF THE TOMB.
SO IS THE JUDGMENT OF
HE-WHO-WATCHES**

Serga Ulmus could read this and decided to go another way when he saw the warning. The room beyond the iron door has murals all over the walls of Orcs triumphantly slaughtering various other races and creatures. To the east in area 8 can be seen two alcoves and another octagonal room in which lies three stone biers. The room is decorated but generally featureless. The floors here are dusty stone again, but no footprints are visible except those the party has trod in the dust.

8: TOMB TRAP

Another octagonal room can be seen ahead past a pair of facing alcoves with an Orc figure in armor in each. The room has three stone biers in it with Orcish bodies lying on each slab.

In the ceiling of the area between the alcoves is an *Akmeh* Glyph which triggers if anyone passes under it, doing a 3D6 fire explosion blast centered on the glyph. This will fill the alcoves each with 2D6 blasts, and pour out into the adjoining rooms. Although a small explosion, there is more to this trap than the glyph. Each of the facing Orcish bodies is stuffed with wood shavings, cloth, explosives and oil bladders. If these figures suffer 1 body or more, they will light on fire and burn impressively. However, each phase they burn, the bodies have an 11- chance of exploding (check immediately), and this chance goes up 1 each phase. If an Orc body suffer 3 body or more from fire damage, it will explode immediately.

The explosion of one will cause a 2D6 fire based explosion killing attack and light everything on fire in the areas described on the map with dotted lines. This may and probably will set the other orc body off, doubling the effect. This explosion will only extend to 1" down into either room.

Anything caught in the blast will continue to burn for a 1D6 killing energy attack for 2D6 segments, causing damage every 3 segments. Rolling on the floor will half the damage, but will not put it out: it is oil based and will continue to burn as soon as it gets air again. The area between the alcoves will burn for a full turn before it finally burns down.

The fire will also generate a great deal of black, choking smoke. This smoke acts as a 1D6 NND full damage attack (life support vs bad air protects) to anyone in areas 7 and 8, and for areas 6-8 it causes -3 to sight perception rolls and completely blocks off sight beyond 8". This smoke will drift and fade away after five minutes so that the entire complex (and the chapel above) is filled with a dark haze.

In the octagonal room beyond the fire trap is the tomb with three Orc Chieftains who were Mondru's generals. Each is a skeleton laid in a dignified manner on a separate slab. Each is wearing a full suit of very corroded, old plate and chain armor so old and in such bad shape it only grants armor equal to scale mail but still weighs the full 30 kg. Each also has a weapon:

1. A Felstone *scimitar of the Turtle* (equal to a greatsword)
2. A Star Iron *Accurate heavy mace of Ease*
3. A Bloodiron *great axe of Ripping*

If the glyph goes off, the Orcs in area 10 have an 8- chance of hearing the explosion, but this chance increases to 11- for each Orc body that explodes. If they hear the explosions, then all four step out from behind the secret door (closing it again) and move to the right fist area to attack the party from behind. They will use their bows from area 6 unless there is too much smoke, in which case they will pull out the spear and shield and march in to attack the burning and blinded party members (although they suffer the same penalties other than the NND, because they are protected from bad air by Serga's magic).

9: ROOM OF JUDGEMENT

The area here is visible from the Black Hall, and the entry is tiled in black marble on the floor as well. Past a short hallway and down a set of steps is an oddly shaped room with a fire burning in it. Inside is a huge throne carved out of the solid rock and on the throne sits an equally huge Orc figure in blackened plate armor. Across the Orc's lap is a huge spear, both figure and spear lit by the burning brazier in front of the throne. The entire floor of this room is covered in the bones of humans and elves, like a carpet of dead skeletal remains.

The bones on the floor are two feet deep, which makes the footing very unsteady in this area. Movement must be slowed to 2" at most, any attempt to move faster will require a DEX roll to stay standing. This roll is further adjusted by -1 per 1" past 3" speed. Any combat in this setting is at -1 DCV due to the uncertain footing, and knockback is at -1D6 rolled. Any character with light tread or a similar "touch only the surface" magical ability can ignore these penalties.

The Orc skeleton is just a dead orc in old plate armor (it is of very poor quality, granting only 5 PD, 3 ED armor for 40 kg weight and only protects on a 14- due to its age and corrosion). The spear in his hands is ten feet long and well made, but it is just an ordinary pike.

There is an area marked with an X on the map, that marks a trap. If anyone moves into the area immediately in front of the magically burning brazier, then the trap triggers. If anyone triggers the trap, a permanent illusion on the Orc skeleton roars "**So sets the judgment of He-Who-Watches. You shall join the host of those who sleep at my feet for all eternity!**" Then a grinding sound can be heard at the entry area, where a dashed line indicates a square. This is an opening from which spiders pour. Each of these spiders is dead, insect carapaces of Spiderlings. They have no poison, but their bite is armor piercing because of their undead strength and the sharpness of their fangs. There are 3 undead spiders per character in the party, and half of them pour out of the opening as soon as it opens, D6 more joining each phase until the full number is in the room.

When the undead spiderlings pour out, a final spell puts a spiderweb at the entry of the room, an entangle of 7 defense and 4D6 that blocks off escape. The spiderlings are unaffected by the bony carpet, in fact many will crawl on the walls and ceiling, dropping on foes.

If this is not sufficient challenge for the party, add in an undead Cave Crawler as well, with full poison.

This whole area is just one big trap: there is no treasure, other than the mechanism to open the secret door to area 10 which is behind the Orc skeleton, set in the back of the throne. This is easy to see once the skeleton is moved, -3 PER to spot if it is still in the way.

10. SHORT HALLWAY

The secret door to this area is behind one of the skeletal orc bodies in area 6. It is -2 PER to find while searching, -5 by casual observation. This door cannot be opened without triggering the device in area 9, above.

This short hallway leads to an unmarked iron door with a large handle. The floor is tiled in black marble.

If the Orcs in this area have moved out into areas 7-8 because they heard an explosion, then it will be empty. These Orcs will have closed the secret door behind them as they left. If the Orcs are still in here, then there are four Orc Warriors in this hallway. Each is armed with a spear, medium longbow and ten arrows, a medium shield, and scale mail armor (except on areas 3-5, which is plate). The Orcs are kind of crammed in here, and they attack as soon as the door is opened. The first two can attack with their spears, in ranks of one each in the five foot wide hallway. The three in back fire their bows, each one delaying a segment so that they start firing once per segment (the first fires while the other two delay, then the second fires while the third waits, then the third fires, then they begin all over again). As each orc dies, the one behind him moves up and the next back pulls out his spear and attacks past the first rank.

Each Orc Warrior here has 2D6 copper and D3 silver on them, the only other treasure is a small ruby one found and tucked away worth 10 sp)

11: LEFT FIST ROOM

This octagonal room has three exits, including the one you enter it from. Two of the halls are very long, ending in iron doors. The walls of this room are decorated with murals of elves dying like wheat at the hand of an ogre-sized Orc wielding a flaming spear. All three of the iron doors visible from this area are plain, with a large handle. A dead Orc lies on the floor here, his head chopped off cleanly.

The Orc fell prey to a trap that was here. At this point, the party is not far behind Sethas, and he's getting a bit desperate. He has set up a rapid ambush with his remaining Orcs to slow down the party while he moves up. This room is meant to be the choke point of this ambush. When the party gets this far, Orcs in areas 11 and 12 (identical to the ones in area 9 above) are watching with the doors cracked slightly open, and will attack with bows as the party comes into view. Two orcs are on either side of the party at the end of the halls, and they will throw the door open as soon as they attack. Each will brace and fire, negating any range modifiers with their bows up to 12" distant. The Orcs will trade off, firing alternately so that they fire every 2 segments. They will try to take out casters and healers first, but if anyone gets too close, one will move out and use his spear and shield while the other tries to continue firing.

12: SHRINE ROOM

This room is little more than an extension to the hallway. It is a simple area with a large statue of a hideous figure with one eye, a demonic looking creature with six fingers on each hand held out as if expecting some offering. The eye of the demon is some red stone that looks valuable.

It is valuable, this is a large ruby set in a red socket. It doesn't look as valuable as it really is because of deposits from the foul air, and climbing up to get the jewel requires a climbing roll at +1. Getting the ruby out must be done with great care to avoid damaging it, a mechanics, dexterity, or jewelcrafting (at +1) roll must be made, or it will be scratched and damaged. If this roll is failed, the jewel loses 5% of its value, plus 5% for each point the roll was failed by. The ruby is worth a base of 120 silver.

13: ROOM OF GUARDIANS

Another oddly shaped room with spike-like side alcoves stands here. Each of the alcoves holds yet another Orcish skeleton, these in chainmail with plate and chain helms holding spears and shields. They are wired into place against the walls.

The Iron door to area 13 has writing in Yrch on it:

**YOU HAVE BEEN CHOSEN BY HE-WHO-WATCHES
TO MEET DESTINY BEHIND THIS DOOR.
FOR ORCS THERE IS POWER.
FOR ELVES THERE IS FIRE.
FOR ALL OTHERS, THERE IS DESTRUCTION.**

14: SPEARHEAD MAUSOLEUM

This large, irregularly shaped room is dominated by two things: a huge throne at the end with an armored figure in it holding a large, ornate spear and a red robed figure bowing in front of the throne. The ceiling here is peaked, at least twice a man's height. The entire room is tiled in red glossy stone: walls, ceiling, floor. A deep, rough voice booms from the figure on the throne as soon as the first of you passes into the room, saying "Come forward and hear the judgment of He-Who-Watches!"

The figure on the throne is Mondru. The spear in his hand is Alkharg, and if any elves are in the party, the head of the spear is glowing white and red like it just was pulled out of the forge. The figure bowing in front of the throne is Serga Ulmus. There are four invisible Skeletal Warriors at the areas A-D on the map: Orc Skeletons like the ones elsewhere in the tomb, but animated. They are wearing full chainmail and wield a spear and a medium shield. If any of these is attacked or interfered with, all four immediately become visible and attack.

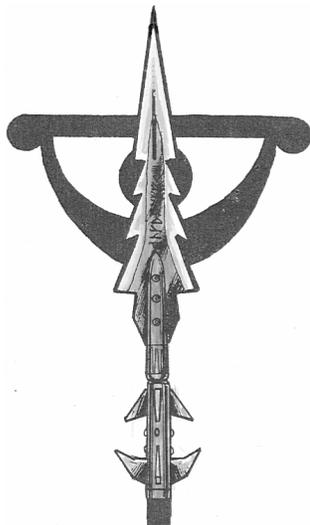
Serga Ulmus is a Witchdoctor and thus not worthy of gaining Alkharg automatically; he must earn it, and he was begging his dark demon god when the party entered. If anyone other than an Orc approaches within ten feet of Mondru's remains, it will rise up and shout "Death to those who would defile the tomb of Mondru!" At this point, all four of the Skeletal Warriors become visible and attack.

Mondru himself is a Wight, although his Wight aura will not function on Alkharg. He will immediately attack the nearest PC, ignoring Serga Ulmus. If the party retreats, the Skeletal Warriors will follow as far as area 38, then return, and turn invisible again, returning to their starting places. Mondru will not leave the room, but he will close the door.

Serga Ulmus will retreat to the side of the throne area and call dark curses and evil down upon the intruders in yrch. If anyone draws near, he will start to use his magic against them. Serga will first activate his Stoneburst Amulet using two charges to turn on the damage shield. Serga already has *Bone Armor* and *Cloak of Fear* active. He will then cast *Mud Trap* on the area around the largest group of PCs to slow them, particularly on what are clearly hand to hand fighters. If anyone gets too close, Serga will activate the final charge of his Stoneburst Amulet for the day and blast them with spikes, using *Unsiht* if they stay close and *Bleeding Touch* on helpless foes. On big, tough targets he casts *Crushing Burden* at range, *Soul Leech* if he is hurt, and *Lost Soul* if the party is staying at range and busy with others. He will also use *Earthbind* on casters and any archers. Serga Ulmus will not try to escape, if he fails here he's dead anyway. He just will try to stay at range while fighting.

Mondru fights with Alkharg, which is a potent weapon, and is incredibly lethal to elves. Due to the plate armor he is wearing, Mondru has 13PD, 6rPD, 13ED, 8rED. He also will be 6 OCV with Alkharg (7 versus Elves, plus his hand to hand combat level). Mondru cannot leave this chamber, if his foes retreat, he'll close the iron door and stand to one side, waiting for someone to come in and be skewered.

Once Mondru falls, the nearest Skeletal Warrior will try to pick up Alkharg and use it. If a PC picks up Alkharg, all remaining Skeletal Warriors and Serga will concentrate all attacks on that person exclusively, ignoring all others.



TROUBLESHOOTING

There is some timing involved here. If the party does not keep pressing on, they will let the Orcs gain the spear and carry it to any remaining Orc Chieftain (or one of the Orc Elites). The Orc army isn't impossible to defeat with Alkharg in the hands of a leader, but the hordes will just leave as they gained the treasure they came for and a very potent leader will arise and daily gain new recruits and armies. Sooner or later, he'll have to be dealt with.

Thus, the party needs to pressure the Orcs so that they cannot get the spear. If the party dallies around before reaching area 10 such as stopping for a meal, a few slow-casting spells like an aid with a minute-long casting time for each party member, or heads out to re-equip, then one of the Orc Elites will get to the spear and Mondru's remains will just hand it to him with a command to conquer.

If the party leaves the dungeon before they've found the spear, one of the Orc Elites will gain the spear and the surviving Orcs will be turned invisible by Serga Ulmus. They will then sneak out of the dungeon if possible and head out the tunnel that was dug into the chapel to rejoin the army.

The party can stop this exit by guarding the tunnel or the GM can just have them happen to be there when the invisible orcs come out of the tunnel and try to escape. The invisibility breaks as soon as they attack, but it will be enough for some pretty unpleasant surprise attacks, particularly with Alkharg.

The party can also notice the Orcs celebrating and breaking camp, and one of them spot a huge Orc in plate armor wielding what looks like a magical spear. That might be enough to prompt one of them to sally out and deal with the bearer of the mighty spear.

There are some pretty awful traps in here for lower powered parties; the GM should be careful what kind of characters get into the dungeon. It may be necessary to tone down rather than boost the power of some of the areas such as the fire trap or the undead spiderling trap.

MURYAR KIMUK (area 4) Humanoid

Val	Char	Cost	Roll	Notes	
9	STR	-1	11-	Lift 90kg: 1 1/2D6	
18	DEX	24	13-	OCV: 6 DCV: 7	
13	CON	6	12-		
9	BOD	-2	11-		
17	INT	7	12-	PER Roll: 12-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2D6	
8	COM	-1	11-		
3	PD	1		Total: 3 (0 rPD; +12)	
4	ED	1		Total: 4 (0 rED; +12)	
4	SPD	12		Phases: 3, 6, 9, 12	
6	REC	0			
26	END	0			
21	STN	0			
				Total Characteristics Cost: 73	

Movement: Running: 7"/14"
Leaping: 2 1/2"/5"

Cost	Powers	END
10	Filthy: Life Support vs disease	-
5	Night Eyes: Night Vision	-
3	Easily Hidden: Concealment +2; self only	-
5	Feet work as hands: Extra Limbs	-
5	Keen Nose: Discriminatory Sense (smell)	-
3	Keen Senses: Enhanced Perception +1 (all)	-
2	Swift: Running +1" (7" total)	1
7	Perching: Clinging (perching)	-
51	Magic (apprentice mystic, expert illusion)	var

Cost	Skills and Talents
5	Combat Skill Level DCV +1
9	Magic Skill 15-
3	Magic Research 12-
2	Language: Morianic (fluent conversation)
3	Stealth 13-
3	Concealment 12-/14-
28	Follower: Bloodfang Vermin (95 pts) x15

Total Powers & Skills Cost: 144
Total Cost: 217

PTS	Disadvantages
-5	Physical Limitation: Small Size I/S
-20	Psychological Limitation: hates crowds VC/S

Total Disadvantage Points: -5

Ecology: Muryar Kimuk is a rarity among his kind, a mage Ratman. Self-trained using discarded books and stolen research materials, he crept into the mageguild and watched training, then practiced himself. Over time Muryar demonstrated considerable aptitude but the effort made him an outcast among his own people, primarily due to his inclination to try out his spells on fellow Ratmen. Muryar struck out on his own, seeking ever more isolated places as his mind bent under the weight of the magic he learned. Finally he found a new home far from others... until recently.

Personality/Motivation: Muryar hates crowds, and as far as he's concerned, two is a crowd. He hates loud noises, and becomes violent and panicked when too many people are around.

Powers/Tactics: Muryar has the standard Ratman abilities such as immunity to disease and so on. In addition, Muryar is a very capable mage, particularly focused on illusions. Muryar casts Blur, Illusory Armor, and Intonation on himself as soon as he wakes up each morning. He also has a lot of Bloodfang Vermin pets which he uses to discourage visitors. In combat Muryar prefers to stay hidden, and the description of the encounter with him in area 4 tells specific tactics he'll use in this fight. Muryar is a big fan of discretion being the better part of valor: he'll flee if things aren't going well for him.

Campaign Use: This encounter gives the party a break from the Orcs and goblins, something magical and different to consider as they deal with the army. The room here can act as a safe spot to rest and get clean air if the party needs it as well.

Appearance: Like any Ratman: scruffy, 3-4 feet tall, ratty, with a tail and whiskers. Muryar Kimuk dresses in plain gray tunic and torn pants, with a rough, torn gray hooded cloak

Equipment: Brooch of Hardiness
Ratty clothes

If the GM does not care to search through the spell list and come up with what to use in combat, roll randomly on this instead each new phase of combat:

ROLL	SPELL	EFFECT
2	Mystic Strike	Blast 1D6 NND Always Hits
3	Phantom Wounds	D6 STN Drain, ranged, AH
4	Phantasm*	Mental Illusions 7D6
5	Shock	Mind Attack 3D6
6	Spectral Beast*	RKA D6+1 continuous
7	Dazzle	Flash 4D6 Sight AE radius
8	Distract**	Chng Env: -1 CV and Mroll
9	Overawe	Presence +30 for attacks
10	Walk Unseen	Invisible vs sight (no fringe)
11	Spectral Lance	HKA 2D6, uses ego not STR
12	Mana Drain	Transfer 1D6 Mana, ranged

* This spell will be maintained as long as it is effective and Muryar can avoid being directly attacked.

**This spell will be cast and maintained throughout combat if possible; if it is rolled again treat it as *Shock* instead.

SERGA ULMUS (area 14)

Val	Char	Cost	Roll	Notes
13	STR	8	13-	Lift 160kg: 2 1/2D6
14	DEX	12	12-	OCV: 5 DCV: 5 (+1)
13	CON	10	12-	
10	BOD	2	11-	
17	INT	-2	12-	PER Roll: 13-
13	EGO	-4	11-	ECV: 4
18	PRE	5	12-	PRE Attack: 3 1/2D6
6	COM	-2	10-	
5	PD	4		Total: 10 (5 rPD)
4	ED	3		Total: 9 (5 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STN	0		
30	MANA	0		
6	MREC	0		
				Total Characteristics Cost: 42

Movement: Running: 8"/16"
Leaping: 3 1/2"/7"

Cost	Powers	END
1	Tough: Damage Resistance 1 PD, 1 ED	-
5	Night Eyes: Infrared Vision	-
2	Swift: Running +1" (7" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
32	Magic (apprentice shaman, dark, earth)	var

Cost	Skills and Talents
9	Magic Skill 15-
3	Spell Research 11-
4	KS: Spirit world 13- (INT based)
4	Herbalism 12- (local area plus one region)
3	Paramedic 12-
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
2	Weapon Familiarity: Common Melee Weapons
1	Transport Familiarity: riding animals

Total Powers & Skills Cost: 85

Total Cost: 127

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Serga Ulmus is one of Sunkrag's Witch Doctors, as a very powerful, smart, and popular leader of Orcs, his very large tribe has several Witch Doctors where most have none at all. Serga stands out only by his zeal and worship of the demon He-Who-Watches and his study of Orcish history.

Yrch

Personality/Motivation: Serga lives to serve his demon god and secondarily to bring glory and treasure to his tribe.

Powers/Tactics: Like most Witch Doctors, Serga prefers to stay out of combat. If he must, however, he uses magic to harm and confuse his enemies. His tactics in the adventure are written up in area 14 where Serga Ulmus is encountered.

Serga tends to use his Stoneburst Amulet to turn on the damage shield then uses the final daily charge to burst the area near him with stone spikes if anyone gets too close. His robes will protect Serga some, and he will have *Bone Armor* cast already to protect him as well. With *Cloak of Fear*, Serga's DCV gets up to 9. Serga's stats reflect his robe and the *Bone Armor* spell.

Unfortunately for Serga, he has not ever learned or attempted a Lesser Sacrifice, so his Dark spells cost him Body personally, which makes him reluctant to cast most in combat.

Campaign Use: Serga is the main "boss" and driving force of this particular adventure, even though he's not the toughest creature in it.

Equipment: Serga's Red Robes
Stoneburst Amulet
3D6 copper
D6 silver
Jewelry worth D6 in D6 copper

If the GM does not care to decide what spells Serga casts, he can roll on the table below:

ROLL	SPELL	EFFECT
2	Bleeding Touch*	D6 Body drain unco contin
3	Rusted Armor	Drain 3D6 Body metal armor
4	Mud Trap**	CE: Mud, -3" move, 2"r
5	Shardstorm	RKA D6+1 explosion
6	Earthbind	Entangle 2D6, 4 DEF
7	Soul Leech*	Transfer 1D6 Body rec/min
8	Un sight	Darkness UAA no area
9	Fling Boulder	HTA 6D6
10	Crushing Burden	Drain 1D6 Continuous
11	Stone Sliver	RKA 1½D6 Armor Piercing
12	Lost Soul*	Summons 2 Lost Souls

* This spell costs Serga Body to cast, not mana.

**Once this is cast, Serga will not cast it again unless it goes away somehow, treat this result as Fling Boulder if it comes up again.

TREASURES OF THIS ADVENTURE

ACCURATE MACE OF EASE

This massive *Star Iron* mace is designed with many jagged, wicked looking edges to cause maximum damage and tearing of flesh along with impact. It is enchanted to be more accurate (+1 OCV) and to be tireless to wield: no amount of strength used to swing the mace uses any endurance.

ALKHARG

This spear was forged long ago by mighty Orc smiths using magic and skills long forgotten by the tribes. It is said that He-Who-Watches himself assisted in the work, yet no one knows exactly where it came from. An eight foot shaft of *Star Iron* with a *Mithril* head, Alkharg has a plain shaft and an ornate, brutal looking head. The spear's enchantment gives it a base +1 OCV and it also gives both the spear and the wielder 5 rED, plus 15 ED armor versus heat and fire.

When any elf is within 10" of Alkharg, the head glows with heat like it is just out of the forge. It gains 1D6 KA and +1 OCV versus elves in this state, and does 1 damage class better damage to all foes from the heat.

Any elf that touches Alkharg will suffer a 3D6 NND full damage heat attack (the defense is not being an elf). Alkharg is semi aware and will slowly possess anyone bearing it to attack and kill any elves nearby. This is a slow transform with partial effect, it takes place over weeks. Each week the character gains 5 points of a Psych Lim in this manner:

PTS	LEVEL OF LIM	EFFECT
5	uncommon/moderate	Distrust and dislike of Elves
10	common/moderate	Anger at Elves
15	common/strong	Hostile to Elves
20	very common/strong	Violent to Elves
25	very common/total	Murderous to Elves

Every week without Alkharg makes this effect fade 5 points until it is entirely gone. It is a 30 active point effect to dispel as well. Alkharg has a double reputation. It has an 11- bad reputation among elves, who view it and anyone who bears it as a murderer and genocidal psychopath, they want it destroyed immediately.

Orcs, however, view anyone wielding the spear as a hero, a mighty warrior; if it's an Orc. For anyone else, they are a usurper, a thief, and an imposter who must die so that Orcs can regain the weapon.

Alkharg is not really meant as a PC weapon, although it is possible that one might wield it for a time. Alkharg has no sale value.

BROOCH OF HARDINESS

This brooch is made of bronze and lapis lazuli in the shape of a beetle, about the size of a chicken's egg. It is enchanted so that anyone who wears the item cannot be stunned by any attack. The Brooch of Hardiness sells for 90 sp

GREAT AXE OF RIPPING

This enormous axe is double bladed and short hafted for speed and agility. It is formed of bloodiron and looks very simple and brutal. The haft is wrapped in black leather and studded with rusty brads. It has a powerful enchantment that makes the axe blade glow slightly red. Each time the axe hits a foe successfully, it gains 1 damage class in physical damage, with a maximum of +3 damage classes added (thus, with the bloodiron effect it can gain +4 DC). Each time it misses a foe, it loses 1 of these added damage classes, down to its normal damage. As it gains damage and power, the glowing aura grows deeper red and brighter, dimming as the power wanes. Each turn out of combat the axe loses 1DC of this extra damage as well.

MURYAR'S SPELLBOOK

This red book is slim and bound in leather with a slip-case that closes and seals it from moisture. Within written in arcanium is all of Muryar Kimuk's spells that he knows from being an apprentice Illusionist and Mystic mage. The spellbook will sell for 21 silver.

RATMAN GADGET KIT

This is a set of tools and gizmos that Ratmen use for their work, usually about the size of a cigar box or large book. It will give lockpicking, inventor, engineering, mechanics, and trap skills a +1 bonus when used. Appearing to be mostly junk, a Ratman Gadget Kit will sell for 2D6 copper to most people, but to anyone who has the skills it increases it is worth 2D6 silver instead.

SCIMITAR OF THE TURTLE

This huge sword is equal to a bastard sword in weight and effect. It is enchanted to give the bearer +1 CON and +3 PD (non resistant) while held. It is made from Felstone and decorated with red wavy lines in the metal of the blade and a tassel on the pommel made of Elf hair.

SERGA'S RED ROBES

These robes are enchanted to give the wearer +2 DCV and 2 PD, ED armor. The armor granted by these robes will stack with other magical protection and spells. Serga's robes look like a rough woolen set of roughly stitched rags inexpertly dyed red and decorated with rat and weasel skulls.

STONEBURST AMULET

This amulet is made of Aetherstone and looks like a seven pointed star. It is hung with a leather thong and is uncomfortably heavy for an amulet. However, when worn, it has magical power that wearer can call on. It has three charges per day; the caster can use one charge and fire off a 1D6 RKA no range armor piercing burst of spikes that hits each hex adjoining the one they are centered in (one megahex effect), firing slivers of solid rock in all directions. For two charges, the caster can create a damage shield over their body that does a 1D6 KA to anyone that strikes them for one full minute. The Stoneburst Amulet is worth 17 sp

WEAPON AND ARMOR SUMMARY

Any special weapons and armor that are found in this adventure are listed below. Any applicable bonuses (damage, OCV, and so on) from enchantment are included in the summary tables.

ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	A DEF	BOD	CP VALUE
Serga's Red Robes	2	2	2	2	1.5	5	5	45

WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Accurate Mace of Ease	+1	--	1½D6	+1	10	7	5	2.34	300
Alkharg	+1	(1")	1½D6	--	12	12	8	1.35	1250
-vs Elves	+2		2½D6						
Great Axe of Ripping	--	--	2D6+1	--	13	7	7	3.37	350
-maximum damage before STR			3½D6						
Scimitar of the Turtle	+1	--	1.5D6	--	10/12	9	7	1.80	375

MONDRU'S TOMB

