

CHAOS REAVER

A SAGA® Adventure

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INTRODUCTION

This adventure surrounds the discovery of three ancient documents in the library of Castle Uth Wistan (the headquarters of the Knights of Solamnia on Sancrist Isle) by Tirana, a follower of the famous bard The Herald (see Tirana's letter to Sir Liam Ehrling in Appendix One). The documents give some clues about the sword Chaos Reaver, hinting that it may help the peoples of the Southern Sirrion Sea combat the plague of chaos creatures that still infest the area. It is implied that the sword may be located in the Tower of Magus on the isle of Cristyne.

Under the orders of Sir Liam Ehrling, the Grand Master of the Solamnic Knights, **Rebecca** (his daughter and a Knight), **Tirana**, and a Solamnic Auxiliary Sorcerer, **Davyd**, sail to Cristyne, seeking to retrieve the sword. They arrive in the town of Merwick where there is a Solamnic circle headed by knight-commander, Sir Daniel of Merwick. As well as providing supplies, Sir Daniel introduces the three to **Crow**, **Wolf** and **Kithas**, Kagonesti elf guides who live on Cristyne. Sir Daniel has arranged for these elves to guide them to the Tower of Magus and to help the party with any difficulties they might come across.

If the Narrator does not wish to use the Heroes provided with this adventure, these alternative hooks can be used:

- If the PCs have connections or are members of the Knights of Solamnia, they may be ordered by Sir Liam Ehrling, the Grand Master of the Solamnic Knights, to sail from Sancrist to Cristyne to retrieve the sword. They arrive in the town of Merwick where there is a Solamnic circle headed by knight-commander, Ginervra Northwell. As well as providing supplies, Ginervra gives directions to the PCs to guide them to the Tower of Magus.
- If the PCs are residents of Cristyne or visitors, they could be induced (by payment or persuasion from Ginervra Northwell) to help the Solamnics retrieve the sword. PCs begin from Merwick and head

towards the Tower of Magus. Residents will probably know of the Tower, whilst visitors can be given directions.

- If the PCs are fighting against the Great Dragons, they could learn that one of the Dragons (preferably not Gellidus) has learnt of the whereabouts of a powerful sword that could aid them in their collection of magical items, for use in some grand evil spell. One of the Dragons spies has managed to read the documents in Castle Uth Wistan. The PCs could seek to stop the Dragon by retrieving the sword first, or even work on behalf of the Dragon if they have secretly infiltrated the ranks of the Dragon's minions. Again, the PCs start off from Merwick towards the Tower of Magus.

Through dark magic a Daemon Warrior, Quaal, has learnt of the heroes' quest for the sword Chaos Reaver. This quest threatens the existence of chaos creatures on Ansalon, so the Warrior has been calling for reinforcements in the form of shadow wights to come to the area. He is frustrated that none have arrived yet, but expects several within the next few days. In the meantime, he seeks to destroy or at the least hinder the heroes until the point when reinforcements arrive. He has sent a group of worgs to try to delay the heroes.

In addition, a spy from Merwick reporting to the white dragon overlord, Gellidus, has also gained information on the heroes' quest. The spy - Tassja, an evil mystic - has travelled ahead of the party to the Tower of Magus. Shortly before the heroes arrive at the tower she is poisoned by a needle-trap in the tower and the heroes will come across her on the upper floor of the tower when they arrive.

The Narrator should note that Cristyne is an island covered by mist and fog for much of the year. Limited visibility, dull sound and the eerie atmosphere created by these weather conditions should be emphasised regularly.

ADVENTURE BACKGROUND

In the Age of Dreams the God of All and Nothing, Chaos, attempted to destroy Krynn. To stop him, the god Reorx trapped Chaos within a grey gem. This Greygem was given to the three moon gods of magic for safekeeping and held on the red moon Lunitari. Reorx was tricked by the god of lies, Hiddukel, into believing that the gods of magic would use the stone to rule over the other gods. He helped Milgas Kadwar, one of the ancient dwarven folk, the Smiths, to forge and climb a magical ladder to Lunitari. There Milgas stole the Greygem and attempted to bring it to Krynn. His intention was to use it in a Great Machine the Smiths were building. However, as soon as the Greygem reached the face of Krynn, it was able to tap into the power of Chaos and sped away from the Smith. As the angry folk attempted to punish the Smiths who were involved in the release of the Greygem, the stone mutated these Smiths into a magical race of gold-skinned dwarves called the Scions, which enabled them to escape the angry mob.

Vowing to capture and destroy the evil they had loosed upon Krynn, the Scions forged a sword they believed capable of destroying the chaos gem. The Scions imbued it with the power of the three gods of magic when it was forged. The hilt was made from white gold given by Solinari, the handguard from ruby donated by Lunitari and the blade from the black steel of Nunitari. The sword benefited from powers of attack, defence and the strengthening of certain magics that harmed chaos.

While the Scions were forging the sword, a human lord named Gargath had managed to capture the Greygem using two magical gems, Pathfinder and Spellbinder which were given to him by the god Zivilyn. The Scions and their allies attempted to besiege Gargath's castle in order to destroy the Greygem. During the final breaching of the walls, one of the gems was dislodged and the Greygem escaped the Scions again. The Scions found the two magical gems in the ruins of Gargath's castle and had them set into the sword that they made, increasing its power against Chaos. Concerned that the powerful sword may fall into the wrong hands the Scions took the sword to Silvanost where elven sorceries were placed upon the sword, allowing it to be touched by only the pure of heart and soul. There it was named Morithilien by the elves, or Chaos Reaver. Meanwhile, the Scions learned that the Greygem was lying hidden somewhere in the Northern Sirrion Isles and determined to be close when the Greygem once again surfaced, they took the sword to the most westerly Tower of High Sorcery, at Daltigoth.

Meanwhile, a small elven community had sprung up in the area that is now the Isle of Cristyne, named Baleph. One of the elves from Baleph, Nunitariel, became a leading member of the High Tower at Daltigoth. In order to reduce travel time between his two homes, he created an obsidian mirror that would transport him between the two places. When the wizard was executed at the hands of the elves of Baleph for practising necromancy, he cursed the elves to become shadows. In order to try and protect themselves, the elves built an obsidian tomb for the wizard, surrounded by protective wards. The wizard and his mirror were buried deep in the obsidian pyramid. Unfortunately, the wards failed to protect the elves from the necromancer's curse and within a few months they became undead shadows.

When the Kingpriest of Istar sent mobs to destroy the High Tower of Sorcery at Daltigoth, the mages combined their power to send the tower into another dimension, the Grey. They arranged for a powerful illusion to fool the mobs into thinking that the tower exploded. All valuable items were removed from the tower, except for the sword Chaos Reaver as within the short space of time the mages had, they could find no-one 'of pure heart and soul' able to touch the sword. Thus, the sword was displaced into the Grey along with the tower. The mirror of the evil elven necromancer remained the only link between the displaced tower and the material plane and still retains the ability to transport people to the displaced Tower of Daltigoth.

Three hundred years later, a white-robed wizard named Magus spoke with a Silvanesti elf, one of the mages who had helped to displace the tower. He learnt that Chaos Reaver still remained in the tower. Magus had already experienced a vision, which caused him to believe that a great evil was coming to Krynn and that the sword was perhaps a key component in fighting the evil he foresaw. Finding evidence that a link to the Daltigoth tower existed on the island Magus built his wizard's tower upon Cristyne. After many years research Magus learnt of the mirror, which he hoped would still provide a gateway to the tower where the sword lay. When he finally discovered the location of the obsidian pyramid, Magus set off for the ruins of Baleph. Although mortally wounded by the shadows that still plagued the ruins, Magus managed to neutralise some of the protective wards and enter the Grey through the mirror. By the time he found the sword, Magus realised he was dying. With his final act, he imbued his spirit into the sword he had spent all his life searching for, adding a final dimension to the power of the sword. In the following years Magus'

tower was looted but his secret library, containing much information on the sword, was never discovered.

Thirty years ago, the Greycem was split open by the magical race of ogres, the Irda, releasing the God Chaos into Krynn. He sought to destroy Krynn once more, creating creatures of pure chaos – Fire Dragons, Daemon Warriors, Shadow and Frost Wights. He was banished from Krynn in a heroic climactic battle but the creatures of chaos he created were left behind to wreak havoc upon Krynn.

ADVENTURE SYNOPSIS

The Quest

The heroes set out to retrieve the sword Chaos Reaver from the Tower of Magus.

Scene One: Worgs attack the heroes in the foothills on their way to the Tower of Magus. They have been sent to delay the heroes by a Daemon Warrior.

Scene Two: Reaching the Tower of Magus, the heroes find the tower looted, but a clue from Magus' secret library leads the heroes to believe the sword resides in the ruins of Baleph in the south-west of Cristyne. A spy working for Gellidus, the white dragon overlord, lies poisoned on the upper floor of the tower.

Scene Three: The heroes' path to the ruins is blocked by a gorge – only the columns of an old stone bridge provide a means of crossing. A daemon warrior is determined to stop the heroes from entering the ruins and retrieving the sword.

Scene Four: The heroes enter the ruins. If they can avoid the undead shadows that haunt the place the heroes find a strange mirror in an obsidian pyramid. The mirror is a Gate that leads to another dimension, where the Tower of High Sorcery of Daltigoth now resides.

Scene Five: The heroes enter the Tower of Daltigoth. They meet the spirit of Magus and must undergo a test of purity to retrieve the sword from the tower.

Scene Six: When the heroes emerge from the mirror gate they must defeat a group of shadow wights using the power of the sword Chaos Reaver.

The Heroes

Rebecca Ehrling – a human female Knight of Solamnia
Davvyd Clayton – a human male Solamnic Auxiliary Sorcerer

Crow – a male Kagonesti Elf Shaman

Wolf – a male Kagonesti Elf Yeoman

Kithas Owlbear – a male half-Kagonesti Elf Warrior-Mystic

Tirana (Tiranthalasa Wanderer) – a female half-Qualinesti Elf Keeper of the Word

Which heroes for which players? The Narrator may hand out the heroes randomly or by player choice.

However, it may enhance the adventure if the following guidelines are noted: Inexperienced players should take Rebecca or Wolf. Players with some experience, particularly with freeform magic, should take Davvyd, Crow or Kithas. Tirana should be taken by a player with a good knowledge of the background and history of Dragonlance.

Non-Standard Rules

- The Narrator and players are encouraged to make use of the magic system 'Magic Made Easy' from 'A Saga Companion', a summary of which can be found in the Magic section of Appendix Four – it works the same as the normal Action system. **Players should be informed of this non-standard rule at the beginning of the game.**
- Narrators are encouraged to use the rule from 'A Saga Companion' that no Dragon card played can *ever* be trump, even if the hero would normally get an automatic trump for an action. **Players should be informed of this non-standard rule at the beginning of the game.**
- The adventure makes use of the optional random aura draws from the main Saga rules – a card is drawn from the fate deck and the colour behind the number and symbol (white, red or black) is used to assess what happens to a hero in a certain situation. These situations and their effects are explained fully in the main text of the adventure.
- To enhance ease of play, all Action descriptions contain a new section, entitled Standard Target Number. This number represents the total of the **Difficulty + Opposition Ability** under normal or standard circumstances. Narrators may need to modify this total for unusual situations.
- Also included for ease of play is a character roster giving special combat tables. See the Character Roster sheet in Appendix Two for details of use.

References

This adventure draws on information from all the Dragonlance Saga Fifth Age roleplaying rulebooks and supplements. In addition, the role of Keeper of the Word comes from a magazine article in Dragon Annual 2. However, all relevant information on this and any other matter is included in the text of the adventure.

Before Play

The Narrator should read, if at all possible, the entire adventure before running it. The Narrator should make the copy of the map of the isle of the Serrion Sea and the map of Cristyne available to the players to look at. Narrators may wish to refer to the other basic rules included in Appendix Four if they do not have the rulebook with them. They may wish to show new players these rules to give them a brief overview.

SCENE ONE: WORGs OF THE MISTY MOUNTAINS

Overview

The heroes set off towards the Tower of Magus. Once into the mountains they are troubled by fog and worgs. This scene should start eerily before the Narrator begins to build up the suspense. Before starting play, the Narrator should check on the placement of heroes as they travel.

Characters

The following characters have roles in this part of the story:

Five Worgs: *Animals*. Co 7, Ph 12, In 3, Es 4, Dmg +5, Def -2, also acute sense (smell)

The Narrator may feel free to snarl, snap and growl in a half-language as they roleplay the worgs!

Mule: *Animal*. Co 8, Ph 9, In 1, Es 2, Dmg +2, Def -2, also kick

The Story Begins

The Narrator should remind the players that they are on the misty isle of Cristyne. After gathering supplies and liaising with the commander of the Knights of Solammia in Merwick, they have set off across the plains of Cristyne towards the mountains that hold the Tower of Magus. Narrators may read or summarise the following:

You have left the plains of Cristyne behind and are now travelling through the foothills of the mountains towards the Tower of Magus. All your supplies are tethered securely to the single pack mule given to you by Sir Daniel of Merwick. The patchy autumn mists of the plains have now developed into a thick fog as you enter the foothills. Since you've started climbing into the pine-forested hills, the eerie howls of wolves, or something worse, have echoed in the distance.

The Narrator informs the scout (Wolf) that with the thick fog it is becoming more and more difficult to identify the path through the foothills. He will need to be alert to keep from getting lost:

Avoid Getting Lost

Difficulty: Average (8)

Action Ability: Perception

Opposition Ability: None

Standard Target Number: 8

Comments: Scouts who are successful manage to keep on the path that leads to the Tower of Magus and find a decent place to camp for the night. Failure means that the heroes are lost. The Narrator should draw a card – the number reveals how many hours it takes for the heroes to find the path again.

Mishap: The Scout stumbles into a deadfall. The hero loses any one card of his/her choosing.

As the day comes to a close, read the players the following:

As you finish setting up camp you notice that the howls of the wolves have stopped. Now, strange growls, grunts and whines echo dully all around you. Suddenly, out of the corner of your eye, you catch a brief glimpse of a huge wolf-like being skulking through the pines to your left, red eyes glowing in the gathering gloom. Worgs! Before you can turn to look, you hear a snarling behind you as one of the huge ridge-backed creatures leaps out of the forest at the screaming mule.

A small pack of worgs has been following the heroes for some time and as night falls they have closed in. One worg stages a mock attack on the mule, aiming to split the party, whilst the rest of the pack will attack any isolated individuals. They will not attack the party as a whole but will use hit and run tactics or try to draw one of the heroes out on his own. If any of the heroes is foolish enough to leave the rest of the party at any time, the worgs attack as a pack. Apart from the normal combat actions that may ensue, the leader of the heroes (Rebecca) must resist the clever manoeuvres of the worgs to isolate an individual hero or mount:

Evade Worgs Co-ordinated Attack

Difficulty: Challenging (12)

Action Ability: Perception

Opposition Ability: Presence/Essence

Standard Target Number: 16

Comments: Leaders should perform this action. If successful, they manage to thwart the attempts of the worgs. Failure allows a single worg to isolate and attack an individual one-on-one. On a Random Aura Draw it is the mule if white or red, and a hero (the most isolated) if black.

Mishap: One worg has fooled the party and the rest of the pack make a co-ordinated attack on an individual – that individual may be chosen using the system of an Aura Draw as described above. The victim must succeed in an average Endurance action, opposed by the combined total of the four worgs' Physiques (48). Standard Target Number = 56. If this fails, the worgs inflict damage points equal to half the group's combined Physiques (24) plus the leader's racial damage rating (+5), for a total of 29 damage points. The worgs don't bother to finish off the victim, but the victim dies in a number of minutes equal to their Endurance unless magically healed during this time.

If the heroes manage to capture any of the worgs, they have a rudimentary growling language, which may be understood by the heroes with a *daunting Reason (Reason/Intellect)* action to understand the worg's guttural language. The worgs will reluctantly tell the heroes that they have been coerced by a powerful demon (actually Quaal, the daemon warrior from Scene Four) to harry and delay the heroes. They don't know why they have been asked to do this, but they feared the demon and did as he wished. The worgs perceived the 'demon' to have the face of the fearsome Great Worg Himself. Note that the mystical sphere of Animism cannot affect worgs as they have a basic intelligence (Reason 4) which negates the effects of this sphere – they can only be communicated with magically using mentalism.

SCENE TWO: THE TOWER OF MAGUS

Overview

The heroes arrive at the Tower of Magus. They find the tower already looted. On the upper floor a woman - a spy for Gellidus - lies unconscious, poisoned by a needle-trap. The trap protects a torc that holds the power word for the opening of the obsidian mirror gate. Downstairs is a secret library that holds several clues to the location and history of the sword Chaos Reaver, gleaned from the information Magus collected over years of research.

Characters

Tassja (TASS-YER) Mooncoin: Civilized Human, Cunning demeanour. Co 5, Ph 4, In 8, Es 8 (64), Dmg +2 (weighted sash), +3 (chakrum), Def -2 (Leather), also Alteration, Mentalism, Sensitivity. Also non-magical gold amulet shaped like a white dragon – an amulet worn by emissaries of Gellidus. Tassja is a beautiful woman who uses all her charms to gain power over others. She uses this power to garner useful knowledge for Gellidus and herself. She is talented in the arts of seduction and blackmail. She is not ashamed to use her considerable mystical talents for these nefarious ends.

The Story Continues

The Narrator should explain that it is about two hours after the heroes set out in the morning. They are travelling through the mountains. After traversing a long valley, they see the following:

The high valley curves sharply round to the left and then begins to open out into an area of wide meadows. In the middle of the meadows, a high jagged rock stretches towards the sky. A ruined tower clings to the top of the rocky outcrop. A tattered cloak of mist drifts around the tower. This must be the Tower of Magus.

If the heroes state they are looking carefully for tracks, they might spot the occasional footprint (made by Tassja Mooncoin) leading towards the tower over the meadow, with a *challenging Perception* action.

The Ground Floor

As they enter the building read the players the following:

As the door creaks open, a small shower of dust trickles from the lintel above. Inside, the round room is a shambles with upturned tables, cobwebs, shards of glass, broken furniture and rotting material strewn everywhere. On the far side you can see the first few steps of a stone spiral staircase leading up to the next floor. The room smells of damp with a faint trace of sulphur.

This room was once the laboratory, kitchen and living area of Magus. Although this room was looted long ago, it has recently been turned over once more, very thoroughly, by Tassja Mooncoin, a spy for the white dragon overlord, Gellidus. She learnt about the heroes quest whilst spying in Merwick, and has beaten the heroes by a few hours to the tower. Neither she, nor previous looters, discovered the secret trapdoor in the floor underneath the spiral staircase, which leads to a small library below. The stairs to the upper floor are made of stone and are steep and spiralling.

The Secret Library

Find The Secret Library

Difficulty: Challenging (12)

Action Ability: Perception

Opposition Ability: None

Comments: The mechanism on the underneath of the first spiral stair, which opens the secret trapdoor to the library, cannot be seen – the hero must reach underneath and find it by touch. Success means the hero finds the mechanism. Failure means that hero cannot find it but another hero may try.

Mishap: The hero finds the mechanism but breaks it in trying to use it. The hero can hear where the click came from and may still be able to smash the flagstone to gain entry.

If the heroes are able to find the mechanism which opens the trapdoor (located on the underneath of the first step of the spiral staircase), read the following:

You hear a loud metallic click beneath you. The flagstone underneath you begins to slide slowly down. After a few moments it stops, allowing you to see a few

stairs leading down into a small room lined with shelves of musty books.

In the library are a number of ancient books about a variety of arcane and mundane matters, including

- Magus' diary which contains information on Magus' search for Chaos Reaver including the finding of the torc of Nuitariel, his meeting with the Scion Milgas Kadwar and the letter that followed, and finally the parchment about the ruins of Baleph. It also tells of the hiding of the torc before Magus left the tower for the last time (**give the players the Diary of Magus Handout**)
- A letter from Milgas Kadwar regarding the history of Chaos Reaver (**give the players the Letter from Milgas Kadwar Handout**)
- A parchment about the ruins of Baleph, that indicates how the sword can be retrieved from the tower of Daltigoth (**give the players the Ruins of Baleph Handout**)
- A spellbook, which would have been invaluable in the days of high sorcery but is now only a curiosity piece.

In addition to the books, there is an old worn armchair in one corner along with a small reading table and a candle. There is nothing else of immediate interest in the library.

The Upper Floor Of The Tower

When the heroes reach the top of the stairs, read or summarise the following:

This circular room at the top of the tower seems to be in the same state as the room below, though the smell of damp and mildew is stronger here and there is a puddle of water under a hole in the roof. An old trestle table stands next to the ruined bed in the centre of the room. Sprawled unmoving on the other side of the bed you spot what seems to be an unconscious woman with dark hair, dressed in leather, a bag at her side.

The human woman is Tassja Mooncoin. She is unconscious due to the effects of a poisoned needle-trap that she accidentally set off. The needles are situated along the front and sides of a hinged flagstone under the bed. The poison causes victims to sleep. Tassja is now asleep and will be so for the next two hours – the heroes unable to wake her during this time except through channeling or healing. Under the flagstone is a small niche containing an obsidian torc, also undiscovered by previous looters until Tassja found it a few hours ago. Enscribed on the torc is the word 'Nuitariel' – the power word for opening the Gate through the obsidian mirror

later in the adventure. It is possible to unhinge the flagstone from the back to avoid the needles or lever it up using a piece of wood or other instrument.

Spot The Trap

Difficulty: Daunting (16)

Action Ability: Perception

Opposition Ability: None

Standard Target Number: 16

Comments: Success allows the hero to find the hinged flagstone and it's needle-trap. Failure means that the hero spots the hinged flagstone but believes it not to be trapped.

Mishap: The hero remains unaware of either the trap or the hinged flagstone.

Disarm The Trap

Difficulty: Challenging (12)

Action Ability: Dexterity

Opposition Ability: None

Standard Target Number: 12

Comments: A successful hero unhinges the flagstone from the back or lifts the flagstone with an item. Failure means that hero is unable to disarm the trap or lift the flagstone. Another hero may try instead.

Mishap: The hero sets the trap off accidentally and is hit by the poison needles. If an item is being used to lever the stone up, it breaks.

Resist Poison

Difficulty Level: Average (8)

Action Ability: Endurance

Opposition Ability: Strength (of poison)

Standard Target Number: 20

Comments: The poison has a Strength of 12. If the hero fails, the poison induces a coma-like sleep for 10 hours minus the victim's Endurance. The poison takes about five minutes to take full effect though a victim will be aware of the beginnings of it's effects after about 1 minute. The victim cannot be woken via normal means but Healing and Channeling will work. All heroes, even if successful, suffer a -3 to all actions attempted whilst under the influence of the poison – for successful heroes this time is 10 hours minus their Endurance. In addition, no hero can benefit from a trump bonus during this period.

Mishap: The victim is affected immediately and sleeps for the full ten hours.

If the heroes search Tassja, they find sixteen steel pieces in her belt pouch, leather armour to fit a human woman, a chakrum (sharp-edged throwing disc) and a weighted sash tied around her middle. Round her neck is a gold chain – if the heroes pull it from beneath the leather vest she wears, a gold amulet in the shape of a stylised dragon

is revealed. Wolf will recognise this as a token of the white dragon overlord Gellidus, given only to those minions who have fairly high status in the dragon's hierarchy. Other heroes have to succeed at a *challenging Reason* action to identify the shape as that of a white dragon. The amulet is non-magical. Her bag contains various supplies and adventuring equipment, including a set of lock picks and a small container of deadly poison. This poison is unmarked and very different in nature to the poison that has affected her (see the Optional Encounters section at the end of the adventure for details of the effects of this poison). Heroes may spot the needle marks and the stain of the sleeping poison on the tips of her fingers with an *average Perception* action.

Once Tassja is awake, she will use the following ploys to join with or escape from the heroes, dependent on the reaction of the heroes:

- Claims Gellidus set an enchantment on her, which has been broken by the effects of the poison
- Sensitivity spell to engender trust (*challenging Perception (Spirit)* action to become aware of attempt, *average Spirit (Spirit)* action to resist)
- Mentalism spell to convince the heroes to let her go (*challenging Perception (Spirit)* action to become aware of attempt, *average Presence (Spirit)* action to resist)
- Alteration spell to change into a bird and escape through the hole in the roof

She will not attempt to fight the heroes unless they physically threaten her life. For further ideas on how Tassja can be used throughout the rest of the adventure, see the Optional Encounter section at the end of the adventure.

SCENE THREE: CHASM OF THE DAEMON WARRIOR

Overview

The heroes must cross a chasm to reach the ruins of Baleph. On the crumbling bridge, a daemon warrior blocks their path.

Characters

The following characters have roles in this part of the story:

Daemon Warrior: *Undead*. Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8. Also Fear (aura), immune to normal weapons, mentalism and poison.

The Narrator should remember that the face of the Daemon Warrior represents each individual's worst nightmare – each hero will see something different.

The Story Continues

The Narrator should inform the heroes that they have travelled along game trails for the last two days through the thickly forested (and misty!) terrain of western Cristyne. It is late afternoon.

The thick forest canopy has cut out most of the light over the last two days travel but at last you seem to see a glimmer of daylight ahead. You can also hear the roaring of a cascading river. Emerging from the trees, you see an impressive gorge runs directly across your path to the ruins of Baleph. Once, a stone bridge crossed the chasm but now only the supporting columns remain, creating six 50-foot high giant stepping stones across the gap. You think it may be possible to leap from one to another to reach the other side. However, in the depths of the gorge, the river cascades around jagged boulders – it's a long and potentially deadly fall!

The gorge runs to either side from the coast up into the mountains, and the bridge is the only possible land crossing for many miles, though the heroes may find other means of getting across. If the heroes do try to cross here, they must traverse the six columnar 'stepping stones' in order to reach the other side. Each column is 10 feet in diameter and allows two people to stand on it at any one time. The columns are 50 feet tall and, apart from a small ledge about 10 feet down, plummet to the rocky cascades below. The gaps between the columns are just about possible to leap across.

Gather The Courage To Cross

Difficulty: Average (8)

Action Ability: Presence

Opposition Ability: None

Standard Target Number: 8

Comments: A successful hero may attempt the crossing. Even if the hero fails, they may make another attempt to gather courage, this time at one difficulty level higher. The difficulty level is reduced by 2 for each hero that successfully crosses. If the difficulty level reaches Impossible, use the system explained in Mishap below. Should the difficulty level drop below Easy, the hero can automatically attempt the crossing.

Mishap: A Mishap means the hero is too afraid to make the attempt and must be convinced by another hero with code A or B in Presence to attempt the crossing – this should be achieved through roleplaying.

Cross The Gorge

Difficulty: Average (8) / Desperate (20)

Action Ability: Agility

Opposition Ability: None/Agility

Standard Target Number: 8/29

Comments: A successful hero crosses the gorge. If a hero fails, the Narrator should perform a random draw and apply the colour of the aura to the fate of the hero as he/she falls:

- White – the hero manages to grab the ledge around the column 10 feet down and haul himself back onto the ledge. The hero can then be pulled up by his comrades.
- Red – the hero falls into the river and takes 7 damage points, but is able to crawl safely to a rock at the bottom of the gorge.
- Black – the hero falls into the river taking 12 damage points as he crashes into a rock in the middle of the river before gaining solid ground.

To climb out of the gorge requires a daunting Agility action. Use of a rope reduces this to easy. Failure should be dealt with by the same method described above. In the case of all falls, only the armour defence rating reduces damage. Should the damage points left over from paying for a fall exceed the hero's Endurance, that hero is instantly slain.

Mishap: The hero falls directly onto the rocks sustaining 22 damage points.

However, the moment the first hero leaps across to the first column, a daemon warrior appears from the forest on the other side of the gorge and jumps onto the first column on the other side. The daemon warrior seeks to stop the heroes from finding the sword in the ruins of Baleph, knowing that it could help defeat the minions of Chaos:

As you jump onto the first column, a black-cloaked figure emerges out of the misty forest on the other side of the gorge and nimbly leaps onto the final column, blocking your way across. As he draws his dark sword and meets your gaze, you momentarily recoil in horror – the daemon warrior's face seems fashioned from your darkest nightmares.

Resist Daemon Warrior's Fear Aura

Difficulty: Challenging (12)

Action Ability: Presence

Opposition Ability: Spirit/Essence

Standard Target Number: 21

Comments: The daemon warrior's visage appears as each individual's worst nightmare and the Narrator may ask the player to explain what that might be based on the hero's background if necessary. Success enables the hero to resist the horror he feels whilst failure causes the hero to flee the warrior – the effect lasts for an hour.

Mishap: The hero simply cowers in fear, unable to mount any defence. Armour defence ratings still apply.

If the hero attempts to cross the gorge despite the attack of the warrior the difficulty level rises to a *desperate Agility (Agility/Co-ordination)* action and the hero may offer no combat defence action – the hero's armour but not shield defence rating apply.

When determining combat actions, the Narrator should keep in mind that the daemon warrior is immune to the attacks of normal weapons (magical weapons can affect it). It is also immune to poison and mentalism. The Narrator should pay particular attention to Rebecca, if still alive. She should be drawn to fight the creature by her requirements for advancement within the knights and her duty not to run away from battle, even if she succumbs to the aura of fear the warrior emanates. Magic is the best means of attack against the chaos warrior, e.g. using summoning or aeromancy to force the warrior into the gorge, geomancy to collapse a pillar, etc. The heroes may also use magic or mundane means to try and cross the gorge elsewhere. On a random draw of a dragon, the daemon warrior will await them on the other side, having tracked their movements.

SCENE FOUR: THE RUINS OF BALEPH

Overview

The heroes enter the eerie ruins of Baleph, an ancient elven community now inhabited by shadows. From the clues in the book from the library of Magus, the heroes know they should enter the pyramid at the centre of the ruins to find the obsidian gate mirror. The mirror once belonged to an evil elven necromancer and is now entombed with him, deep in the heart of the pyramid.

Characters

20 Shadows: *Undead.* Co 6, Ph 10, In 3, Es 4, Dmg +3, Def -3, also drain (Strength), and immune to mentalism, cold and poison.

Wichtlin: *Undead.* Co 5, Ph 16, In 2, Es 6, Dmg +6, Def -4, also necromancy, cryomancy, paralyze, poison, immune to mentalism, normal weapons and poison.

The Story Continues

Once the heroes have successfully crossed the bridge over the gorge, the Narrator can read or summarise the following:

Entering the depths of the forest once more, you begin to notice ruined buildings engulfed by the verdant growth of trees and bushes. Shortly after, the path seems to become clearer and wider. Once more, the forest opens up before you and you find yourself looking down into a huge natural amphitheatre. Along the sides of the bowl, collapsed buildings run in terraced circles. At the lowest point of the bowl sits a low flat-topped black crystal pyramid, topped by a small building.

Spot Shadows

Difficulty: Average (8)

Action Ability: Perception

Opposition Ability: Agility/Co-ordination

Standard Target Number: 14

Comments: Success means the scout spots the shadows in the ruins. Failure means they did not see the shadows.

Mishap: The scout believes the shadows to be shadow wights.

If the scout spots the shadows, read or summarise the following:

You spot movement around the buildings closest to the pyramid. Focussing more closely you see that creatures of darkness, like living shadows, slide through the ruined settlement in eerie silence.

Though magic may negate the need for the following action, the heroes might try to sneak through the ruined settlement into the pyramid without alerting the shadows to their presence.

Sneak Into Pyramid

Difficulty: Challenging (12)

Action Ability: Dexterity

Opposition Ability: Perception/Intellect

Standard Target Number: 15

Comments: If the leader of the group completes this action successfully, the heroes make it to the top of the pyramid without being spotted by the shadows. Failure means the heroes are spotted by a single shadow and it moves to attack.

Mishap: The heroes make their presence known to all or most of the shadows (Narrators discretion) or they are spotted by a shadow and the shadow moves to alert the others of its kind that intruders are in the ruins.

Any hero damaged by a shadow needs to perform the additional following action to resist the shadow's drain attack:

Resist Shadow's Strength Drain

Difficulty: Average (8)

Action Ability: Strength

Opposition Ability: Strength/Physique

Standard Target Number: 18

Comments: Success negates this special attack. Failure causes the loss of 1 point of Strength permanently.

Mishap: The hero must defend a free counterattack from his opponent in addition to the loss of strength, as he collapses from weakness.

If the heroes are successful in reaching the building at the top of the pyramid, read or summarise the following:

A set of winding obsidian steps descends in to the depths of the pyramid.

If the heroes continue, they see the following (continued over):

Along the walls are carved strange pictures of elves wearing clothes of a strange and ancient design, underscribed with flowing runes. Finally, the stairs end in a short corridor leading to a huge set of double doors, again fashioned from the dark crystal. In front of the doors lie small piles of charred bones and bone dust.

With an *average Reason* action, Tirana should be able to gain an understanding of the purpose of the pyramid from the carvings and runes. **Give Tirana's player the Runes of The Obsidian Tomb Handout.**

She should see that the elves set wards and protections on the double doors to seal the tomb but will not know that these wards and protections have been neutralised by Magus when he passed through – the charred remains are of previous unsuccessful attempts to loot the tomb. The doors open normally. Once inside the tomb of the necromancer, read or summarise the following:

As the doors open, you see in front of you a dais built from white marble, etched with the same strange runes as you found on the walls above. On the dais is an elaborate white marble sarcophagus, again covered in ancient runes. Both the dais and the sarcophagus glow faintly with a bluish light. At the back of the tomb is a tall white curtain. Like the dais and sarcophagus it stands in stark contrast to the dark crystal of the walls, floor and ceilings.

Again, Tirana should be able to decipher that the protective runes on the dais and sarcophagus are magical and will cause damage. This time, however, the protective wards are still intact. Unless overcome by magical means a hero will receive 15 points of damage from setting foot on the dais and 30 points of damage from the magical energy of the ward from touching the sarcophagus. Should the damage points left over from paying for this damage exceed the hero's Endurance, that hero is instantly slain. Attempts to remove the lid of the sarcophagus by mundane means are blocked by the magical energy.

The lid may be removed by a number of magical methods, including the following *desperate Reason* spell actions:

- Teleport the lid off the sarcophagus (required: Summoning and Geomancy)
- Blow the lid off (required: Aeromancy)
- Stonesculpt the Sarcophagus from a distance to reveal what is inside (required: Geomancy and Transmutation)

Should the heroes manage to circumvent the protective wards, they release the undead soul of the dark elf necromancer from the sarcophagus. The soul of the evil elf has become a wichtlin over the centuries of unending agony that kept it locked within its magical prison. The wichtlin attacks immediately. It will choose elves in preference to other races as its first victims. The sarcophagus otherwise contains only the bones of an elven skeleton with a few tattered remains of what was once a black cloak.

The wichtlin may only use one of its special abilities per attack (though its immunities are permanent). In addition to its natural abilities, the wichtlin has control of a sphere of mysticism (necromancy), and a school of sorcery (cryomancy). The wichtlin will use these powers to freeze the room, making all the heroes' Physical actions one degree more difficult. It then begins to magically drain the heroes' energy, draining one card (randomly drawn by the Narrator from the player's hand) per successful attack. The Wichtlin then uses these points to revitalise its Physique score, to a maximum of 16. Heroes may resist this drain attack with an *average Spirit (Presence)* action. Heroes regain lost cards naturally at the rate of one card per day, rather than the normal one per week.

Resist Wichtlin's Poison

Difficulty: Average (8)

Action Ability: Endurance

Opposition Ability: Strength/Physique

Standard Target Number: 24

Comments: The right hand of the wichtlin inflicts a poison into the system of the hero when it successfully hits. Failure causes the hero to lose one card per day until they die.

Mishap: The hero loses one card per minute until they die.

Avoid Wichtlin's Paralyzation

Difficulty: Average (8)

Action Ability: Endurance

Opposition Ability: Strength/Physique

Standard Target Number: 24

Comments: The left hand of the wichtlin causes the victim to become paralysed for about 15 minutes. The effects of paralysis can be negated using mysticism. Extremely strong-willed heroes can shrug off its effects with a daunting Spirit (Presence/Essence) action.

Mishap: The hero is paralysed for about 30 minutes.

Avoid Wichtlin's Suggestion

Difficulty: Average (8)

Action Ability: Reason

Opposition Ability: Presence/Essence

Standard Target Number: 14

Comments: An attack from the wichtlin's left hand causes an additional problem if an elf is the victim. The wichtlin can plant a suggestion in the elf's mind which the elf must follow if he fails.

Mishap: The elf follows two of the wichtlin's commands

Should the heroes pull back the white silk curtain, read or summarise the following:

The curtain slides back silently and before you stands a ten-foot tall oval obsidian mirror. Intricately carved magical runes adorn the edge of the mirror and its mahogany base.

If the heroes look into the mirror, they see a reflection of themselves, though it seems slightly further away than it should be. The mirror can be activated by the use of the power word 'Nuitariel' with an easy Reason action, or by the use of a *desperate Reason* spell action (if not in possession of the power word) by a sorcerer skilled in the school of summoning. This is reduced to an *easy Reason* action if the name of the necromancer is pronounced (this information can be gleaned by Tirana from the elven runes). The mirror seems to shift focus and the following should be read or summarised:

As the surface of the mirror shifts once more, your reflection has disappeared. Instead, you now view a scene of a small dust-covered room complete with a wooden bed, chair and table. There is a closed door on the far side of the room and a thin arched window on the left-hand side.

If the heroes even touch the surface of the mirror, they experience a strong disorientating whirling sensation and are instantly transported to the room they can see in the mirror. Heroes remaining on the far side can see their companion in the room. The hero in the room now sees an identical obsidian mirror on the wall opposite the door. He can see his companions in the tomb if he uses the power word and can pass back through if he touches the surface of the mirror. No sound passes between the two areas. Both the mirrors are immune to normal physical damage. The protective wards on the mirror have been neutralised by Magus previously and do no damage to anyone touching or using the mirror.

SCENE FIVE: THE TOWER OF DALTIGOTH

Overview

The heroes arrive in the Tower of High Sorcery that once stood in Daltigoth, but now lies in The Grey. They discover the sword, Chaos Reaver, only to find it is protected by the spirit of Magus, a white-robed wizard who bound his soul in death to the sword.

Characters

Magus, Artefact Spirit. *Undead:* Co N/A, Ph N/A, In 9 (81), Es 8 (64), Dmg N/A, Def N/A, also sensitivity, enchantment.

Magus still seeks to make the sword available to one of pure heart and soul, so that it can be used against the forces of chaos. Though serious, Magus is good-hearted and will seek to aid heroes who show that they intend to use the sword for the purposes of good.

The Story Continues

The heroes find themselves in the tower of Daltigoth, which now resides in the Grey, another dimension. Should the heroes look out of any window in the tower, read or summarise the following:

All you are able to see is a circle of dark trees surrounding what you think to be a multi-spired tower. Beyond you can only see a dense grey void. Occasionally, you think you can make out bodies, faces or hear the angry shout of a multitude of voices in the distance, but they quickly fade into the void before you can focus on them.

Exploring the tower, the heroes can find a series of rooms similar to the one they arrived in via the mirror – rooms that once belonged to the mages of the tower of Daltigoth – spread across the five spires of the tower. All the rooms are fairly empty and dusty. The heroes may also find a great dining hall, laboratories, a cellar, a large but somewhat diminished library, crypts where wizards of old are buried (in peace), a kitchen, jakes, an infirmary, and various storerooms. No magic items remain in the tower except for Chaos Reaver. Due to the sorceries laid upon the sword, none of the mages in the tower at the time of its displacement were able to pick it up. Any spells of sorcery cast within the confines of the tower receive a +5 action bonus, as well as up to 5 sorcery points for the spell.

If the heroes attempt to leave the safety of the tower, they immediately fall into a dreamless sleep, caused by the magical aura of the forest still surrounding the tower. If they succeed in a *desperate Spirit* action, they may avoid this effect and enter the Grey beyond the forest. Their only point of reference in the Grey will be the tower.

At the top of the central spire, the heroes come across a domed room forged from transparent crystal, open to the greyness above, which provides a dim light. Read or summarise the following:

In the centre of the crystal room the most beautiful sword you have ever seen floats, point down, in mid-air, slowly turning. As it rotates, you see the white-gold hilt, the ruby handguard and the blade of black steel. You have at last found the legendary sword Morithilien, Chaos Reaver.

As soon as the heroes enter the crystal room, the Narrator can read or summarise the following:

Suddenly, from all around the sword, a thin mist begins to twist and curl. The mist thickens and finally coalesces until you can make out the features of an elderly mage, obviously from before the second Cataclysm, since he wears the white robes of a wizard of high sorcery. He turns to look at you each in turn before he speaks: “I am the spirit of the wizard Magus, once of Cristyne. Why do you seek the sword Chaos Reaver?”

The spirit knows nothing of the coming of the god Chaos and frowns at the mention of chaos creatures. The Narrator should note that Magus can’t be harmed in any way except through the destruction of the sword itself. When the heroes have finished explaining the reason they have come in search of the sword, the spirit of the old mage speaks again:

Grave news indeed! I see that it is time the sword entered the world once more. Come forward those of pure heart and soul, for only those dedicated to the good of the world, both on an inner and outer level may wield Morithilien, Chaos Reaver. Do you all agree that I may search your heart and soul before you attempt to grasp the sword.

All heroes must agree to have their minds, and auras examined by Magus if they wish to attempt to take the sword. As they do, the wizard’s spirit will pass the

following comments as he uses sensitivity to assess the heroes' worth:

- **Rebecca** – “Hmmm, you are strong in spirit, and will be a leader of people against great evil some day. I feel you may be worthy of the sword, but beware your ambition – temper it with your compassion for others.”
- **Davyd** – “Ah, yes, the power of magic, and such love in your heart! You must use this love to heal your bitterness and disappointment with the past – it *can* be done, my lad, but that is true magic!”
- **Crow** – “I see you have studied many of the mysteries of life. But never forget that life is to be lived in joy. Even amongst the hardest of times, it keeps hope alive to celebrate life!”
- **Wolf** – “Such passion, such determination from one so young! You have real fire in the belly! Use that rage to fight against the dying of the light – do not despair!”
- **Kithas** – “Such a twisted mask you wear! There is no need for it. True friends, such as you have here, do not need the sadness of this mask – they would rather glory in your golden heart.”
- **Tirana** – “Ah! You carry the old stories in your heart, and have learnt from the true history of Krynn. But look around you for the stories that are going on right now!”

Yes, you all have qualities that speak of people dedicated to the good of the world. I judge you all worthy to make the attempt to take the sword. However, Chaos Reaver has its own ideas about who may wield it and those who are not of pure heart and soul will find they cannot touch it. Come forward each of you who wish to try and take the sword.

Note that when the heroes go to pick the sword up, only those with a pure heart and soul (nature **and** demeanour drawn from a white card) should be able to touch the sword (of the heroes, only Rebecca meets these criteria). Any other hero attempting to touch the sword, suddenly find themselves just out of reach of it, a victim of the summoning power of Chaos Reaver. If Rebecca is not there, the Narrator may allow any of the heroes that have behaved in a good and honourable way during the adventure to take the sword. Otherwise, Davyd may summon the sword with a *daunting Reason* spell action. At a pinch, Magus can temporarily overcome the power of the sword, allowing any hero to take it, with the admonition that they can only hold the sword until the next full moon (about 2 weeks). After this time the magic will once again come into effect and they must pass the sword onto one that is pure of heart and soul before this time. Magus may tell the heroes about the powers of the sword (as per the information sheet on Chaos Reaver) and will explain to the heroes that his spirit resides within the sword, and that he will help the heroes if he can. Magus can impart any general information on the sword (full information on the sword can be found in Appendix Three). Once the conversation has finished, Magus will disappear into the sword once more.

SCENE SIX: SHADOW WIGHTS

Overview

When the heroes exit from the mirror in the Ruins of Baleph, they find shadow wights waiting for them (and the Daemon Warrior if undefeated from Scene Three). This encounter should not be run if the heroes emerge without the sword Chaos Reaver. Instead, use an encounter with Tassja Mooncoin as detailed in the Optional Encounters section below.

Characters

3 Shadow Wights: *Undead.* Co 6, Ph 15, In 5, Es 9, Dmg N/A, Def N/A, also delude, despair, incorporeal, nullify, and immune to mentalism, normal weapons and poison.

Daemon Warrior: *Undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8. Also Fear (aura), immune to normal weapons, mentalism and poison.

20 Shadows: *Undead.* Co 6, Ph 10, In 3, Es 4, Dmg +3, Def -3, also drain (Strength), and immune to mentalism, cold and poison.

The Story Continues

As the heroes exit from the depths of the pyramid, it has turned to dusk – time has passed differently in the Grey and it is now seven days later. As they seek escape from the ruins, the heroes begin to hear whispering coming from the ruined houses around them. The Narrator might move round the table to whisper the messages to the players. The voices speak to them of the heroes' greatest fears:

- that Rebecca will be disgraced and drummed out of the knights for failing in her mission
- that Davvyd will allow Rebecca to be killed, he will end his life sad and alone, exiled by the knights
- that Crow will lose his magic and be destroyed by creatures of chaos
- that Wolf will be caught by Gellidus and forced to betray his contacts in the resistance
- that Kithas will alienate all the people that he cares about, dying bitter and friendless
- that Tirana will lose her memory, that history is meaningless

Out from the buildings, come three shadow wights, each having taken on the image of one of the heroes, filled with despair. They are drawn to (but may be held at bay by) Chaos Reaver. The wights may be led by the Daemon Warrior from Scene Three if he remained undefeated by the heroes. The Shadow Wights attack with their delusion and despair special abilities. They become incorporeal if attacked and use their nullify ability if allowed to physically attack a hero. Narrators should bear in mind that both shadow wights and daemon warriors are immune to normal weapons and poison.

Resist Despair of the Shadow Wights

Difficulty: Average (8)

Action Ability: Presence

Opposition Ability: Spirit/Essence

Standard Target Number: 17

Comments: Failure causes the hero to slump to the ground in despair for 15 minutes.

Mishap: The hero despairs for 30 minutes

Detect Delusion of the Shadow Wights

Difficulty: Average (8)

Action Ability: Perception

Opposition Ability: Spirit/Essence

Standard Target Number: 17

Comments: Success allows the hero to see through the façade of the image presented and understand that these are creatures of chaos.

Mishap: The hero moves forward to investigate the delusion, allowing a free counterattack by the shadow wight.

Resist Nullify by the Shadow Wights

Difficulty: Average (8)

Action Ability: Presence

Opposition Ability: Spirit/Essence

Standard Target Number: 17

Comments: Failure causes the hero to instantly vanish. It also alters the memory of all sentient creatures to make it seem as if the victim had never lived. No-one remembers his name, his material goods go unclaimed, and his past deeds remain forgotten. Heroes who get too close to these creatures should be strongly reminded by the Narrator about the horrific powers of these creatures. They should be encouraged to back off and let Chaos Reaver deal with them

Mishap: Failure is bad enough!

Resist Daemon Warrior's Fear Aura**Difficulty:** Challenging (12)**Action Ability:** Presence**Opposition Ability:** Spirit/Essence**Standard Target Number:** 21

Comments: The daemon warrior's visage appears as each individual's worst nightmare and the Narrator may ask the player to explain what that might be based on the hero's background if necessary. Success enables the hero to resist the horror he feels whilst failure causes the hero to flee the warrior – the effect lasts for an hour.

Mishap: The hero simply cowers in fear, unable to mount any defence. Armour defence ratings still apply.

The Narrator should note the powers of the sword Chaos Reaver at this point, particularly in relation to the trump bonus in resisting shadow wights' special abilities. If the heroes defeat the chaos creatures too easily, they could find that some of the shadows have been attracted by the battle.

APPENDIX A: THE WHITE DRAGON'S SPY

Overview

The following are a series of short optional encounter ideas with Tassja Mooncoin or her allies if the heroes storm through the adventure a bit quickly and the Narrator feels a need for an extra encounter(s).

Characters

Tassja Mooncoin, *Civilized Human, Cunning demeanour*. Co 5, Ph 4, In 8, Es 8 (64), Dmg +2 (weighted sash), +3 (chakrum), Def -2 (Leather), also Alteration, Mentalism, Sensitivity. Also non-magical gold amulet shaped like a white dragon – an amulet worn by emissaries of Gellidus (hidden).

6 White Dragonspawn. Co 6, Ph 9, In 4 (25), Es 6, Dmg +7, Def -3, also breath attack (frigid air: 9 damage points), sorcery (cryomancy), death throe (melts into a ten foot pool of frigid water that then hardens, trapping all standing in it for 10 minutes, at which point it evaporates)

Optional Encounter 1

Tassja Mooncoin has escaped from the party in Scene 2 and seeks to follow the heroes to learn of their progress. Heroes must make a challenging Perception (Agility) action to spot her in the misty environment, and an average Agility (Agility) action to catch her. The heroes get the feeling they are being watched.

Optional Encounter 2

Tassja Mooncoin has joined the party. She learns of the whereabouts of the sword. Stealing any information and the torc, Tassja leaves the heroes and races ahead of them towards the pyramid. The heroes may find her dead from the daemon warrior, the shadows or Magus. She may have released the wichtlin in the tomb in Scene Four. Otherwise, she may be found in the tower in Scene Five attempting to retrieve the sword.

Optional Encounter 3

Tassja Mooncoin has found the ruins of Baleph and is waiting for the heroes after they escape from the pyramid and/or the shadow wights. She attempts to steal the sword from them in the night. The watchman must succeed in a *challenging Perception (Agility/Co-ordination)* action to spot Tassja as she infiltrates the camp. Once she realises she cannot touch the sword, she will attempt to kill the heroes in their sleep using poison which she dribbles into their mouth (succeed at a *daunting Perception (Agility/Co-ordination)* action or swallow the poison – trump bonus for those with enhanced touch or taste. An alternative is that Tassja could have kidnapped a child that is 'pure of heart and soul' to carry the sword for her.

Resist Poison

Difficulty Level: Average (8)

Action Ability: Endurance

Opposition Ability: Strength (of poison)

Standard Target Number: 16

Comments: The poison has a Strength of 8. If the hero fails, the poison causes the hero to instantly lose consciousness. The hero will die in a number of hours equal to his Endurance unless healed magically. Successful heroes are violently sick and are considered to have scores of 1 in all Physical abilities for a number of hours equal to their Endurance.

Mishap: The hero is instantly slain by the poison.

Optional Encounter 4

In the time that the heroes are in the Grey, Gellidus has received Tassja's message and has sent a small group of his spawn to attempt to retrieve the sword. The heroes are attacked on their way back to Merwick. Tassja can arrange for a person of 'pure heart and soul' to retrieve the sword once the heroes bodies have been removed from the battle scene.

APPENDIX B: THE HEROES

Rebecca Earling

Civilised Human, Knight of Solamnia (Knight of the Crown)

Agility: 5B

Dexterity: 3C

Endurance: 8A

Strength: 8A

Reason: 6C

Perception: 5C

Spirit: 7C

Presence: 8A

Damage: +10 (Narthisk, Two-Handed Sword of Distinction)

Defense: -7 (Salakim, Plate Mail of Distinction)

Background

Quests: 6

Reputation: Adventurer

Hand 4

Wealth: 6

Social Status: Gentry

Rebecca is the daughter of Sir Liam Ehrling, the Grand Master of the Knights of Solamnia. Growing up under the influence of such a famous father has had its trials, but Rebecca has come through them to grow into a knight of outstanding courage and determination. She possesses excellent leadership qualities and is being groomed for a place high in the political echelons of the knighthood. Already an experienced adventurer, Rebecca is close to being accepted into the Order of the Sword. She may petition for advancement when she has accomplished the following:

- A journey of at least thirty days covering at least 500 miles
- Restoring something that was lost
- Victory in single combat with an equally powerful evil foe
- Three tests of wisdom, one of generosity and one of compassion

To this end, Rebecca was excited to learn of the findings of the half-elf Tirana, who had been studying in the library of Castle Uth Wistan. Apparently, the half-elf had discovered in an ancient tome that a magical sword, lost to the people of Ansalon since the First Cataclysm, may lie in the Tower of Magus, a ruined wizard's tower on the isle of Cristyne. From the document, it would seem that the sword, called Chaos Reaver, may help fight the plague of chaos creatures that infest the isles of Enstar and Nostar in the Southern Sirrion Sea. As this goal is

only a minor one compared to the war against the dragon overlords, only one knight could be spared to retrieve the sword. Rebecca ensured that *she* was that knight. Teamed with Tirana the half-elf and her friend Davvyd, a sorcerer from the auxiliary ranks, she set sail for the misty isle of Cristyne. There, the knight-commander, Sir Daniel of Merwick, introduced them to the rest of the party, two Kagonesti elves (Crow and Wolf) and a half-Kagonesti (Kithas), who knew Cristyne well and would lead them to the Tower of Magus. Provided with mounts and supplies by the Merwick Circle, the party have travelled without incident for three days across the eastern plains of Cristyne towards the spine of mountains where the tower lies.

Race and Role Advantages and Disadvantages

Actions that are always trump:

- Closing with the enemy
- Personal or melee attack against a Legionnaire or Knight of Takhisis
- Mounted melee attack (non-cumulative with above)

Actions that are never trump:

- Surprise before combat

Other Special Abilities/Limitations:

- If the Narrator ever feels Rebecca fails to uphold the Measure, she immediately loses 1 point of Presence if she fails a *daunting Presence* action.
- Knights of Solamnia hate retreating from or refusing combat with evil foes. To tear herself away from a foolish or useless combat situation, Rebecca must succeed in an *average Reason (Presence – intelligent foes only)* action. If the foe outnumbers the party by three to one or more, the difficulty level becomes *easy*. If a trusted ally adds his argument, add the ally's Presence score to the Reason action score.

Roleplaying

Nature: Valiant and Motivated (3 of Swords, Huma Dragonbane, White Aura)

Demeanour: Decisive and Courageous (3 of Helms, Kharas, White Aura)

Rebecca has sworn to uphold the Oath and the Measure of the Knights of Solamnia which is summed up by the adage 'Est Sularus oth Mithas' – My honour is my life. Whilst a member of the Order of the Crown, honour begins with loyalty and obedience – to her superiors, the departed good gods (Paladine, Kiri-Jolith and Habbakuk in particular) and to those rulers who govern with justice

and compassion. However, the Order of the Sword to which she aspires, holds the qualities of heroism, courage and spirituality in high esteem and Rebecca aims to embody these values fully as she hopes to join the Order soon. She has vowed to protect the weak, the oppressed and the poor wherever and whenever she can. If that means fighting evil foes, all the better as far as Rebecca is concerned. She is a born leader and will be brave, decisive, yet smart in her actions.

The Other Heroes

Davyd – Davvyd is a competent sorcerer who has just joined the Solamnic Auxiliaries. Davvyd was Rebecca's childhood sweetheart. Having to follow different paths in their life tore them apart but now, for the first time in years, they find themselves together again. Rebecca feels that Davvyd is attracted to her. Although she is also attracted to him and may consider pursuing a relationship with him in the future, she will let nothing interfere with her quest to join the Order of the Sword.

Crow – A shaman of the Kagonesti elves, Rebecca is slightly repulsed by Crow's totally black eyes and barbarian trappings. She is still unsure of the point of Sir Daniel having recommended the Kagonesti, although he assured her that the elf's healing abilities may be useful if combat was required.

Wolf – Another Kagonesti Elf, the scout and guide for the party, Rebecca admires the confidence and ease with which Wolf exists in the wilderness. She feels she can learn from his skills but still feels a little uncomfortable with his barbarian nature.

Kithas – Rebecca finds this half-elf just downright irritating. Though she can see that he has some fighting skills, his cynical attitude annoys her and she feels he is just along for the ride. She cannot see the 'heart of gold' which Tirana seems to sense beneath the prickly exterior.

Tirana – Rebecca has found Tirana to be an entertaining companion, full of stories and poems from history – Rebecca particularly likes the stories about Huma Dragonbane, the famous Solamnic Knight from the Age of Dreams. Tirana is a follower of the Herald, Ansalon's greatest and most mysterious bard, who motivates the free peoples to fight against chaos and evil with his songs and tales of past glories.

Davyd Clayton

Civilised Human, Solamnic Auxiliary Sorcerer

Agility: 5D

Dexterity: 7D

Endurance: 6D

Strength: 5D

Reason: 9A (81)

Perception: 5C

Spirit: 7C

Presence: 6B

Damage: +2 (Quarterstaff), +2 (Sling)

Defense: -1 (Padded Silk)

Background

Quests: 5

Reputation: Adventurer

Hand: 4

Wealth: 4

Social Status: Tradesman

Davyd comes from Palanthis, where he once worked in his father's shop. His father was a low-level wizard who sold spells and spell components. As his father was good friends with the Knights of Solamnia, Davvyd spent some of his childhood with Rebecca Ehrling, when she came to Palanthis. When the Dark Knights took Palanthis, Davvyd and his father were framed for a crime they did not commit. The Knights of Solamnia rescued them from prison but in the escape attempt his father was killed. Needing to escape from Palanthis Davvyd came to Castle Uth Wistan on Sancrist Isle, and has dedicated himself to the cause of the Solamnics. Whilst there he has renewed his love for the knight Rebecca, the daughter of Sir Liam Ehrling, Grand Master of the Knights of Solamnia. Davvyd has put himself forward to accompany Rebecca on a mission to retrieve a powerful artefact, the sword Chaos Reaver, from the Tower of Magus, a ruined wizard's tower on the Isle of Cristyne. The sword is reputed to have powers to combat the chaos creatures that plague the isles of Nostar and Enstar to the south. Teamed with Tirana the half-elf who discovered the whereabouts of the sword, and Rebecca, he set sail for the misty isle of Cristyne. There, the knight-commander, Sir Daniel of Merwick, introduced them to the rest of the party, two Kagonesti elves (Crow and Wolf) and a half-Kagonesti (Kithas), who knew the isle of Cristyne well and would lead them to the Tower of Magus. Provided with mounts and supplies by the Merwick Circle, the party have travelled without incident for three days across the eastern plains of Cristyne towards the spine of mountains where the tower lies.

Race and Role Advantages and Disadvantages

Special Abilities/Limitations:

Schools of Sorcery: Geomancy (affects rock and stone), Summoning (teleportation and summoning), Transmutation (manipulates and transforms non-living matter – can only be used with other schools)

Favourite spells:

- **Stonesculpt** – Over a few minutes, Davvyd concentrates on sinking his hands into stone to mould it like wet clay – creating a hole in a wall for example.
- **Wall Of Stone** – Davvyd instantly summons a 10 foot by 10 foot wall of stone for protection.

- **Teleport** – After a short arcane ritual, Davvyd instantly teleports a group of people to another point within his sight.

Roleplaying

Nature: Meticulous and Resourceful (2 of Arrows, Tanis Half-Elven, White Aura)

Demeanour: Honourable and Grandiose (4 of Hearts, Vinas Solamnus, Red Aura)

Davvyd has fully taken on the Solamnic adage ‘Est Sularus oth Mithas’ – My honour is my life. He has vowed to help the poor, the oppressed and the needy, and is not above lecturing someone on the finer points of morality. A trait he picked up from his father is that if a job is worth doing, it’s worth doing well. He likes to be well prepared for all eventualities and can sometimes be a bit too careful. At other times, this trait can be a life-saver. In his behaviour, Davvyd is a shining example of honour, virtue and chivalry – sometimes this selflessness threatens to deny his own desires though. Davvyd shows great bitterness and contempt towards the Knights of Takhisis due to his history with them. Davvyd will portray any emotion he feels in a forthright manner, except for his love for Rebecca, which he hides.

The Other Heroes

Rebecca – Rebecca Ehrling is the daughter of the Grand Master of the Knights of Solamnia, and a knight herself. Rebecca was Davvyd’s childhood sweetheart. Having to follow different paths in their life tore them apart but now, for the first time in years, they find themselves together again. Though Davvyd respects Rebecca as his leader on this mission, he finds it hard to hide the love he still feels for her. He is concerned that she will reject him. He will protect her any way he can, even with his life.

Crow – Davvyd is fascinated with this enigmatic Kagonesti shaman. Possessing the powers of mysticism and sorcery, the elf’s mystery is enhanced by his totally black eyes. He would like to speak with the Kagonesti about his magic.

Wolf – Bemused by his tight-lipped attitude and uncanny knack for finding the right trail, Davvyd is also somewhat awed by the Kagonesti woodsman’s physical prowess.

Kithas – Davvyd feels that this handsome half-Kagonesti warrior is a threat to his budding relationship with Rebecca. His cocky comments and attempted ‘good deeds’ have irritated Davvyd, but he tries to smother his irritation with a cool politeness.

Tirana – An entertaining companion, this half-Qualinesti is a follower of the great bard, the Herald. Davvyd feels she may have sorcerous potential and encourages her to develop her natural ability, but she

seems too wrapped up in the past and her ancient legends of past heroes.

Crow

Kagonesti Elf, Kagonesti Shaman

Agility: 6X

Dexterity: 6B

Endurance: 5D

Strength: 5D

Reason: 7B (49)

Perception: 6B

Spirit: 9A (81)

Presence: 6B

Damage: +2 (Kagonesti Mallet), +2 (Self Bow)

Defense: -2 (Leather Hide)

Background

Quests: 5

Reputation: Adventurer

Hand: 4

Wealth: 3

Social Status: Commoner

Crow grew up on the island of Nostar in the Southern Sirrion Sea. At the point that Crow went on his vision quest to complete his training to become a shaman for his tribe, the god Chaos came to Ansalon. In his visions, as he lay deep within a cave structure beneath Nostar, Crow saw the shadow and frost wights that Chaos let loose upon the isles decimate his tribe. At least, Crow thinks they did, since once they had been killed by the wights, he lost all memory of them ever having existed. When he returned to the surface, all he found were the empty tents where the tribe had once lived. His only reminder of the horrendous visions of his tribe’s death was that his eyes had turned completely black. Fleeing the plague of wights, Crow came to the misty isle of Cristyne, where he joined a new tribe, formed from refugees from Enstar, Nostar and the white dragon Gellidus’ realm on Southern Ergoth. The tribe has become known as the Tribe of the Lost. Still looking to reclaim his homeland and wreak vengeance on the wights that infest it, Crow learnt of a quest to retrieve a powerful artefact from a ruined wizard’s tower, the Tower of Magus, in the north of Cristyne. The quest was being organised by the Knights of Solamnia. He travelled to Merwick on the east coast with his companions, Wolf (a Kagonesti Yeoman) and Kithas (a half-Kagonesti Warrior-Mystic). There he met the leader of the quest, a Knight of Solamnia, Rebecca Ehrling, and her companions, a Solamnic Auxiliary Sorcerer named Davvyd, and Tirana, a half-Qualinesti. Tirana is a bard who had discovered documents in a library hinting at the location of the artefact in the wizard’s tower. The sword is reputed to have the power to combat chaos creatures. Provided with mounts and supplies by the Merwick

Circle, the party have travelled without incident for three days across the eastern plains of Cristyne towards the spine of mountains where the tower lies.

Race and Role Advantages and Disadvantages

Actions that are always trump:

- Animism spells
- Any missile attack using his self bow
- Any Perception action in a forest
- Any attempt to move quietly or remain unseen in a forest
- Any Perception action involving sight

Actions that are never trump:

- Any Presence action when dealing with non-Kagonesti (except to resist mysticism)

Other Special Abilities/Limitations:

- +3 to any Presence action to influence animals
- -3 to Presence actions with Silvanesti elves
- -2 to Presence actions with Qualinesti elves

School of Sorcery: Aeromancy (affects air).

Spheres of Mysticism: Animism (communicate, detect and control animals and plants), Alteration (change shape and looks), Healing (returns cards to the wounded)

Favourite spells:

- **Crowshift** – After performing a strange shamanic ritual which often takes the best part of an hour, Crow's body sprouts black feathers and he shapeshifts into a crow.
- **Heal** – Crows short healing ritual draws upon the magic of the heart to aid others in pain (heals 4 cards back to any hero or animal).
- **Crowtalk** – Crow has the ability to hold brief conversations with crows when he concentrates briefly.
- **Fly** – Crow is instantly able to summon a gust of wind to lift him briefly into the air.

Roleplaying

Nature: Resolute and Stout-hearted (2 of Helms, Flint Forge, White Aura)

Demeanour: Enigmatic and Introspective (5 of Moons, The Shadow Sorcerer, Red Aura)

Crow is determined to regain his homeland, and is prepared to work with nearly anybody to achieve his goals - unusual for the isolationist Kagonesti. Crow generally comes over as being fairly serious. He seeks to help people with the inner wisdom he has discovered – this may be using his healing ability or by offering a gem of information, thought or advice which he believes the person needs to hear, however painful. He is not cruel or sarcastic in these comments, only seeking to enable the

person to understand themselves or their situation. The only problem is that often people don't wish to hear what he has to say or don't understand the depth of his comment. Crow obviously harbours a deep hatred for all chaos creatures, but not to the point of reckless attack – it is a hatred brewed slowly over the last thirty years.

The Other Heroes

Rebecca – Crow acknowledges the leadership of this Knight of Solamnia on their quest for the sword. He also sees her desire for power and that she can be a little too concerned with worldly power at times, and he subtly attempts to help the knight to look inside herself for the means to overcome these minor faults.

Davvyd – Though a powerful sorcerer, Davvyd is a human and prone to quick emotions. Perhaps his hidden love for Rebecca may teach him to stabilise and cease to be so forthright in his views and feelings.

Wolf – A solid Kagonesti woodsman, a friend and a person to trust with your life, Wolf knows Cristyne like the back of his hand. Crow suspects that Wolf hides things from his past, even with his friends.

Kithas – Crow is bemused by the roguish pretence that this half-Kagonesti warrior-mystic presents to the world. Why he hides his essentially good nature is a mystery even Crow has not figured out yet.

Tirana – This half-Qualinesti is a follower of the famous bard, the Herald, who travels the face of Ansalon, telling tales of heroes fighting injustice. This appeals to Crow and he enjoys the company of Tirana, even though she is partly Qualinesti.

Wolf

Kagonesti Elf, Yeoman

Agility: 8D

Dexterity: 8A

Endurance: 7D

Strength: 5B

Reason: 5D

Perception: 8A

Spirit: 5C

Presence: 4D

Damage: +4 (Kagonesti War Club), +4 (Long Bow)

Defense: -2 (Leather Hide, Buckler)

Background

Quests: 6

Reputation: Adventurer

Hand: 4

Wealth: 2

Social Status: Peasant

Wolf grew up on the isle of Southern Ergoth knowing the forests like the back of his hand. When the white dragon Gellidus invaded the island and turned his homeland to an icy arctic waste, Wolf worked with the

rebels to fight against the dragon overlord and his minions. An attempt to infiltrate one of Gellidus's strongholds left his companions dead and the attention of the mighty dragon focused on him. Wolf therefore decided to visit the misty isle of Cristyne where he met up with Crow, a Kagonesti shaman, and Kithas Owlbear, a half-Kagonesti Warrior-Mystic, members of the Tribe of the Lost, refugees from the isles to the South. He proceeded to explore Cristyne as thoroughly as possible, seeing the possibilities of centring a rebel base on the island. Meanwhile, he learnt of the Solamnic Knights' circle at Merwick and thought to look into the possibilities of gaining the support of the powerful knights in his fight against Gellidus. When Kithas and Crow told him about the quest for a powerful magical sword, Chaos Reaver, fronted by the Solamnics, Wolf saw his chance to gain the notice of the knights. He is also able to help his friends and hopes that the sword can be used to help the Solamnics fight Gellidus, though he understands the sword is thought to have the power to fight creatures of Chaos. Wolf travelled with Crow and Kithas to Merwick, where he met the leader of the quest, a Knight of Solamnia, Rebecca Ehrling. She was accompanied by two companions, a Solamnic Auxiliary Sorcerer named Davvyd, and Tirana, a half-Qualinesti who had discovered documents in a library hinting at the location of the artefact – a ruined wizard's tower, The Tower of Magus, which Wolf came across in his exploration of the isle previously. Provided with mounts and supplies by the Merwick Circle, the party have travelled without incident for three days across the eastern plains of Cristyne towards the spine of mountains where the tower lies that reputedly holds the sword. Wolf guides the party through the land.

Race and Role Advantages and Disadvantages

Actions that are always trump:

- Any action to avoid or gain surprise outdoors
- Any Reason or Perception action to follow a creature's trail outdoors
- Any missile attack using his long bow
- Any Perception action in a forest
- Any attempt to move quietly or remain unseen in a forest
- Any Perception action involving sight, hearing or smell

Actions that are never trump:

- Any Presence action when dealing with non-Kagonesti (except to resist mysticism)

Other Special Abilities/Limitations:

- -3 to all actions indoors or underground
- -3 to Presence actions with Silvanesti elves
- -2 to Presence actions with Qualinesti elves

Roleplaying

Nature: Capable and Stubborn (4 of Shields, Gilthanas, Red Aura)

Demeanour: Tight-lipped and Confident (3 of Shields, Linsha Majere, White Aura)

After years of stealthy rebellion, Wolf has developed a hard-edged attitude towards people and life in general. He values his independence but acknowledges his need for help in his struggle against Gellidus. He enjoys flaunting his knowledge of outdoor survival techniques. He acts and speaks with an air of confidence, careful to hide the despair that sometimes settles on him. He seeks to impress those around him with his physical abilities and considers those unused to the outdoor life as inferior. He intensely dislikes giving up or backing down from a confrontation. He feels he must constantly boost his sense of purpose, as he fears that the despair he sometimes feels may become permanent and stop his crusade against Gellidus.

The Other Heroes

Rebecca – Intent on proving his capability to this Knight of Solamnia, he fully accepts her leadership on this quest. He admires her strength of character and seeks to gain her favour and so further his aim to encourage the Knights to focus on Gellidus as their prime target in their campaign against the dragon overlords.

Davvyd – This human sorcerer is too caught up in his magic to see the harsh reality of life. He may be useful in the war against Gellidus due to his powerful spells, so Wolf treats him with cool respect, even during some of his more pompous moments.

Crow – A staunch ally, Crow has taught Wolf a thing or three about focussing one's emotions over a period of time. Some of what Crow says goes straight over Wolf's head and his totally black eyes still make him uneasy, but the Kagonesti shaman has come through for him too many times in the past for any distrust to remain.

Kithas – A strong warrior and friend, the half-Kagonesti makes Wolf laugh with his outrageous comments, and smile with his true good nature – both unusual things for Wolf to do.

Tirana – A historian and follower of the famous bard, the Herald, this half-Qualinesti has her work cut out to impress Wolf – certainly her pointless stories and constant good humour have not worked so far. If she can earn her name in the quest to come, Wolf may find some grudging respect for her.

Kithas Owlbear

Half-Kagonesti Elf, Warrior-Mystic

Agility: 6B

Dexterity: 5C

Endurance: 8C

Strength: 8B

Reason: 4D

Perception: 5B

Spirit: 7B (49)

Presence: 7C

Damage: +8 (Morningstar), +3 (Light Crossbow)

Defense: -6 (Chain Mail, Target)

Background

Quests: 4

Reputation: Adventurer

Hand: 4

Wealth: 3

Social Status: Commoner

The son of a Solamnic Knight and a Kagonesti elf, Kithas Owlbear has learned to adapt to two cultures. Brought up by his father at the Solamnic circle of Merwick in the east of the misty isle of Cristyne, Kithas sought out his estranged mother in the forests to the west when he was old enough. There he met Crow, a Kagonesti shaman of the Tribe of the Lost, refugees from the isles to the south that had been devastated by the attacks of Chaos Wights. They became firm friends. Later he also befriended Wolf, a Kagonesti woodsman, escaped from the white dragon's realm on Southern Ergoth. When he recently returned to see his father in Merwick, Kithas learned of a quest for a powerful sword, led by a Solamnic Knight from Sancrist. The artefact, named Chaos Reaver, was thought to lie in a ruined wizard's tower, the Tower of Magus, in the north of Cristyne and was reputed to be capable of defeating Chaos creatures. The quest was being organised by the Knights of Solamnia. Enlisting the aid of his two friends, Kithas returned to Merwick. There he met the leader of the quest, the Knight of Solamnia Rebecca Ehrling, and her companions, a Solamnic Auxiliary Sorcerer named Davvyd, and Tirana, a half-Qualinesti who had discovered documents in a library hinting at the location of the artefact. Provided with mounts and supplies by the Merwick Circle, the party have travelled without incident for three days across the eastern plains of Cristyne towards the spine of mountains where the tower lies.

Race and Role Advantages and Disadvantages

Actions that are always trump:

- Any spell used in combat aimed at hindering or damaging the enemy, or enhancing attacks against the enemy, as long as the spell is used at near missile range or closer

- Any attack at melee or personal range if unarmed, unarmoured and shieldless
- Any Perception action in a forest
- Any Perception action requiring touch

Actions that are never trump:

- Any attack action at far missile range or further, even spells
- Any Presence action involving elves (except to resist mysticism)

Other Special Abilities/Limitations:

Sphere of Mysticism: Channeling (increases or reduces physical ability scores)

Favourite spell:

- **Ogre Strength** – By drawing on his innate power, Kithas takes a few minutes to channel his power into creating bulging muscles if he knows he is about to go into battle (increases strength by 5 points).

Roleplaying

Nature: Honest and Kind (2 of Hearts, Jasper Fireforge, White Aura)

Demeanour: Roguish and Cynical (8 of Shields, Rig Mer-Krel, Black Aura)

Kithas has never been fully accepted by either the human or elven cultures that he has lived around. This has not made him bitter, though at times his amusing sarcastic comments might lead one to think he was. It's just that he has seen the bad side of both cultures and is not one to be easily fooled by pretence. Underneath his somewhat nonchalant exterior is a kind-hearted person who has empathy for the downtrodden and rejected. He's too embarrassed by this side of his personality to let it be widely known, so he cultivates the image of a cynical rogue to cover himself. However, friends will sometimes find kind deeds done out of the blue – if suspected, Kithas will deny any involvement or give an amusing reason why it was actually a selfish act. His only downfall is his infatuation with the opposite sex – he just can't resist the temptation to flirt and show off, and with his good looks things often develop a bit more quickly than he expects.

The Other Heroes

Rebecca – Attractive for a human, this Knight of Solamnia has strongly resisted all Kithas' attempts to charm her. He hasn't given up yet, but he respects the strength of character and leadership skills the woman shows.

Davvyd – The cool façade of this Solamnic sorcerer doesn't fool Kithas. Underneath he's a boiling pot of emotion and Kithas is going to find out why – probably the hard way. It may be that Kithas can help bring a bit of fun and cheer into Davvyd's too-ordered life.

Crow – This strange Kagonesti shaman has taught Kithas everything he always wanted to know about the culture of his mother. Despite his completely black eyes, Kithas has learnt to trust the mystic with his life.

Wolf – If Crow taught Kithas about Kagonesti culture, the Kagonesti woodsman Wolf taught Kithas about Kagonesti survival techniques. If anything, Kithas found this even more invaluable, and he views Wolf as the closest person to being a brother he could have.

Tirana – Though a Qualinesti half-elf, Kithas feels drawn to this dreamer and weaver of tales long forgotten and is impressed that she has learnt her trade from the greatest of all bards, the Herald. He aches to be the hero of one of Tirana's legends. Perhaps it takes a half-elf to truly understand a half-elf for Kithas feels Tirana responds to his flirting, and perhaps he just might take things further.

Tirana (Tiranthalasa Wanderer)

Half-Qualinesti Elf, Keeper of the Word

Agility: 5D

Dexterity: 7B

Endurance: 7X

Strength: 4B

Reason: 8C

Perception: 5C

Spirit: 7B (49)

Presence: 7C

Damage: +3 (Sorix, +2 to climbing actions), +4 (Staff Sling)

Defense: -3 (Padded Silk, Kite)

Background

Quests: 6

Reputation: Adventurer

Hand: 4

Wealth: 8

Social Status: Nobility

Tirana is the illegitimate daughter of a cousin of Porthios, exiled ruler of the Qualinesti. Having a human father led Tirana to quickly seek her own way in the world, half-elves being looked down on in Qualinesti culture. Whilst travelling across Ansalon, Tirana was privileged to attend a performance by the greatest bard on Krynn, the Herald. The Herald approached her after his performance and asked her to travel with him for a time. These were the happiest days of her life and she fell in love with the tales of ancient legends the Herald told. Tirana was also awed by the way in which the Herald seemed to have one of these legends to tell people at just the right time, to motivate them to fight against the dragon overlords and creatures of chaos. It was one such tale of a sword named Chaos Reaver, forged in the ancient dwarven city of Kal-Thax, that led her to the library of Castle Uth Wistan on Sancrist Isle, the

headquarters of the Knights of Solamnia. The Herald had told her that the library may hold more information on the sword Chaos Reaver, and Tirana was not disappointed (see attached excerpts for details). When Sir Liam Ehrling, the Grand Master of the Knights of Solamnia, was able to send only his daughter, the Knight Rebecca Ehrling, and an auxiliary sorcerer named Davvyd Clayton in search of the sword, Tirana decided to join the quest to retrieve the artefact. Together, they set sail for the misty isle of Cristyne, intent on the wizard's tower where the sword may lie. There, the knight-commander, Sir Daniel of Merwick, introduced them to the rest of the party, two Kagonesti elves (Crow and Wolf) and a half-Kagonesti (Kithas), who knew the isle of Cristyne well and would lead them to the Tower of Magus. Provided with mounts and supplies by the Merwick Circle, the party have travelled without incident for three days across the eastern plains of Cristyne towards the spine of mountains where the tower lies.

Race and Role Advantages and Disadvantages

Actions that are always trump:

- Any Presence action to perform before a formal audience

Other Special Abilities/Limitations:

- Knowledge of obscure information in her area of expertise (the Age of Light 4000-2000 P.C.)
- May perform a Reason action to remember useful knowledge from history in regard to any difficulty the party finds themselves
- Ability to enthrall an audience with a Presence (Perception) action with varying difficulty levels depending on the circumstances.
- Compulsive desire to perform in a social setting (round the campfire, in an inn, etc). Must succeed at a challenging Reason action in order to refrain.

Sphere of Mysticism: Sensitivity (affects the aura and emotions of living beings)

Favourite spell:

- **Read Aura:** Tirana is able to sense the aura of a person she takes a few moments to study. She gets a general understanding of the nature of the person and their emotions of the moment.

Roleplaying

Nature: Studious and Methodical (4 of Orbs, Astinus of Palanthas, Red Aura)

Demeanour: Gregarious and Optimistic (2 of Shields, Usha Majere, White Aura)

Tirana loves research and has a special interest in the ancient legends of Ansalon, particularly the Age of Light (4000-2000 P.C.). She believes that history has a lesson to teach us about the future and uses extracts of her

knowledge to relate to things that are happening now, both around her personally and on the whole of Ansalon. Having been a student of the great bard, the Herald, she uses stories to encourage people to fight against the dragon overlords and chaos creatures that have blighted the face of Ansalon. She enjoys the company of others and always has a tale or a song for the campfire or in an inn. She likes to gain news of what is happening elsewhere, and will question strangers voraciously for gossip and knowledge, particularly if they know any old stories. Though she is a light-hearted person, she uses her magical ability in Sensitivity to sense if there are any people with evil intentions before opening up to express her true feelings about the fight for freedom and peace.

The Other Heroes

Rebecca – Tirana admires this hardy Knight of Solamnia. She feels that if anybody will see this quest through it is Rebecca and, as the only other woman in the party, seeks to support Rebecca's position as leader of the group.

Davyd – Tirana finds Davvyd a bit of a stick-in-the-mud. Though she admires his sense of duty, and his dedication to magical research and experimentation is exemplary, she feels he should have more fun. Perhaps if he were to understand where the infamous mages of the past went wrong, he would loosen up a bit.

Crow – Despite his strange black eyes, the Kagonesti shaman seems to have a true heart. Tirana finds his enigmatic sayings interesting and seeks to record some for use in her tales of more obscure legends.

Wolf – Tirana feels that this Kagonesti woodsman has a secret to hide. She feels he may be working for the resistance against the Dragonlords, and is concerned about his ulterior motives for going on this quest. She gently tries to figure out more about this intriguing elf.

Kithas – This handsome half-Kagonesti warrior hides a golden heart behind a façade of roguish charm. Tirana understands the pain that comes with being a half-elf and responds warmly to Kithas. She seeks to penetrate the mask of cynicism and get to the beauty and the pain that Kithas hides from the world – perhaps she can heal him emotionally.

APPENDIX C: HANDOUTS

Tirana's Letter To Sir Liam Ehrling – Tirana's Copy

Dear Sir Liam,

I am writing to you on an urgent matter, which may help the islands of Nostar and Enstar in the Southern Serrion Sea combat the chaos creatures which have plagued those lands, and others on the continent of Ansalon. The information I have discovered stems from my research here at the library. I quote the excerpts that summarise my findings below - I trust that this knowledge will motivate you to send a band of knights in search of the artefact, which I believe lies in the ruined Tower of Magus on the isle of Cristyne.

From the Prophecies Of Darshalithien, Elven Seeress, Age of Light (ca.4000 P.C.)

"...and you shall know the time by these signs: Three moons will become one, the sea will turn to fire, the very land will dance to the song of the five..."

"...shadow and ice will live yet not live, their touch will destroy memory and only the scion sword from the wizards tower on the misty isle will touch their evil..."

From the writings of Chisel Loremaster (date unknown, possibly ca. 2500 P.C.)

"A great sword was forged by the Scions in an attempt to wrest the chaos stone from the now-mad Gargath and destroy the evil that lay within. Blessed by the gods of magic, the hilt of the sword was encased in white gold, the handguard was of ruby and the blade was of black steel."

From the self-penned 'Travels of Martel Sanctus' (ca. 358 AC.) - Chapter Five - Cristyne

" In my search for the holy pool, I came across a wrinkle-faced shepherd in the foothills of the northern mountains. He told me a far-fetched tale that the home of the white-robed wizard, Magus, actually lay within the mountains, which rose to our west. Magus was apparently a wizard who spent his life looking for a magical sword and the shepherd insisted that the sword lay hidden within the wizard's tower. Two days later, whilst crossing the mountains, I came across an old tower seated high on the crest of a craggy rock in the high meadows. I spent the night in the tower sheltering from a sudden snowstorm. The place seemed deserted - certainly no-one had lived there for years, though the strange tubes of glass and chemical smells spoke of it once having been a wizard's home. Though I looked throughout the tower there was no sign of a sword, magical or otherwise, and the following morning I continued on my quest into the forests of the west."

Awaiting your reply. May the Herald tell of your deeds.

Tiranthalas Wanderer

Excerpts From the Diary of Magus

Twenty-third day of H'rarmont, 287AC

Oh, most holy Paladine! Please do not let this dark vision of the future be true. The possibility of these creatures of chaos being loosed upon the earth is nearly too much for me to bear, the horror still clear in my mind. I saw that the only way to save Krynn from this ghastly fate was the sword. I must make it my sworn duty to find the weapon. I saw it in the mists - perhaps the misty isle of Cristyne is the place to base my search.

Third day of Chismont, 290AC

My conversation with the Silvanesti mage, Ladine, has led me to believe that the Tower at Daltigoth was displaced into another dimension, not destroyed to save it from the Istarian mobs, as I previously believed. It seems possible that the sword may once have resided in the tower at Daltigoth and may still be there, but I know of no means of accessing this other dimension.

Fifteenth day of Mishamont, 302AC

Yesterday, I met with a strange golden-skinned dwarf who appeared most suddenly in my tower. He introduced himself as the Scion, Milgas Kadwar. He informed me he had been looking for the sword, which he called Chaos Reaver, for many years as well. He gave me an obsidian torc, engraved with an elven name or word, which he believed might have some relation to the sword. In return, I shared with him the knowledge I have discovered so far. He wished me luck and said that he would write me a letter including everything he knew of the sword, before he mysteriously disappeared.

{At this point the letter that followed from Milgas Kadwar is inserted into the diary}

Thirtieth day of Bran, 308AC

At last! The final piece of the puzzle has fallen into place. My visit to Palanthas unearthed a strange parchment, relatively recent in origin, of unknown author. It details the location of the Gate that I believe leads to the Tower of Daltigoth and the sword itself. I must hire adventurers to help me reach the pyramid. I will bring the sword that will be our saviour back into the world once more. The torc must remain here - I have the power word etched in my mind - I assume it must be the word that activates the Gate.

{A parchment matching the description in the diary is located in the back page. There are no further entries in the diary after this }

Letter from the Scion Milgas Kadwar to Magus

To Magus, Wizard of the White Robes
Seventh Day of Damp-Chisel, 302 A.C.

You asked for my help in retrieving the lost sword Chaos Reaver. I can only tell you my story to help you in your quest -

In a time long past, to the moon I climbed. You may scoff! But it was a time of dreams and legends. Reorx himself came to me, looking for help to retrieve a valuable gem from the red moon Lunitari - me, the lowest of the Smiths! Reorx helped me to build a divine machine that created a ladder to climb into the sky. When I reached the surface of the moon, through luck I stole the gem, but on the way down I dropped it - down, down to the surface of Krynn. Ah! But this was the infamous Greygem, which housed the god Chaos, and the gem travelled across the face of Ansalon, cruelly mutating the races of Krynn. Indeed, when the mobs turned upon me to punish me, the gem aided my escape by turning me into the form you have seen - a Scion. I made a vow to myself - stop the chaos, this evil - destroy the Greygem. I gave my life to this vow, but have failed until now.

The prophecies tell that creatures of chaos will soon walk upon the face of Krynn - nightmarish Daemon Warriors, Dragons of fire, undead wights forged from frost and shadow, as in your vision. I believe the Greygem will have a hand in this.

Back in the days when the human lord, Gargath, thought he had captured the Greygem I and my brethren forged a sword, imbued with the divine essence of the gods of magic, in order to destroy the stone. The stone evaded our grasp, disappearing somewhere in the northern isles of the Serrion Sea. However, I took the sword and the magical stones Spellbinder and Pathfinder from Gargath's destroyed stronghold to the gnomes on Sancrist, where the gems were set into the hilt of the sword. I then took the sword to Silvanesti where elven enchantments were worked upon it and it gained its name - Morithilien or Chaos Reaver. Finally, I took it to its place in the High Tower of Sorcery at Daltigoth. As the Greygem had disappeared in the west I left the sword in the most westerly of the High Towers of Sorcery - Daltigoth - to await the return of the gem. When the tower was destroyed just before the Cataclysm, the sword was lost.

Have faith that you will find the sword - it is the hope for the future
Milgas Kadwar

From 'The Ruins of Baleph'

...In the south-west of Cristyne lie the ancient ruins of Baleph, Baleph was once an ancient elven community, built in the beginnings of time, when ogres were beautiful and wisely ruled the land, before they turned to evil...

...in the centre of the now ruined settlement stands a flat-topped obsidian pyramid, the tomb of a powerful elven wizard...

...it is said that buried with the wizard is a mirror of black obsidian, and that those with the power of magic can open a Gate to another dimension through the mirror. The sorcerer need only learn the word of power to open the Gate...

...the word is etched into an obsidian torc of mysterious power...

...if rumours are true, the Gate leads to the ghost of the Tower of High Sorcery, which may have a presence in the spirit world after its destruction at the hands of the Istarian mobs..."

Runes of the Obsidian Tomb

પહ, હમવઈ લાવઈદ ઠઉઈતલય ।ન તહઈ ફકજફાદા

We, the elves of Baleph, have lived quietly in the south west of Cristyne for many centuries. As time

કદજફલકસદજફલસલસલસાસલ, મઈ।દલ્લકમનક્સક્ષદાદક્ષલસલસાદદ

went by, the Towers of High Sorcery were built and a mage named Nuitariel from this settlement became

૦૯૨૩૮૭૪૦૨૩લકસદલ. દકદલક્ષયવલ, કક્ષઝ. વચ લવ મ ઝ ; ઝમચ

a leading member of the tower at Daltigoth on Southern Ergoth. In order to reduce travel time between his

જહફલઈદદદલકદદસલલસસ૦પસદલસપ૦સ૦સપદલસ. દદ્યપદ્યલ

two homes he created an obsidian mirror, which could transport him between the two places. When the

જહફઉાઈનદાદલ।૩કક૩ દદદ દદદદદ દદદદદલસ

Wizards of Daltigoth sent the real tower into another dimension to save it from the Istarian mobs before

જકદજપદાદદમદલ્લ૯૩૨૨૩૦સચલદ્વેદદદદપપદમદફદલ્લનદસક

the First Cataclysm, the mirror remained the only link between the displaced tower and the material

જલકદદદપદલદમનદાદાદદલલદલદદદદઉરકમસક્ષપદદજદન

plane. Nuitariel then returned on a permanent basis to Baleph. He was found to be practicing the evil art

જઉસદપદનદબક્ષાસપદઈ દલયઉદસલ્લમજ દહદલસલઈ

of necromancy by our elders and was condemned to death. As he died, Nuitariel laid a terrible curse upon

જકદાઈદમનજલ્લસ દ વદ્ય-૩જજનફ ચલક્ષલ ન કલક્ષપક્ષાદ

us, that we become undead shadows. In order to try and protect ourselves, we built this obsidian tomb to

જકજદાઈકજઈનઈકફદદમદસ કાયલસપદસદદાઈનફ ચ

hold back the dark elf's curse and surrounded his tomb with protective wards. However, the wards have

જકફદદદમન૩લ૩લ્લનબદમચાચલઈ૭જ૩લનજ રફકવચલ

failed to protect us from Nuitariel's curse and within a few months, my people slowly became undead

જકદલઈલ૩જ૩મનકદક્ષસલ્લ૯રજનફફલદ્યફદ્યદજચદમફલવગલ

shadows. Before I too fall to the dark elf's curse I warn and beg you not to disturb the spirit of Nuitariel,

૭૩હઈબદમદ દક્ષ ચકાયલઈ૦જ૩નર કદા

lest his evil be unleashed on the world once more.

APPENDIX D: NARRATOR'S INFORMATION

Morithelien, Chaos Reaver

The sword Chaos Reaver was made by the Scions in 3051 P.C. in the Smith kingdom of Kal-Thax. The Scions imbued it with the power of the three gods of magic when it was forged. The hilt is made from white gold, the handguard from ruby and the blade from black steel. The gods gave the sword the following powers:

- +8 to attack actions and damage
- +8 to defence actions
- Automatic trump bonus to any spell which attempts to destroy chaos creatures. This power can only be used by a Mystic with a Spirit Code of A, who has knowledge of the spheres of necromancy, channeling and spiritualism.
- Automatic trump bonus to any melee attack on a chaos creature.

After the siege of Gargath, the Scions found the two gems with which Gargath had captured the Greygem in the rubble of the castle. Pathfinder, an emerald, draws creatures of chaos towards it. Spellbinder, a ruby, brings order to chaos. The Scions had the gnomes of Sancrist set the gems into the sword's hilt. The gems give the sword the following powers over chaos creatures:

- Attract any creature of chaos in a mile radius to the wielder
- Trump bonus to any action to resist a chaos creature's Special Ability
- Hold a number of chaos creatures equal to a randomly drawn card at near missile range.

The Scions then took the sword to Silvanost where the following enchantments were laid upon it by the elves:

- Anyone with a nature *or* demeanour drawn from a card with a red or black aura is summoned six inches away from the sword if they try to pick it up in any way.
- Only people with a nature *and* demeanour drawn from a card with a white aura are able to pick the sword up.

Finally, the sword was brought to the High Tower of Sorcery at Daltigoth and remained there, unused, until just before the Cataclysm. In order to save the tower from the Kingpriest's mobs, the wizards cast a great spell to send the tower into the Grey. Chaos Reaver went with the tower. Unknown to even the wizards, there was a

secret means of entering the tower, a mirror of teleportation devised by an elven necromancer who had once been powerful within the tower. The mirror was placed in his crypt when he died. The mirror continued to give access to the tower even when it was sent to another dimension. Magus, after searching for the sword for most of his life, found the sword eventually in the tower in the Grey. Realising he was dying, Magus imbued his spirit in to the sword, which remains there still.

Magus, Artefact Spirit: *Undead*. Co N/A, Ph N/A, In 9, Es 8, Dmg N/A, Def N/A, also mentalism, necromancy, spiritualism, summoning, transmutation, enchantment.

Note: The sword has 81 spell points, which can be drained to fuel mystical spells from the spheres of necromancy and spiritualism only. Once the sword has only 20 spell points remaining, the sword's magical abilities cease to function. Its spell points regenerate at a rate of 1 spell point per week.

Tirana's Letter To Sir Liam Ehrling – Narrator's Copy

Dear Sir Liam,

I am writing to you on an urgent matter, which may help the islands of Nostar and Enstar in the Southern Sirrion Sea combat the chaos creatures which have plagued those lands, and others on the continent of Ansalon. The information I have discovered stems from my research here at the library. I quote the excerpts that summarise my findings below – I trust that this knowledge will motivate you to send a band of knights in search of the artefact, which I believe lies in the ruined Tower of Magus on the isle of Cristyne.

From the Prophecies Of Darshalithien, Elven Seeress, Age of Light (ca.4000 P.C.)

“...and you shall know the time by these signs: Three moons will become one, the sea will turn to fire, the very land will dance to the song of the five...”

“...shadow and ice will live yet not live, their touch will destroy memory and only the scion sword from the wizards tower on the misty isle will touch their evil...”

From the writings of Chisel Loremaster (date unknown, possibly ca. 2500 P.C.)

“A great sword was forged by the Scions in an attempt to wrest the chaos stone from the now-mad Gargath and destroy the evil that lay within. Blessed by the gods of magic, the hilt of the sword was encased in white gold, the handguard was of ruby and the blade was of black steel.”

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Awaiting your reply. May the Herald tell of your deeds.

Tiranthalas Wanderer

Heroes Statistics Table

Table 1 - **Heroes Statistics Table** below shows a summary of the heroes’ vital statistics.

	Rebecca	Davyd	Crow	Wolf	Kithas	Tirana
Agility	5B	5D	6X	8D	6B	5D
Dexterity	3C	7D	6B	8A	5C	7B
Endurance	8A	6D	5D	7D	8C	7X
Strength	8A	5D	5D	5B	8B	4D
Reason	6C	9A (81)	7B (49)	5D	4D	8C
Perception	5C	5C	6B	8A	5B	5C
Spirit	7C	7C	9A (81)	5C	7B (49)	7B (49)
Presence	8A	6B	6B	4D	7C	7C

Table 1 - Heroes Statistics Table

Magic And Favourite Spells of the Heroes

Davyd

Schools of Sorcery: Geomancy, Summoning, Transmutation

Stonesculpt – mould stone into any shape (Challenging, unopposed)

Wall Of Stone – summon a wall of stone for protection (Challenging, unopposed)

Teleport – move group of people across distance (Daunting, unopposed or opposed)

Crow

School of Sorcery: Aeromancy

Spheres of Mysticism: Animism, Alteration, Healing

Crowshift – shapeshift self into a crow (Challenging, unopposed)

Heal – heals 4 cards back (Average, unopposed)

Crowtalk – talk to the crows (Average, unopposed)

Fly – gust of wind can lift into air (Challenging, unopposed)

Kithas

Sphere of Mysticism: Channeling

Ogre Strength – increase Strength by 5 (Challenging, unopposed)

Tirana

Sphere of Mysticism: Sensitivity

Read Aura – detects emotions of target (Average, opposed by Essence of target)

Character Roster – Combat Tables

Table 2 - **Combat Statistics** below shows a summary of the details needed to run those characters in combat.

- Standard target numbers (**Difficulty + Opposition Ability**) for attack and counterattack (defence actions) at *Melee* and *Near Missile* range – the standard target number is the same for both. In the *Far Missile* column, the first figure should be used

for attack only, the second figure for counterattack. Note that NA = Not Applicable (where characters do not use missile weapons).

- In the *Damage* column, the first figure gives the opponent's **Physique Score** + **Damage Bonus** to give a total melee damage amount. The second figure gives the opponent's **Co-ordination Score** + **Damage Bonus** for a total missile damage amount. Note that NA = Not Applicable

- The *Defence* column gives the figure that must be taken from any damage a Hero inflicts on the character as per the normal rules.
- The *Damage Threshold* column gives the maximum damage a creature can take before falling unconscious.

	Melee	Near Missile	Far Missile	Damage	Defence	Damage Threshold
Worg	20	15	19/NA	17/NA	-2	12
	<i>Special Abilities: Acute sense of smell</i>					
Tassja Mooncoin	12	13	17/9	6/8	-2	4
	<i>Special Abilities: Alteration, Mentalism, Sensitivity, Missile Weapon</i>					
Daemon Warrior	20	17	21/NA	24/NA	-8	12
	<i>Special Abilities: Fear Aura, Immune to Mentalism, Poison and Normal Weapons</i>					
Shadow	18	14	18/NA	13/NA	-3	10
	<i>Special Abilities: Drain Strength, Immune to Mentalism, Poison and Cold</i>					
Wichtlin	24	13	17/NA	22/NA	-4	16
	<i>Special Abilities: Sorcery, Mysticism, Paralyze, Poison, Suggestion, Immune to Mentalism, Poison and Normal Weapons</i>					
Shadow Wight	23	14	18/NA	NA	NA	15
	<i>Special Abilities: Delude, Despair, Incorporeal, Nullify, Immune to Mentalism, Poison and Normal Weapons</i>					
White Spawn	17	14	18/10	16	-3	9
	<i>Special Abilities: Breath Attack (frigid air: 9 damage points), Sorcery (cryomancy), Death Throe (melts into a ten foot pool of frigid water that then hardens, trapping all standing in it for 10 minutes, at which point it evaporates)</i>					

Table 2 - Combat Statistics

APPENDIX E: MAPS

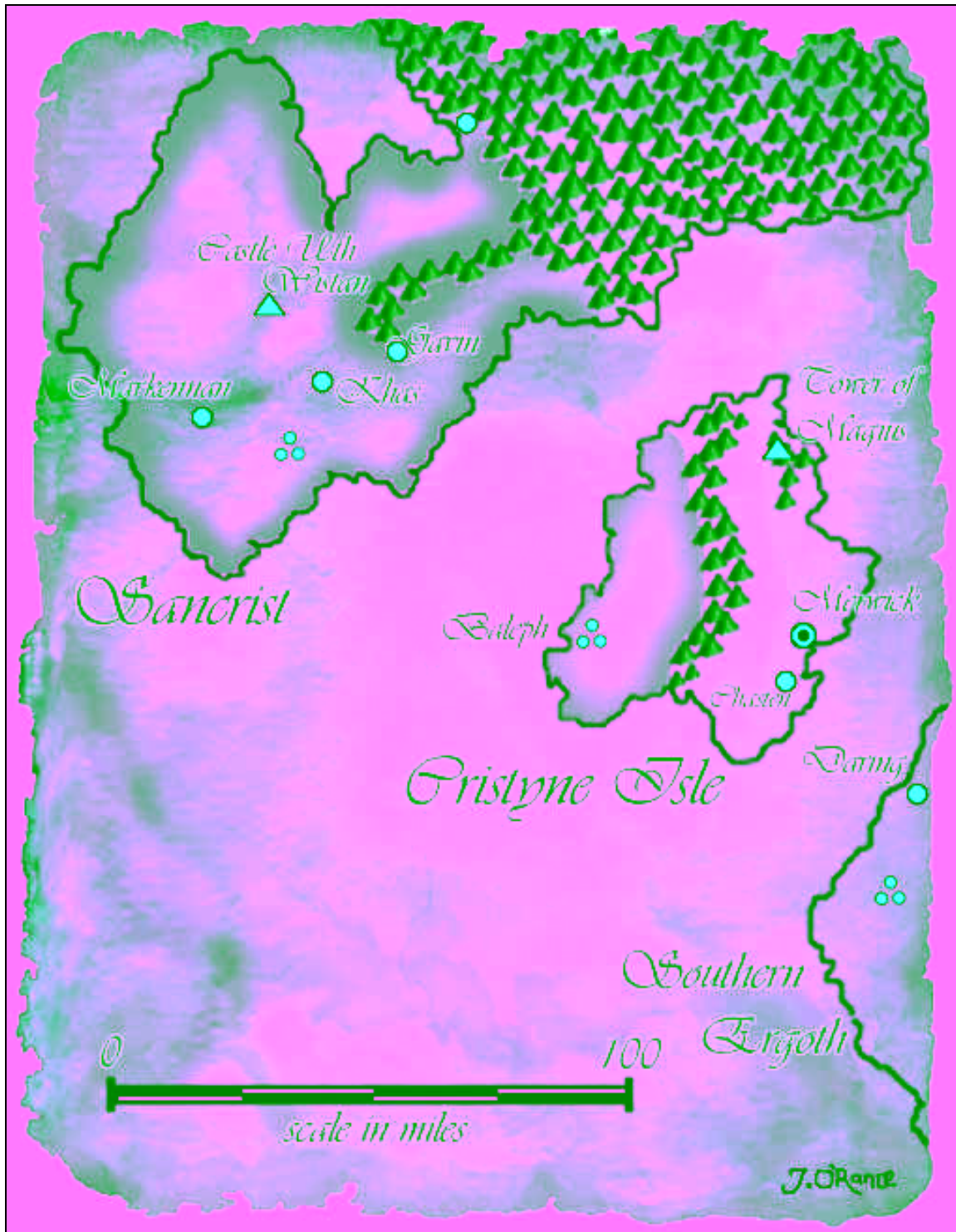


Figure 1 - Cristine and Environs