

They Who Make Trouble

Description and Cast

Whether or not the game starts with the PCs at the doorway into the dungeon, at some point they should realize that they are not the only ones who have discovered the location of Xallevyrx. In fact, they have a host of rivals—other adventurers intent on beating them to the choicest loot this subterranean lair still holds. These other adventurers have discovered a back way into Xallevyrx, through the natural caverns beneath it. If the PCs are not quick enough, these tomb-robbing opportunists will leave them nothing but monsters to discover.

As the PCs explore Xallevyrx, the dangers of the dungeon front will be triggered and they will join the rival adventurers in this front. If these rival adventurers aren't dealt with, they might even trigger some of these dangers themselves. Of course, they will probably not survive and even if they do, they are in no way prepared to deal with the consequences of their actions. Only the PCs can do that!

- Belrain Swordsinger, Elven sheriff of Westham.
- Glurni, son of Kâst, Dwarven mining engineer.
- Kirsha, wealthy sorceress.
- Penrose Wiyams, tomb robber.
- Supper Brown, priest of Melanoë.
- Velli Turinsdottir, graduate student and caver.

Custom Moves

When you **absorb a piece of wyrdstone...** (page 43).

Stakes

- Will Penrose Wiyams betray the PCs?
- Will the PCs make an ally of Belrain, or an enemy?
- Will Velli Turinsdottir find enough treasure to fund her research? Will she survive the terrors of Xallevyrx?

Dangers

Rival Adventurers

How many other enterprising scoundrels and would-be treasure-finders there are, and in what groups they organize themselves, is up to you. A number of example characters are described and you are free to invent more. These adventurers cause trouble all on their own, as their grim portents show, but they can also discover any of the dungeon front's dangers and cause them to become active. Survivors of such foolishness may even turn to the PCs for help, dragging them into the mess they made.

Type: Unholy ground (the forest is a cursed place).

Impulse: To sow discord and cause trouble.

GRIM PORTENTS

- Rival adventurers cause trouble in Westham without ever going to Xallevyrx.
- Rival dungeoneers recover treasure from Xallevyrx, take it back to town, and stir up trouble.
- The PCs find dead adventurers inside Xallevyrx.
- Belrain the Sword Singer comes after the adventurers exploring Xallevyrx, including the PCs.
- Rival adventurers recover pieces of wyrdstone, take them back to town, and stir up trouble.

Impending Doom: Rampant chaos (as the wyrdling curse spreads across the land).

Details:

This danger is described in detail on pages 28-41.

New classes for adventurers can be found on pages 92-108.

Unknown Dangers

Description and Cast

The secrets of Xallevyrx have lain hidden from all but a few for half a century. Now they are ready to escape. This underground structure was built on top of natural caverns that contain a crystal of great magical power—the wyrdstone. This stone, an intruder from another plane of existence, is the root of all that is supernatural in the Haunted Forest. It makes the dead rise from their graves to attack the living, and it warps the shape of all life that comes in contact with it. It feeds the mutant fungus that festers in the Unknown Wizard's laboratory. It sustains the undead he left behind. And just like a siren's call, it draws the goblins and the gravesleeping orcs to it, slowly but surely. Only the phasic spiders, themselves intruders from another plane, beware its power and seek to nullify its influence.

- Attack mushrooms.
- Dragonmarked goblins.
- Mutated zombies.
- Orcish gravesleepers.
- Phasic spiders.
- Sewn-up zombies.
- Spore stalkers.

Custom Moves

When you **find yourself covered in blight fungus...** (page 49).

Stakes

- Will the dead in the Haunted Forest be put to rest?
- Will the fungal blight cut off all access to Xallevyrx?
- Will the orcs manage to summon a dragon?

Dangers

Blight of Fungus

One of the Unknown Wizard's many experimental projects was the cultivation of specialized, magical fungus. He hoped to create a form of biological technology, perfectly suited to a subterranean environment, that only he could control. His creations have grown and died and fought with each other over the last half-century. For all that time, they have remained inside Xallevyrx, but if something should happen that would release them out into the world, they could spread like wildfire, choking off all other vegetation and making the countryside unliveable.

Type: Invasive species (use cursed places moves).

Impulse: To blanket the earth with itself.

GRIM PORTENTS

- Attack mushrooms and spore stalkers roam the halls of Xallevyrx.
- Carpets of mold creep out into the hallways of Xallevyrx and the caverns below.
- Attack mushrooms and spore stalkers roam the Haunted Forest.
- The creeping mold is unleashed upon the Haunted Forest.
- The fungal blight invades croplands and villages.
- The fungal blight invades Westham.

Impending Doom: Famine (as the fungus destroys any and all edible vegetation in and around the Haunted Forest).

Details:

The fungal threat is described in detail on pages 48-49.

Return of the Dragon Army

Though Lord Stefan claimed victory over the invaders, not all of the dragon's minions have been defeated. A force of goblins still lurks within the caverns below Xallevyrx, where they took refuge in the final days of the war. The orcs who were formerly their commanders sleep in graves outside of Xallevyrx for weeks or months at a time. They hate the sun, and do not venture far from their graves when they are awake, but they have discovered fissures in the walls of Xallevyrx caused by an earthquake and sometimes lurk within its halls when they catch the scent of adventurous human explorers. Once these graves are discovered, or the orcs and goblins encounter stiff resistance from armed humans, there is no going back to sleep and no more hiding—there can be only war.

Type: Wandering barbarians (horde).

Impulse: To bring war to the sunlovers.

GRIM PORTENTS

- Orcs rise from their graves and enter the dungeon, looking for humans to slay.
- Goblins venture out from the caverns below Xallevyrx to find out what is happening.
- The orcs reassume leadership of the goblins.
- Orcs and goblins swarm out of the dungeon to make war on nearby human settlements.
- The orcs perform ritual human sacrifice to summon a dragon.

Impending Doom: Tyranny (as the summoned dragon terrorizes the countryside).

Details:

These remnants of the Dragon Army are described in detail on pages 50-55.

Rise of the Undead

The leftovers from the Unknown Wizard's attempts at necromancy have been left as traps in the brick labyrinth, but they are not the only undead in Xallevyrx. Those servants that remained here when the end came have become undead mutants under the wyrdstone's influence. The phasic spiders have cocooned them in webs to keep them contained, but once the undead are stirred to action—when living, breathing adventurers disturb them—all of them spring into action, and the spiders are overwhelmed.

Type: Plague of the undead (horde).

Impulse: To swell the ranks of the dead.

GRIM PORTENTS

- Zombies escape from the brick labyrinth and wander the dungeon, attacking the living.
- Cocooned zombies escape from the phasic spiders and wander the caves below Xallevyrx, attacking the living.
- Phasic spiders attack those they hold responsible for freeing the zombies.
- The undead escape from Xallevyrx and make their way to Westham.
- The power of the phasic spiders to contain the wyrdstone's magic fails completely, and dead bodies in the Haunted Forest once again rise from their graves.

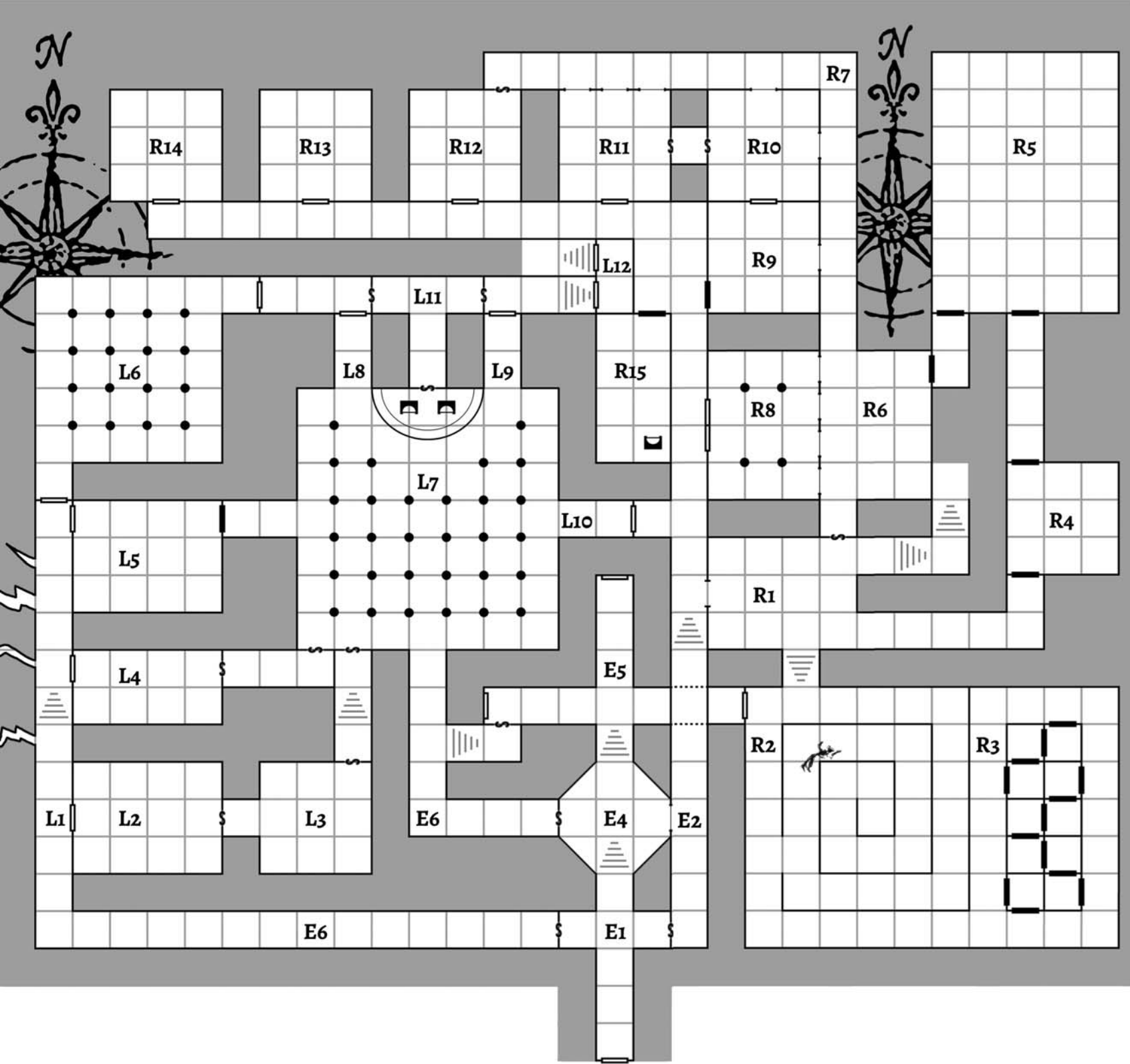
Impending Doom: Pestilence (as a plague of the living dead washes over Westham).













Details:

The undead are described in detail on pages 57-59.

Zarina the zombie is described on page 78.

The zombie king is described on page 80.



- # Key
- One square equals five feet.
-  DESTROYED ZOMBIE
 -  MIRRORED WINDOW
 -  PILLAR
 -  SOLID STONE
 -  STAIRS
 -  THRONE
 -  DOUBLE DOORS
 -  FALSE DOOR
 -  LOCKED DOOR
 -  OPEN DOORWAY
 -  SECRET DOOR
 -  UNLOCKED DOOR