

# L4

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Swords & Wizardry™ game

## Mini-dungeon Module L4

# The Bridgeway

by Matthew E Kline

**AN ADVENTURE FOR CHARACTER LEVELS 4-6**



*An orc warchief has gathered his forces near a mystical artifact capable of moving them anywhere in an instant. He must be stopped and his army routed before he gains control of the device.*

*The Bridgeway is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.*



Dungeons of  
Dazegoneby

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Writing, design, layout: Matthew E Kline  
The "Under the Bridgeway" art used on the cover and above was provided by Shaman Stockart.

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# Dungeons of Dazegoneby

## Mini-Dungeon Module L4 The Bridgeway

An orc warchief has gathered his forces near a mystical artifact capable of moving them anywhere in an instant. He must be stopped and his army routed before he gains control of the device. The party will have some help against the orcs. The custodian of the artifact isn't about to give up without a fight. An agent of his is raising an army of their own...

### About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Bridgeway is designed for 4-6 adventurers of level 4-6. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at [www.swordsandwizadry.com](http://www.swordsandwizadry.com)

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's a treasure or treasures in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

### About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at [www.creationsedggames.com](http://www.creationsedggames.com) or like us on Facebook. Thank you for your support!

### **Gamemaster's Eyes Only:**

Deep in the heart of the Emeraldrun Forest there lies a bridge which touches every bridge in existence. Its power has been forgotten by all but a chosen few, who closely guard the secret of its location, and by one, who acts as its custodian.

The wizard Ezmeralden tends to the bridge and keeps watch over the nexus stone, the source of the Bridgeway's power. While active, creatures can step onto the bridge and off any other bridge in the five realms, simply by walking across its span.

The orc warchief Gor Warruk spent the last seven years searching for the Bridgeway. He's now amassed a small army of two-hundred orcs on its east side. Once the coordinates have been set and the Bridgeway has been activated, he plans on marching his army onto the Bridgeway and off a small footbridge within the city of Jewel over eighty miles away, launching a surprise attack against the walled city from the inside.

A small group of orcs have invaded Ezmeralden's home within the Bridgeway and are forcing him to activate the nexus stone, the enchanted crystal which serves as the Bridgeway's "guidance system". The wizard's sent his trusted ally Bearskin to raise an army in the bridge's defense; however he can only stall the orcs for so long. It's only a matter of time before they grow impatient and resort to violence, or possibly even figure out how to activate the bridge themselves...

### **Set Up**

The party is traveling along a road which cuts through the Emeraldrun Forest when a large hare suddenly bursts from the underbrush and darts towards them. It circles the group twice then pauses before them, repeatedly thumping its foot against the ground. It then darts back to

where it emerged, turns and drums its foot against the ground again. It will wait to see if the party begins to follow it before hopping into the underbrush again. If the group investigates they'll spot the start of a slightly worn deer trail which makes its way into the woods. The party can follow the hare as it weaves in and out of the underbrush on either side of the trail. Eventually they come to the edge of a large field and a number of odd sights...

If the party is reluctant to follow the hare and simply continues on their journey a larger hare emerges from the underbrush further along the road and attempts to get the group to follow it. If the party doesn't follow that hare a deer will emerge next, then a bear who will attempt to be a little more convincing.

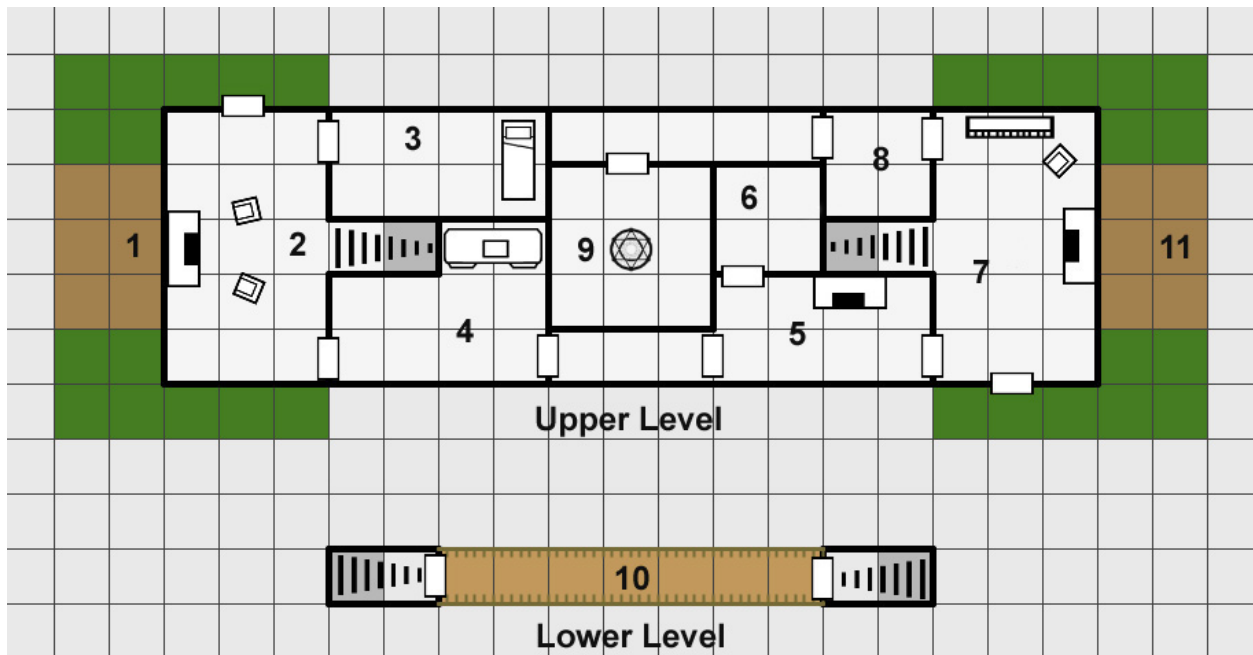
### **A Note to the Gamemaster**

This set up is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps one of the few people who know of the Bridgeway and its whereabouts, a person whom the party either aided or was aided by in the past, receives a message sent by Ezmeralden via a winged messenger which simply states "Orcs! Send help!" The wizard's acquaintance would like the party to head to the Bridgeway to see what's going on.







**The Bridgeway**

**Bearskin & the Gathered Forces**

Read or paraphrase the following to your players:

The hare reaches the edge of the forest where the trees give way to a field of knee high grass and weeds. It shoots to the right suddenly here, staying within the tree line. A dirt road leads from here, to a stone bridge about 50 yards from the forest's edge. A number of tents are scattered across the field on the west side of the bridge. You recognize an orc war camp when you see one, but why have they set up here in the middle of nowhere? The closest objective would be miles away yet they seem to be preparing for imminent battle.

You instinctively ducked down once you realized what you were looking at. Now, recovering from the shock of suddenly finding yourselves within shouting distance of a couple hundred

orcs your eyes dart to the right, seeking out the hare that brought you here. You're greeted by another shocking vision. An odd assortment of animals have gathered here at the clearing's edge, scattered through the forest, half visible among the trees and undergrowth; the hare you followed is here, standing now with a dozen of his kin, there are also several bears, wolves, blink dogs, a family of raccoons and one moose.

And now for the third shock; one of the bears, or at least what appears to be the skin of one of the bears, half walks, half floats towards you. "Ah yes, they'll do nicely" it whispers to the hare who lead you here, then turns back to address you, "greeting adventurers. I am Bearskin..."

Bearskin is a sentient, animated bear rug which serves Ezmeralden as a guardian. When the orcs invaded the

bridge's interior, Ezmeralden's home, Bearskin fled to seek help. Once it exited the bridge and spotted the army of orcs entering the clearing and beginning to set up camp it decided to assemble an army of its own. That army is now gathered here at the clearing's edge.

Bearskin explains that his master Ezmeralden is custodian of the Bridgeway, the structure they see in the clearing before them. It states that the Bridgeway has the power to connect to every bridge in existence and that the orcs must be planning to use its ability to transport their forces somewhere.

A group of war orcs (see New Monsters) invaded Ezmeralden's home inside the bridge (which is larger on the inside) and is now forcing the wizard to set the Bridgeway to take them to their intended destination. Bearskin believes that his master will stall the orcs for as long as he can, while awaiting rescue.

Bearskin's army stands at the ready, however they required some additional aid; a small force capable of getting its master to safety before it lets slip the dogs (and hares, and wolves, and raccoons and bears, and moose) of war; preferably a force with opposable thumbs. That's where the party comes in.

If the party cannot be stirred into action simply for the "reward" of slaying a large amount of orcs and eliminating the threat of an army capable of invading anywhere, Bearskin offers the party 5,000gp for the rescue of its master. One of the bears in the woods behind him will make a sound like its clearing its throat and Bearskin will add "...and six salmon."

If the party agrees to help Bearskin will instruct them to head down the bank

along the bridge's north side. There they'll find a door that leads to its interior. Once they get Ezmeralden to safety Bearskin will signal his army to attack.



## Key to the Bridgeway

### 1. West Bank

A wide dirt road cuts through the field leading up to the bridge. The ground on either side of the bridge slopes down to a dried out riverbed, now overrun with weeds and wildflowers. A small footpath leads down the slope on the north side of the bridge.

The footpath leads to a small door set into the side of the bridge halfway down

the slope on the north side. The orcs in the field are busy finishing setting up camp. If the party moves with some degree of speed and stealth they should be able to get inside the door before they're noticed.

While there are no guards posted on top of the bridge yet a single war orc is positioned at **Area 10** below the bridge. If the party ventures further down the slope than the door they'll risk being spotted.

## 2. Sitting Room

The door set into the side of the stone bridge opens to reveal a well appointed sitting room. Two comfortable looking chairs sit before a stone hearth set into the west wall. Odd, you don't remember seeing a chimney sticking out of the center of the bridge...

There was a small table with two drawers set into it which stood between the two chairs up to a short time ago. Now it's been reduced to a pile of splinters. The war orcs that invaded the bridge are searching for clues or information as to how to operate it. A group recently "searched" the table here before proceeding to **Area 3**.

Players who inspect the chimney will find that it leads up to a swirling purple mist filled sky. A halfling-sized character could, with some effort, scale its interior, climbing 30' before reaching the top. The environment outside the chimney is in hospitable, filled with a swirling purple mist that churns about in the howling wind. Contact with the mist deals 2d4 damage and causes a numbing sensation. A numbed hand could make decent back down the chimney difficult, possibly

causing a character to fall. A character that falls down the chimney is dealt 1d4+1 damage for every 10' they fall. The same description applies for the hearths encountered in **Area 5** and **Area 7**.

The flight of stairs here leads down to the rope bridge at **Area 10**.

## 3. Bedroom

Three large orcs are here, ransacking what appears to be a well furnished bedroom. A four-poster bed lies in a broken heap against the east wall. The orcs are currently tearing apart a nightstand and wardrobe. They seem to be looking for something.

The orcs here are war orcs, larger than their normal kin, bred for battle. Gor Warruk sent them ahead as a special strike team to secure the bridge. He was hoping that they would have succeeded in convincing the bridge's caretaker to open the path to Jewel by now. The leader of the team, a war orc sorcerer named Varakk Sprite-Masher, harbors an uncustomary respect for other magic users, which is the only thing that's kept the orcs from employing more violent means to convince Ezmeralden to activate the bridge. Now however the Warchief's patience is wearing thin and Varakk's respect is waning.

Ezmeralden has started the process of activating the bridge, or so he claims, he's really just doing things to make it look like he's activating the bridge, stalling for even more time. Varakk feels as though its taking longer than it should and has sent the war orcs to search the adjacent rooms for information on the bridge which could

help him determine whether or not the wizard truly is starting to activate it.

The war orcs here are searching for information, which mostly involves smashing anything that could contain it.



War Orcs (3): HD 5+1; HP 29,23, 20; AC 5[14]; Atk 1 (1d8); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: scimitar



Each war orc wears a pair of copper bracers marked with the symbol of Warruk's war banner (three claw marks trailing across a crude skull) worth 200gp per set. Each war orc also carries a small pouch on their belt containing 2d4 gems worth 10gp to 60gp each (roll 1d6 x 10 to determine their worth).

#### 4. Map Room

A large map lines the south wall of this room. Four orcs are studying it. Perhaps "studying" is too strong a word. How about staring at it with blank looks on their faces?

This is the information the war orcs are looking for, more or less under their noses. The locations of dozens of bridges scattered across the realms are indicated on the map, each bearing a series of six runes to mark them. These six runes are a code created by Ezmeralden to record which color crystal rod needs to be at which position on the pentagram in **Area 9** to have the Bridgeway connect to a location.

A cabinet in a recessed area to the north holds a series of drawers. Each drawer holds six crystal rods roughly 10" in length and 2" wide, in individual padded sections. Each drawer contains a set of a different colored crystal rod- red, yellow, blue, orange, green, and violet. There are a total of eighteen drawers in the cabinet allowing it to hold three sets of each color. One set of each color is missing from the cabinet (Ezmeralden has these with him.)



War Orcs (4): HD 5+1; HP 28,24, 23, 16; AC 5[14]; Atk 1 (1d8); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: scimitar



Each war orc wears a pair of copper bracers marked with the symbol of Warruk's war banner worth 200gp per set. Two war orcs have small pouches on their belts containing 2d4 gems worth 10gp to 60gp each (roll 1d6 x 10 to determine their worth).

#### 5. Kitchen

A narrow table covered with a variety of foodstuff runs along the south wall of this room. Another hearth sits against the north wall. Three large orcs are here, greedily devouring items snatched up from the table.

The war orcs here are on edge. They know they should be searching the area instead of eating. They're afraid of getting caught by their teammates so they're more alert than normal. They move to attack the party almost immediately.





War Orcs (3): HD 5+1; HP 31,27, 22; AC 5[14]; Atk 1 (1d8); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: scimitar



Each war orc wears a pair of copper bracers marked with the symbol of Warruk's war banner worth 200gp per set. Each war orc also carries a small pouch on their belt containing 2d4 gems worth 10gp to 60gp each (roll 1d6 x 10 to determine their worth).

## 6. Pantry

This chilly room serves as food storage. A shelf against the north wall holds a variety of perishable goods. A wooden rack along the east wall holds a couple of skinned rabbits, a half dozen fish, and a pheasant. A large block of ice sits half-melted at the room's center.

Ezmeralden uses the Bridgeway twice a week to access a village far to the north

where he purchases blocks of ice from the inhabitants to keep his pantry cool. He also uses the Bridgeway to access bridges near a hunting lodge and a fishing village to gather supplies.

## 7. Study

This room is outfitted like a study. A bookcase sits against the north wall with a comfortable looking chair alongside it. There was a rug here at one time, its outline still visible on the floor near the center of the room. Yet another hearth sits against the east wall of this room. Okay, you know for a fact you didn't see *chimneys* sticking out of the bridge...

There are six war orcs posted here. They're supposed to be searching the room but they're also waiting to greet/stall Gor Warruk if he decides to enter the bridge to check on his strike team's progress. The orcs have grown tired of waiting. One sits in the chair by the bookcase pretending to read a book, a pair of reading glasses are crammed onto its face. He pauses to sip imaginary tea from a cracked tea cup, pinkie extended. The other orcs are making growling, snorting sounds which border on laughter and staggering about the room. As a result they're easily taken by surprise...

The flight of stairs here leads down to the rope bridge at **Area 10**. The door to the south has been kicked in from the outside.



War Orcs (6): HD 5+1; HP 35,30, 25,22,18,18; AC 5[14]; Atk 1 (1d8); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick,

bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: scimitar



Each war orc wears a pair of copper bracers marked with the symbol of Warruk's war banner worth 200gp per set. Three war orcs have small pouches on their belts containing 2d4 gems worth 10gp to 60gp each (roll 1d6 x 10 to determine their worth).

On the floor beside the chair is a small pile of what few valuables the war orcs found in their search so far: a small coffer containing 1,000cp, a small coffer containing 800sp, 3 potions (*extra healing x2*, *heroism*), and one silver scroll case (worth 100gp) containing a *fireball scroll*. Ezmeralden would like to have his coins returned to him however he won't mind letting the party keep the potions and scroll for use in the upcoming battle.

## 8. Storage

A broken cabinet sits against the south wall of this small room. The contents it held, spare bed sheets, extra candles, oil lamps, cups, bowls, plates, etc., are now scattered across the floor.

This room serves as Ezmeralden's store room for excess items and consumables, such as candles and lamp oil. The majority of the items are now either torn or broken.



If the party searches the room they can salvage 2 flasks of oil, a dozen candles, a hooded lantern and 2 sets of flint & steel.

## 9. Nexus Stone

A multi-faceted blood-red crystalline structure sits on a pillar at the center of this room, surrounded by a raised wrought iron pentagram. The crystal is glowing, apparently responsible for generating two small portals floating to the east and west of it.

This is the heart of the Bridgeway. The crystal structure is a nexus stone. It allows the bridge to link to every other bridge everywhere at once. The wrought iron pentagram has been built around it as a way of controlling the nexus stone limiting its power so that it only touches the Bridgeway to one other bridge at a time. There's a holder at each point of the pentagram, designed to hold a single crystal rod, like those found at **Area 4**. Placing a certain sequence of colored rods in the holders activates the Bridgeway, connecting it to another specific location. Ezmeralden is here, flanked by two war orcs. He fumbles with the rods as a third war orc dressed in the garb of a sorcerer eyes the portals on either side of the room. The portal to the east displays the field with the orc war camp while the portal to the west displays a swirling cloud of purple mist.

The sorcerer (Varakk) is waiting for the portal to the west to display an image of the city of Jewel at which point he'll know the bridge's connection is active and ready to take them where they want to go.



War Orcs (2): HD 5+1; HP 27,22; AC 5[14]; Atk 1 (1d8); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: scimitar

Varakk (sorcerer): HD 5+1; HP 22; AC 6[13]; Atk 1 (1d6+1); Move 9; Save 12; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+, magic user spells (*magic missile* x3, *shield*, *detect invisibility*, *strength*, *slow*.) Gear: +1 *staff*



The two war orcs each wear a pair of copper bracers marked with the symbol of Warruk's war banner worth 200gp per set. The war orcs and Varakk have small pouches on their belts containing 2d4 gems worth 10gp to 60gp each (roll 1d6 x 10 to determine their worth). In addition to this Varakk wears a gold ring bearing the image of a demon's face worth 560gp and carries a +1 *staff* as noted above.

## 10. Rope Bridge

The door opens up onto a narrow rope bridge that hangs across the underside of the Bridgeway. At the other side of its span sits a second door, presumably leading back inside the structure.

A single war orc is here under the pretense of keeping watch for suspicious activity along the riverbed. He's however snuck down here away from the team to get out of searching the bridge's interior. If he's attacked he'll make a run for the opposite side of the bridge, either alerting the orcs in **Area 7** or exiting the bridge from **Area 2** where hopefully the blink dogs can bolt from the woods and take care of it before it manages to cross over the bridge and alert the orcs at the war camp.

If the party enters the rope bridge from the west and the orc manages to alert his teammates in **Area 7** there's the danger of the party getting stuck on the rope bridge, getting attacked from either side, especially if the war orcs in **Area 4** and **Area 5** haven't been dealt with yet.



War Orc: HD 5+1; HP 21; AC 5[14]; Atk 1 (1d8+1); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: +1 *scimitar*



The war orc wears a pair of copper bracers marked with the symbol of Warruk's war banner worth 200gp for the set. He's also equipped with a +1 *scimitar* as noted above.

## 11. East Bank

A dirt road leads away from this side of the bridge, across a large field and into the woods. A large force of orcs has erected camps to the north and south of the road.

There's a total of two-hundred and one orcs split into two camps, one to the north side of the dirt road and one to the south. Thankfully these are run-of-the-mill orcs, but there are still two hundred of them. The "one" is Gor Warruk who's erected his tent among the orcs on the north side of the road.



Orcs (200): HD 1; HP 4 (200 times) AC 6[13]; Atk 1 by weapon, spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None. Gear: Spear or scimitar.

Gor Warruk: HD 5+1; HP 38; AC 5[14]; Atk 1 (1d8+2); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+. Gear: +2 *battle axe*.

## The Battle for the Bridgeway

It's assumed that once the players have rescued Ezmeralden they'll attempt to escort him to the forest on the west side of the bridge where Bearskin and his assembled forces wait for his master's safe return.

If for some reason the orc army has been alerted to the player's presence before Ezmeralden has been rescued (or the players attempt to take on the orc army themselves) the animals will be given the signal to attack en masse.

A third possibility is that the players attempt to somehow convince Warruk that the bridge is active and ready to take his army to Jewel. For this to work they'd either need Varakk's cooperation or a very convincing "Varakk" disguise. Ezmeralden could set the Bridgeway to transport the orcs hundreds of miles away from them and Jewel. Of course then they become someone else's problem which isn't a very "heroic" thing to do. Taking this route won't get rid of the whole army anyway. Once the first few orcs cross the bridge and get shunted to their new destination they'll stop their forward movement once they realize they're not where they want to be, causing a backup on the bridge. If this occurs a handful of the animal army can keep the orcs pinned on the bridge (roughly a quarter of their numbers) effectively removing them from battle.

If allowed time for a tactical attack, Ezmeralden and Bearskin suggest splitting into two groups, they will lead the majority of the army against one group of orcs while the party, and what remains of the animal forces, deal with the other. Ezmeralden prefers going after Warruk and his 100 orcs to the north while the party deals with the 100 orcs to the south but he allows the group to take their pick. He's even open to any suggestions they may have as far as tactics go, asking them to bear in mind (no pun intended) that they're leading animals. In the heat of battle their savage nature will be quick to take over. Giving them orders any more complicated than "attack" and pointing them in a direction could be wishful thinking.

Just before heading into battle, Bearskin will wrap itself around Ezmeralden like a cloak. Wearing Bearskin grants the wizard a +2 bonus to his AC and gives him an additional 2 claw and 1 bite attack.

The Gamemaster is free to run this battle any way they see fit. The party only needs to worry about dealing with half the forces (100 orcs or 100 orcs and Warruk depending on which half they go after.)

The party's joined by bears, blink dogs, and wolves. The exact number added to their force is up to the Gamemaster. Stats for the creatures are listed below as well as stats for Ezmeralden:



Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug

Blink Dog: HD 4; AC 5[14]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Teleport.

Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

Ezmeralden & Bearskin: HD 6; HP 24; AC 7[12]; Atk 1 (1d6) 2 claws (1d3), 1 bite (1d6); Move 9; Save 12; CL/XP 6/400; Special: Magic user spells (*magic missile* x2, *sleep shield*, *mirror image*, *web*, *protection from evil* 10-foot radius, *lightning bolt*.) Gear: +1 staff



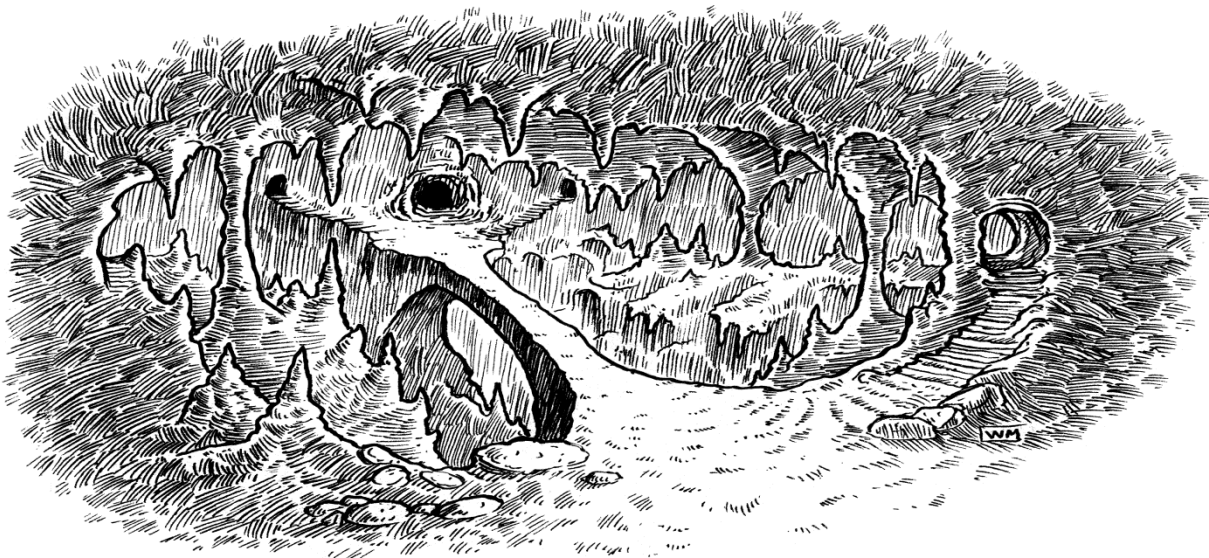
A search of the war camp turns up precious little as far as treasure goes. Warruk's tent is the only one with anything of value. He travels with a large wooden chest containing some spoils of war won in recent skirmishes: a sack of 5,000cp, a sack of 5,000sp, a small coffer containing 2,000gp, and the following items bundled together in a section of cloth: four silver napkin rings (worth 8gp each), four silver chalices (worth 200gp each) and two silver candle holders (worth 175gp each.) The cloth its bundled in is actually a *robe of blending*.

## Wrapping Up

After Warruk and his orc army have been dealt with Ezmeralden will thank the party for their aid and hand them a map he produces from the folds of his robe. The map leads to a location in the forest nearby where a chest containing 5,000gp is buried (a surviving bear will shamle off to procure the additional six salmon which were offered to the party if reminded.)

Ezmeralden also offers the party use of the Bridgeway as often as they require. The Bridgeway can connect to any bridge in existence, provided Ezmeralden knows the correct color combination of crystal rods required to set the Bridgeway's connection. When actively in contact with another bridge a creature crossing from one side to the other will slowly fade as they approach the opposite end, stepping off the end of the bridge the Bridgeway's connected to.

This trip is one-way (something the orcs didn't realize when they made camp.) The players will have to get back from wherever the Bridgeway sends them to on their own...



## Continuing the Adventure

Here are some suggestions for further adventures:

✂ Ezmeralden sends word to the party requesting help. The Bridgeway has malfunctioned and it's spitting out demons.

✂ The Bridgeway's nexus stone cracks rendering it inoperative. The only way of repairing it is to take it to the Everwhere, a dimensional nexus point filled with a harmful swirling purple mist and bizarre wraith-like creatures. Ezmeralden is capable of casting wards to protect the party but only for so long...

✂ The demon ring Varakk was wearing turns out to be a magic ring. If its wearer is a spell caster any spells they cast that deal damage deal an additional 1d4 fire damage. Unfortunately the ring is cursed. Flammable material that the wearer maintains prolonged contact with will catch fire, this includes their possessions.

✂ A human warlord learns of Warruk's foiled plan to use the bridge to invade Jewel. Thinking it a good idea he leads his forces to the Bridgeway, seeking to use its power to connect to a natural bridge deep in the heart of a sprawling underground orc compound. Ezmeralden isn't too keen on *any* army using the bridge's power for warfare. He sends a message to the party asking them to help him change the warlord's mind.

✂ Ezmeralden vanishes while trying out a new sequence of colored rods around the nexus stone. Bearskin seeks out the party's assistance before setting off to rescue its master. While adventuring Bearskin will wrap itself around a party member like a cloak (preferably a magic user.) The wrapped character gains a +2 bonus to their AC and an additional 2 claws (1d3), 1 bite (1d6) attack.

## NEW MONSTERS

### War Orc

Larger and tougher than their more common counterparts, war orcs are often used as the personal guards of powerful orc leaders.

They are savage fighters, occasionally dealing additional damage to their targets delivered through a vicious kick, bite, or headbutt.

**War Orc:** HD 5+1; AC 5[14]; Atk 1 by weapon usually spear (1d6) or scimitar (1d8); Move 9; Save 13; CL/XP 5/240; Special: extra attack (kick, bite, or headbutt) for an additional 1d4 if to-hit roll is 18+.

### Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the "Under the Bridgeway" image for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. Available on <http://game-icons.net>

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