



Ironstone Pass

A Pain in the Mountains

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Credits

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16 Skeletons

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
25	20	30	30	25	-	-	-	1	10	3	3	4	0	0

Talents: Frightening, Undead.

Trappings: Unarmed.

Special Rules:

Mindless: Skeletons are animated corpses with no mind or spirit of their own. They have no Intelligence, Willpower, or Fellowship, and never take or fail Tests based on these Characteristics.

Shambling: Skeletons are relentless but slow. They cannot take the run action.

12 Zombies

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
25	0	35	35	10	-	-	-	1	12	3	3	4	0	0

Talents: Frightening, Undead.

Trappings: Unarmed.

Special Rules:

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Introduction

This adventure is designed for characters in their second or third careers. Due to the high combat element of the adventure, the party should ideally have 15-20 careers between them, and include some magical ability, at least a Journeyman Wizard or Anointed Priest.

Ironstone Pass is a short incident that can be run at any time when your players are travelling through a mountainous region, as a stand-alone encounter whenever you need to spice up a mountain crossing. This adventure is nominally set in the Vaults, however it can easily be set elsewhere, just change the place names to something more suitable. And remember that it doesn't have to be the height of winter when they make the crossing – bad weather comes earlier, hits harder, and stays longer in the mountains.

This adventure was originally printed in White Dwarf # 132, and was later re-printed in the Hogshead Publishing supplement 'Apocrypha 2: Chart of Darkness', where it was updated by Iain Smedley. Very little of the original text has been changed for this, merely updating the original adventure to the current rules.

Campaign Notes

Originally intended as an interlude in the Doomstones campaign, all the Doomstones adventures involve quite a bit of hazardous travelling along mountain passes. As the adventures make their way from one location to another, they will have to cross through Ironstone Pass and survive an attack capable of wiping out forces many times their strength. Werner Silbermann and his allies are an excellent extra hazard to weaken an over-strong or over-confident party. This adventure can be easily set either side of the Vaults, serving as a menace located in a mountainous region overlooking a fledgling Border Princedom.

Werner's Tale

Werner Silbermann was a young and fairly successful wizard in Nuln when an experiment exposed him to the corrupting influence of Chaos, and he became a werewolf. For the next few years he drifted from place to place, always moving on to avoid being recognised for what he was and hunted down. As the years went by he came to terms with his condition and learned to partially control it.

One harsh winter found him wandering through the forest, which fringed the western foothills of the Worlds Edge Mountains. It had been almost a week since he had eaten, and hunger and exhaustion caught up with him. He collapsed at the base of a tree, resigning himself to death.

He regained his senses to find himself surrounded by a pack of wolves. Too weak to move, he closed his eyes and waited for death. He heard the soft footfall of a wolf approaching him, and felt its breath on his neck.

The wolf then began licking his face. It was almost as if the wolves were aware of his true were-nature and had accepted him as one of their own.

Werner gratefully accepted the hospitality of the wolfpack and lived amongst them as a wolf for nearly a year. He became their leader, and now he was happy to be a wolf with swift legs, a keen nose, a warm coat, and deadly sharp teeth.

The next winter was even harsher than the last, and the hunting was predictably poor. As the pack ranged wider and wider in search of prey, they came across a trade road leading from the Empire across the Winter's Teeth Pass to the Vaults, and on to the Border Princes. The human part of Werner's brain told him that this was the answer. He established a lair in dense cover near the road and posted lookouts to bring news of an impending caravan.

Werner's first attack was a success. In a well-laid ambush, the wolves took two guards and a wagon driver and disappeared into the forest before the survivors could react. The wolves fed well that day, and over the following months tales began to be told of the 'Daemon Wolves' of Wissenland.

Soldiers and hunters were sent out from Pfeildorf, to scour the forests and hunt the wolves down. They returned with the carcasses of almost a hundred wolves, but the attacks continued. The stories grew wilder; giving the Wolves the ability to walk through solid rock, and making weapons pass harmlessly through their bodies. Wissenland was gripped in near hysteria. One fateful day, the pack ambushed a caravan in a narrow pass in the Winter's Teeth. Werner had chosen the site so that the narrow passage would hamper the caravan guards, enabling the wolves to strike and escape without meeting any serious resistance. The attack went exactly as planned until an unexpected rearguard appeared, trapping the wolves between two forces. The wolves fought with savage desperation, but their doom seemed certain.

Suddenly, one of the wagons erupted in flame, and the main body of the caravan broke as panicked merchants and guards fled along the pass. The dead rose up, shambling past the wolves to attack their living comrades. Over the screams and snarls of the battle, laughter rang out: the clear, savage laughter of an Elf-woman who had appeared beside the burning wagon. The battle turned into a rout, and soon the woman was the only survivor of the caravan. The wolves were wary of her, but she petted them as they fed on the dead horses and guards. Still chuckling quietly, she approached the wolf which was Werner, and he knew that she saw him for what he was.

That day, a strange alliance was born. The Elf-woman was named Syrillia, an outcast from the dark city of Feiss Mabdon, who had travelled widely in search of knowledge and adventure. The wolves withdrew to their current lair – an abandoned mine which had given Ironstone Pass its name – and Syrillia and Werner sat talking and plotting far into the night.

Spring and summer came and went, and by the time that winter closed the higher passes, the two allies had turned Ironstone pass into a death-trap. The few travellers who came that way were easily overpowered, providing riches as well as food. The two spellcasters grew in power, trading arcane knowledge, and amassing wealth from those they robbed.

Gorr'ummraorr – Minor Earth Elemental

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
27	27	32	32	27	27	27	27	3	30	3	3	3	0	0

Skills: Concealment +20%, Intimidate, Perception, Speak Arcane Language (Magick), Speak Language (Classical).

Talents: Daemonic Aura, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Will of iron.

Special Rules:

Instability: In any round in which Wounds are inflicted upon the Elemental, when it causes no Wounds in return, the Elemental must pass a Willpower Test or be banished back to the Realm of Chaos.

Syrillia - Dark Elf Necromancer

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
48	44	31	42	63	68	63	41	1	14	3	4	5	3	5

Skills: Academic Knowledge (Magic) +20%, Academic Knowledge (Necromancy) +10, Academic Knowledge (Astronomy), Channelling +20%, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10, Common Knowledge (Elves) +10%, Common Knowledge (Tilea), Intimidate +10%, Magical Sense +10%, Perception, Prepare Poison, Read/Write +10%, Ride, Search, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magick) +10%, Speak Language (Classical) , Speak Language (Eltharin) +10%, Speak Language (Reikspiel) +10%, Torture.

Talents: Aethyric Attunement, Arcane Lore (Fire), Coolheaded, Dark Lore (Necromancy), Dark Magic, Excellent Vision, Fast Hands, Lesser Magic (Aethyric Armour, Dispel, Silence), Meditation, Mighty Missile, Night Vision, Petty Magic (Arcane), Savvy, Strong Minded, Very Resilient.

Trappings: Dagger, Best Craftsmanship Clothing, Heavy Winter Cloak, Religious Symbol of Khaine, Magic Items (see sidebar).

Side Effects: Cadaverous Appearance (-10% Fel, +10% to Intimidate), Weakness (-5% S). Note that these modifications have already been applied to Syrillia's profile.

Werner Silbermann - Human Form

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
38	35	43	41	43	63	58	33	1	14	4	4	4	2	3

Skills: Academic Knowledge (Magic) +10%, Academic Knowledge (Strategy/Tactics), Channelling +10%, Common Knowledge (Border Princes), Common Knowledge (Empire) +10%, Gossip +10%, Intimidate, Magical Sense, Perception, Read/Write, Ride, Search, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Eltharin), Speak Language (Reikspiel).

Talents: Aethyric Attunement, Arcane Lore (Shadow), Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour, Magic Alarm), Meditation, Petty Magic (Arcane), Savvy, Very Resilient.

Trappings: Grey Robes, Sword, Magic Items (see sidebar).

Mutations: Were.

Werner Silbermann - Wolfman Form

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
48	35	53	51	63	53	48	13	2	19	5	5	5	2	3

Skills: Concealment, Follow Trails, Perception, Silent Move, Swim.

Talents: Frenzy, Keen Senses, Natural Weapons, Night Vision

14 Pack Wolves

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
30	0	30	30	40	14	25	0	1	10	3	3	6	0	0

Skills: Follow Trail, Perception +10%, Swim.

Talents: Keen Senses, Natural Weapons.

Setting the Scene

The map shows the layout of Ironstone Pass. The adventurers approach the pass from the right side. It is important to know the characters travelling order: are they in single file or two abreast, who is in front, and so forth.

It is also important to describe the weather. Emphasise the cold, the wind, and the snow. Build this up as the adventurers travel along; ideally the PCs should be feeling utterly miserable even before the encounter begins.

1 – Snow Trap Beneath a crust of soft snow, the ground drops vertically 5 feet. Unless the party have thought to probe the snow in front of them, the lead characters are taken by surprise, and drop 4 feet into the soft snow (due to the soft impact, the falling characters suffer no damage from this). Characters on horseback must pass a Ride Test to stay mounted (even a character with the Trick Riding Talent must test, though he will get the usual +10% to the Ride Test). Characters in deep snow may move at one-quarter rate until they are clear of it (and may not run or charge). They may perform no attack actions or cast spells, and may not use the Dodge Blow Skill. All attacks against characters mired in deep snow are Routine (+10%).

2 – Wolf Lair This is where the wolves wait until the attack starts. The entrance is fully camouflaged with foliage that has been covered with snow, making a Perception Test to discover the entrance Hard (-20%). The inner chamber is used by cubs and nursing mothers. There are four females and seven cubs here, none of which will participate in the attack.

The lairs entrance is two feet high and six feet wide, while that to the nursery chamber is two feet high and two feet wide. The females will fight to the death to protect the cubs, and count as Frenzied while doing so.

3 – Mine Entrance The original iron doors which sealed the mine entrance are still in place, but the area behind them has been blocked by a rockfall. It requires a Hard (-20%) Strength Test to break the doors down, but even in this case, it is impossible to proceed any further beyond them.

4 – Undead Pen This small cavern has been altered to serve as a holding pen for the Undead forces commanded by Syrilla. When an attack is not in progress, all the Undead will be in this cavern, in an inactive state.

5 – Entrance Victims are intended to find this lightly concealed entrance. A loose rock standing to the side of the pass has a hidden space behind it. An Easy (+20%) Perception Test will detect this “secret” passage. A Challenging (-10%) Strength Test is required to shift the stone, revealing a passage 4 feet high and 5 feet wide. For each additional character assisting in the attempt to shift the stone, reduce the test difficulty by one step.

6 – Killing Zone Characters who survive the ambush outside and discover the entrance in area 5 will find themselves entering this chamber. It is here that surviving victims are scrutinised to decide who merits further investigation, and who should be killed out of hand. The concealed door in area 6a has a spyhole to facilitate this process.

7 – Living Quarters If forced to fall back from his position at the door, Werner uses his Crystal Mist Power Crystal to cast the Shadow Lore spell 'Illusion' in the corridor. This creates the image of a deep chasm spanning the full width of the corridor, six yards long, and six yards deep with spikes at the bottom, and a drawbridge sealing off the rest of the passage. If the characters have cause to suspect this is an illusion (which they shouldn't), a successful Intelligence Test will allow them to see through the Illusion.

This chamber is the main living quarters of Werner and Syrillia. A couple of piles of silks and cushions, looted from various caravans, serve as makeshift beds. In the centre of the chamber is an ash-filled fire pit, and against the far wall stands a small shrine, with three human hearts slowly rotting on top of it. A successful Academic Knowledge: Theology Test will identify the shrine as being dedicated to Khaine, Lord of Murder (Since this altar is dedicated to Khaine in his role as the patron deity of the Dark Elves, Elves treat this test as Routine (+10%)).

The fire-pit has a loose slab at the bottom, located with a successful Search Test, which lifts up to reveal a cache of treasure. There are 10 crowns, 30 shillings, and 414 pence, a silver statuette of Myrmydia worth 30 crowns, and two small rubies worth 5 crowns each.

Force of Nature

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: Sacrifice of a wild mammal, 1lb of raw clay, 100 crowns value of powdered gemstone.

Conditions: Perform ritual naked within a circle inscribed in bare earth. The caster must remain in contact with natural earth or stone throughout ritual.

Consequences: Ritual completes, but the Elemental acts as though the Willpower test was a failure.

Casting Number: 12

Casting Time: 8 hours.

Description: Summons a Minor Earth Elemental within 12 yards of the caster. Caster must make a contested **Willpower Test**. If failed, the Elemental acts freely for 1d10 rounds before vanishing. If success, the Elemental is bound to perform three services for the caster. As a half action, the Elemental can be called forth and dismissed between services (though each calling must include a performing of a service or the bond is broken). The Elemental takes one round to fully manifest. If a service would place the Elemental in danger, it may attempt a **Willpower Test**, success breaking the bond of service.

Freezing the Fog

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: A clear gemstone worth 100 crowns.

Conditions: Must be performed outside. Must be performed in the morning as fog forms. Ritual must end within the last hour after dawn.

Consequences: Gemstone is destroyed, caster must roll on the Minor Tzeentch's Curse table.

Casting Number: 14

Casting Time: 6 hours.

Description: The gemstone is transformed into Crystal Mist – a Power Crystal of the Grey Wind of Magic.

Werner and Syrillia's Magic Items

In the original version of this adventure, both Werner and Syrillia possessed an arsenal of magical items. Due to the changes to the background between the first and second editions, resulting in magic items being more rare and unique, this is no longer appropriate. For those who wish to keep the feel of the original, find below the revised rules for all the magical items carried by these two spellcasters. For those who wish to keep to the tone of the new edition, select one or two items for each NPC as you feel appropriate:

Werner:

Sword of Battle (Academic Knowledge – Runes)

Rune of Striking - The wielder receives a +10% bonus to his Weapon Skill characteristics whilst the sword is wielded.

Rune of Cleaving – The Sword deals SB+1 Damage.

Robe of Toughness (Academic Knowledge – Magic)

The wearer receives a +10% bonus to his Toughness Characteristic.

Amulet of Coal (Academic Knowledge – Magic)

The amulet can store up to three 'Fire Ball' spells indefinitely, which can be used by any wearer with at least one point of Magic characteristic. This amulet can be recharged by a wizard who can use the Lore of Fire.

Potion of Healing (Trade – Apothecary)

Automatically heals 2D10 wounds to an injured character (but will not take a character's wounds total over their original maximum) and ends the effects of any potions, poisons, diseases, or magically induced effects.

Ring of Protection Vs Greenskins (Academic Knowledge – Magic)

The wearer takes only half-normal damage from the attacks of all Greenskins. In addition the wearer receives a +10 bonus to all tests related to spells and special abilities employed by these creatures.

Power Crystals – Crystal Mist (Academic Knowledge – Magic)

When casting a spell of the Grey wind, the caster may use two additional casting dice over his normal allowance. This destroys the Power Crystal.

Syrillia:

Amulet of Righteous Silver (Academic Knowledge – Magic)

Grants the wearer complete immunity to all psychological effects (such as Fear and Terror) caused by Undead.

Ring of Protection Vs Non-Ethereal Undead (Academic Knowledge – Magic)

The wearer takes only half-normal damage from the attacks of material Undead. In addition the wearer receives a +10 bonus to all tests related to spells and special abilities employed by these creatures.

Ring of Thrice Blessed Copper (Academic Knowledge – History)

When placed within an inch of poison it turns green, regaining its colour when moved away. The wearer gains +20% bonus to Toughness tests to resist the effects of poison. Any damage dealt to the wearer from physical attacks is reduced by one.

Power Crystals – Crystal Mist (Academic Knowledge – Magic)

See Werner's magic item list. In addition, they may be corrupted to fuel spells of a Dark Lore (in this case Necromancy). In this application, the caster rolls an additional Chaos Die (a casting dice which only applies for the determination of Tzeentch's Curse).

Conclusion

Award the following experience points after the completion of the adventure:

- 20 – For finding the secret door to area 7.
- 20 – Each for catching Werner
- 30 – Each for seeing through one of Syrillia's ruses
- 40 – Each for dealing with the Undead
- 20-40 – Each for good role-playing

If either or both Werner and Syrillia got away, they will be eager to lay claim to any knowledge and magical items the party displayed in breaking out of the trap, or to reclaim any items of theirs claimed by the party. The party could be fighting a running battle against Undead, wolves or both for the remainder of their journey.

If the bedding piles are searched thoroughly, the one nearest the entrance will be found to have four books buried under the assortment of cloth. The first is Werner's grimoire detailing his studies and learning at the Grey College. Written in Classical, this book contains some information on the workings of the Grey College (you might want to paraphrase sections from the Tome of Sorcery to an inquiring character), but is of otherwise of little use. The Grey College would of course be grateful for its return, and no doubt Witch Hunters and Grey Magisters would take a dim view of itinerant adventurers carrying around information on one of the more secretive Colleges of Magic. The second and third books contain rituals for the summoning and control of a minor Earth Elemental, and for the creation of Crystal Mist (A type of Power Crystal specific to the Grey Wind). The final book is a blasphemous tome detailing the rites and observances of the god Khaine (Syrillia has been attempting to indoctrinate Werner) written in Eltharin. Anyone reading this book will gain much useful information on the Cult of Khaine, and may purchase the skills Prepare Poison and Torture for 100xp, but must also pass a Challenging (-10%) Willpower Test or gain 1 Insanity Point.

Staging the Encounter

Magic Alarm spells have been cast to ward both entrances into this section of the pass (as indicated on the map). When Werner becomes aware of victims entering the trap, he proceeds to area 7 to watch the killing zone through the eyeslits. He immediately summons the bound Earth Elemental, and orders it to wait in the ceiling of area 6, ready to trigger a rockfall on his command. Meanwhile, Syrillia goes to area 4 and repeatedly casts the Necromantic Spell 'Raise the Dead' on the



bodies stored there until all Skeletons and Zombies are active.

The adventurers' first intimation of danger is when they encounter the hidden drop at area 1. As soon as the first characters drop into the deep snow, the wolves come pouring out of their lair at the rate of 1d10/2 (minimum 2) per round until all fourteen are in the fray. This should force the adventurers forward, further into the pass. Sensible travellers will just run away from the wolves, rather than wait until they are overwhelmed. As the victims get level with area 5, the Undead lurch out of area 4, sealing the other end of the pass. The two forces close in, and the adventurers are forced closer to area 5. They will then find the "concealed" door, feel lucky, and take shelter in the caves.

Once in the caves, the party will be naturally herded into area 6. Werner orders the Earth Elemental to cause a rockfall in the area indicated on the map, sealing off the escape route to area 5. Anyone still within 4 yards of the collapse suffers a Damage 3 hit from flying stone fragments. At the same time, the Undead have returned to area 4 and make their way along the passage to area 6, with Syrilla behind them. Syrilla casts the Necromantic spells 'Face of Death' and 'Corpse Flesh' to allow herself to blend into the rear ranks of the Undead. The Undead stand shoulder-to-shoulder, blocking the passage to area 4 but making no move to attack.

There follows a pause. The adventurers are trapped, with a rockfall sealing the exit to area 5, Undead blocking the exit to area 4, and the exits to area 7 carefully concealed. Werner and Syrilla examine the party from their hiding-places (both using Witchsight), weighing up whether or not they are "interesting". Any use of spells or magical items, displays of unusual fighting ability, or imaginative responses to their predicament will qualify. This means that, rather than kill them quickly and efficiently as possible (Syrilla's Fire spells, a more direct rockfall, etc.), the two will try to dispose of the adventurers without damaging any equipment they might have.

The following deals with the various methods that Werner and Syrilla might try. This takes no account of what the adventurers themselves might be doing at the time, as the options are too numerous – you will have to react as you see fit, bearing in mind the overall plan of the two evil spellcasters and the forces at their command. To get the most out of this encounter, place yourself in the minds of Werner and Syrilla; Syrilla in particular is highly intelligent and should take full advantage both of her capabilities and of the adventurers' response to their situation.

The adventurers certainly shouldn't just sit there and wait for the next thing to happen to them, so be sure to allow them full freedom of action – within the restrictions of their present situation of course!

Subduing The Adventurers

The first move will be for Werner to begin casting the Shadow Lore spell 'Bewilder'. He will initially target anyone who has attempted to cast spells, or one who has shown a powerful magic item. If the first target is affected, Werner will repeat the treatment on a second, and so on around the party.

stopping, they can still catch him before he gets away. Syrilla will have to fend for herself – she may try to wipe the adventurers out in area 7, under her idol of Khaine, by swamping them with Undead (no longer seeking to grapple), she may play the prisoner and hope for better luck another day, or she may simply run for it, leaving the Undead to fight a rearguard action and buy her time to escape.

Changing Sides

Syrilla is growing tired of Werner, and is thinking of taking him for everything he has got and moving on: although Werner doesn't know it, she is by far the superior spellcaster. You might decide that if the adventurers are doing an impressive job against Werner, and if they haven't yet come into conflict with Syrilla, then she might decide to join them. If you like rolling dice, you might allow her a Willpower Test, modified by +/-30% according to how she rates the adventurers performance, if she fails, she switches sides.

If Syrilla decides to abandon Werner, she drops back into area 4 and drops her 'Face of Death' and 'Corpse Flesh' spells. She will then cast the Fire Lore spells 'Crown of Fire' and 'Flaming Sword of Rhuin' and march up behind the Undead, unleashing a 'Fiery Blast' spell into their midst, followed by the Necromantic spell 'Banish Undead', so that the entire Undead hoard collapses in a storm of flame (the party should be very impressed). As all this is happening in the corridor, Werner will be ignorant of exactly what is going on. Then, she will march into the chamber, using a 'Fireball' spell to obliterate the door in front of Werner. No doubt the party will give chase to the panicked Werner. If no character has direct line of sight to him, he shall still attempt to cast the illusion to buy himself time, though Syrilla will counter this with the Lesser Magic spell 'Dispel'. As the party close in on Werner, she shall pump 'Fireball' spells into his back, using a craftily targeted 'Silence' spell if the party appear to be trying to take Werner captive. If taken alive, Syrilla will march up to him and slit his throat. He could ruin everything if he got a chance to talk.

Introducing herself to the adventurers as Larithriel Oakshadow, an Elf of the Loren Forest, Syrilla will explain that Werner had been holding her prisoner under the influence of powerful soporific drugs, but the adventurers' arrival delayed the next dose long enough for her to regain her senses, get free, and take revenge. It asked how she got free, she will explain rather condescendingly, that she burned through the bindings (the flaming sword and crown should be the give away). She will offer to join the party for a couple of weeks – "the least I can do in thanks" – but her main motive is to find out what valuable, particularly magical, equipment they have and strip them of it if possible.

healthy regard for his own skin, he will certainly not come out of his hiding place just to get a better shot.

As soon as things start to look complicated in the passage, Syrillia will retreat to area 4, ordering the Undead to stage a fighting retreat. What she does next will depend on how healthy her forces are looking. If she thinks she can win the fight by pulling back to area 4, and luring the adventurers into the chamber where the Undead can bring their superior numbers to bear, she will do so, and begin providing magical support to the fight.

If, on the other hand, the adventurers are felling Undead like nine pins, she will adopt a subtler tactic. Leaving the Undead to block the party for as long as they can, she will retreat to area 4, drop her 'Face of Death' and 'Corpse Flesh' spells, and do her best to look like a prisoner by tearing her clothes and scratching her face and arms. The adventurers will find her huddled in a ball and apparently terrified when they finally break through into area 4. She will claim to be an apprentice wizard, held prisoner by the Undead since her master was killed in a similar ambush. "They're keeping me for something HORRIBLE, I just KNOW it!" she will wail in feigned hysteria. There is a good chance that the adventurers will decide to rescue her, unless one or more of the characters saw her withdraw from the fighting in area 6. A spellcaster can attempt a Magical Sense Test to notice that she exhibits a far stronger magical aura than that of a mere apprentice. Of course, being Elven, she could attempt to bluff this off as how Elves consider the human grades of magical power, though this would raise questions of why she seemingly made no effort to escape.

Assuming that the party accept her story and take her along with them, she will attempt to get away from them the following night, stealing whatever she can. Should the party be in possession of a particularly powerful artefact that she is unable to steal herself, she will probably sneak off, return to the pass, put together as many Undead as she can, and attack the party in full force, with the aims of claiming this treasure. A journey through the mountains could turn into a running battle, fighting off Undead every inch of the way.

Finding the Door

A successful Search Test in the particular area of the cave will reveal the very well concealed secret door. It is bolted from the other side, requiring a Challenging (-10%) Strength Test to break it down, and Werner will have fled the moment the door is discovered. Only one character at a time can attempt to break the door down; the rest will be needed to fight off the Undead, who will pour into the chamber at this point.

Werner will rush into area 7, casting the illusion in the corridor, and trusting that to slow the adventurers down a little. He will grab his grimoire and the two ritual grimoires, and go via the passage to area 4 and out of the complex. There he will hide the books under a rock in the pass, change to wolf form and lead his wolves in a full retreat into the mountains. Due to the concentration to maintain the illusion, it will take a number of rounds to gather his books together, so if the party rush through the illusion without

Tough looking fighter types will be the second set of targets after spellcasters.

If this is appearing to have little or no effect, or the party appear unfazed, Werner will use a second Power Crystal to cast the Shadow Lore spell 'Universal Confusion'. As soon as the spell has been cast, the Undead will move into the room with the intention of mobbing the adventurers and pinning them to the walls. Even if the adventurers haven't been able to do anything positive about their situation so far, now is the chance for an epic battle, bunched together and fighting off hordes of Undead as the corpses pile up all around them.

The Adventurers Strike Back

It is unlikely that the party will fall prey to Werner's attempts to subdue them. Such methods might work on terrified merchants and unimaginative mercenaries, but a band of seasoned adventurers should be able to stand up to his methods and even mount a counterattack.

There are three main options open to the party once they have been herded into area 6: blasting their way out through the Undead, finding the secret door to area 7, or somehow getting through the rockfall to area 5. Of course, imaginative players might well come up with other plans, and you will have to react to these on behalf of Werner and Syrillia.

Digging Out

The rockfall triggered by Werner's Elemental covers the indicated area of the map, and will take 40 character/minutes to clear manually (Werner has the Elemental put things back to normal after the attack), with a maximum of two characters being able to work at clearing the rockfall at any one time.

Unless the party have some magical means of tunnelling their way out fast, this is probably the least useful option; it will take time, and Werner will certainly notice and have time to react. The adventurers will have about a turn's worth of digging before Werner reacts with the 'Universal Confusion' spell.

Blasting Out

Blasting their way out of the cavern is not too bad an idea. Although there seems to be an awful lot of Undead, Syrillia will be careful about backing them up until she has got the measure of the parties abilities, as revealing herself will limit her options (see Changing Sides below). A good solid barrage of offensive magic followed by a charge from the warrior types should clear a few of the Undead away from the mouth of the passage to area 4, enabling the adventurers to get a bridgehead in the passage and start pushing. In the passage, the adventurers will be out of Werner's line of sight from his spyhole, so he will no longer be able to target them with spells. And, having a

