

CHAOS BLOOD

By Eric Jwo

“Chaos Blood” is a Dragonlance: Fifth Age adventure for four to six heroes of Adventurer to Master Reputation. Sorcerers with a knowledge of the school of spectramancy, as well as mystics with access to the sphere of healing will be particularly beneficial to this adventure. The adventure takes place near Trollwood, a small forest in northern Abanasinia. Trollwood is relatively small and insignificant and can be easily relocated to any forest region of Krynn. The adventure takes place in 34 Saer Cataclius, but it can be easily altered to fit into any time period after the discovery of sorcery by Palin Majere in 25 SC.

“Chaos Blood” can also be tailored to other worlds and campaigns with relative ease. The daemon warrior can easily be described as a denizen from the Abyss and the Legion of Steel can be replaced with any knightly organization.

Adventure Background

During the Chaos War, a powerful minion of chaos was charged by its master to awaken and corrupt a mighty creature from the very bowels of the earth. This daemon warrior traveled to the resting place of an earth giant, a.k.a. rumbler (described in *Dragon Magazine* #256), a small forest named Trollwood because of its troll population. In order to awaken and then corrupt the monster, the daemon warrior had to desecrate the earth with the blood of innocents. However, a red robed wizardess noticed the storms of chaos wracking Krynn and decided to fight wherever she was needed. With her husband, a ranger, and the other members of their old adventuring party, the mage confronted the daemon warrior and a massive battle ensued. In the end, the heroes managed to slay the creature, but at a terrible cost. The chaos minion's death created a massive vortex of chaotic energy. This chaotic explosion left only a smoking crater in the ground where the daemon warrior and two of the adventurers had been only moments before.

The three surviving adventurers were hailed as heroes by the locals. The red robed sorceress and her husband settled down in the area while their remaining companion left for further adventure. All believed that with Chaos banished from Krynn, there was no hope that the fallen daemon warrior could arise to

threaten Trollwood again. They were wrong.

Festering in the crater within Trollwood, the daemon warrior's essence remained intact. Powerless and bereft of divine aid, the daemon warrior could not act. So instead, it waited dormant beneath the earth.

As the Age of Mortals progressed, magic became once more active on the surface of Ansalon. The Dragon Overlords began to twist and warp the land, and sorcery and mysticism flourished. The currents of magic swept through Ansalon and the dormant daemon warrior tapped into energy and began to awake. Slowly it sent out its corrupting influence throughout the forest and began to gather minions. The trolls who had lived peacefully with their human neighbors for so long were changed into servants of chaos.

In order to be resurrected, the daemon warrior needed the blood that was taken from it when it was slain thirty summers ago. To regain its power, it needed the five weapons that had been used to slay it. The chaos minion already had two such items: a broken crossbow bolt and a dagger, both of which had been left in its body. In the past few days, the daemon warrior's trollekai minions searched the farms and cabins in the vicinity for the other weapons. In addition, the daemon warrior also sent its trollekai minions to kidnap the locals. Although Chaos was gone, the daemon warrior still wanted to release and corrupt the creature beneath the earth.

Puzzled and shocked by the attacks, the locals immediately beseeched a Legionnaire cell in the nearby city of Hazuk. Although the cell had problems of their own, the Legion sent a small party of legionnaires to aid the locals against the threat. The legionnaires, however, were unable to cope with the strength and numbers of the chaos trolls, or trollekai. The party was taken, leaving only one man behind. When the party did not send in its regular reports, the legionnaire cell in Hazuk began to worry.

The cell was at a loss because they had no more men to spare. Finally, the legionnaires have resorted to enlisting aid. They have offered to pay 400 stl { *a sack of steel with a treasure value of 10 according to [A Saga Companion](#)* } to any heroes brave enough to accept the mission of ending the threat of the trollekai.

Prologue

Introduction

The adventure begins as the heroes reside in the city of Hazuk. Hazuk can be located in any area of Krynn that contains nearby woodlands. The Narrator can invent the various details of the town, such as the locals, the inns, and whatever else the heroes will interact with.

Overview

The heroes are offered a mission to save the locals of trollwood.

Getting Started

The Narrator should review the material on the Legion of Steel that is presented in Dusk or Dawn booklet from the Fifth Age Boxed Set.

First Impressions

Several posters have begun appearing on the bare, cracked walls of downtown Hazuk. Curiously, they all bear the star-shaped symbol of the Legion of Steel. Unaware that the Legion maintained any power in this region, these posters have piqued your curiosity. Upon closer examination, one of the fliers reads: "The Legion of Steel beseeches all worthy heroes to aid the the residents of Trollwood. The residents of Trollwood are being besieged by terrible forces and require assistance. The Legion is willing to pay 400 steel pieces to any party of adventurers willing to accept such a challenge. Report to the Legion of Steel recruiting office in the main square as soon as possible for further information."

The Story Begins

The town square is the center of commerce in Hazuk. The heroes should find the town square easily. Narrators should remind players with ties to the Legion, such as Legionnaire Warriors, Legionnaire

Scouts, Legionnaire Sorcerers, and Legionnaire Mystics that it is their duty to aid any Legion cell. Once they are at the town square, read the following to the heroes:

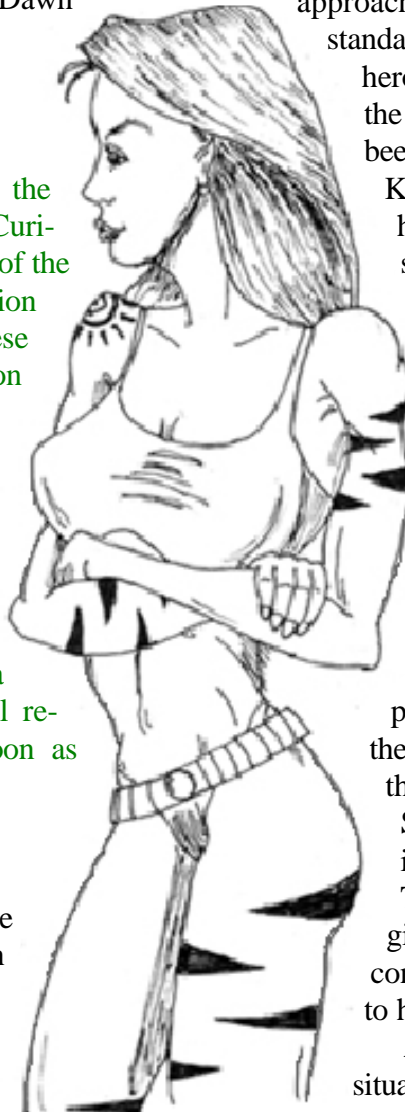
The hustle and bustle of the town square nearly sweeps you off of your feet and drenches you in the flurry of activity around you. Merchants and townsfolk weave through the ever-shifting crowd amid flashes of colorful scarves and grimy faces.

Just as you seem to realize the seemingly impossible task of picking out the Legionnaire recruiting post, your eye catches the sign of the Legion of Steel. Carved from a large piece of vallenwood, the star symbol hangs above a small stall in front of a ramshackle stone building. A bored half-elf with flowing blonde hair sits melancholically behind a desk.

The woman is a yeoman named Kara Half-elven. If approached, she half-heartedly recites the standard sales pitch in an attempt to get the heroes to join the Legion. However, if the heroes mention the fliers that have been posted, she immediately perks up. Kara shouts into an open door behind him and she is immediately joined by several legionnaires.

The legionnaires all seem worried and desperate, but they will not be taken advantage of. The heroes have to impress them before they will hire them. However, if the legionnaires are impressed, they will hire the heroes immediately. If they are not suitably impressed, the heroes will have to convince them through role-playing. They wish to hire a party of adventurers immediately, but they will not negotiate their terms. If there is a member of the Legion of Steel with the party, the legionnaires immediately addresses him or her. The legionnaires will play on the legionnaire's sense of duty and honor to convince him and the rest of the heroes to help the cell.

All that they know about the current situation is outlined below:



- ♣ Trollwood is aptly named because of a band of trolls that has lived there before the area had been settled by humans. What made these trolls unique was that they hadn't slain the settlers outright. The first settlers managed to communicate with the remarkably intelligent, for trolls, creatures, forging a pact of peace that has lasted for centuries.
- ♣ Several days ago, the cell received news that the inhabitants of Trollwood were being attacked. So far, Delgoth Farm and Talmeth Farm have been attacked. The inhabitants were missing and their property had been ransacked. No one knows what the attackers are.
- ♣ The Legion of Steel sent twelve legionnaires to aid the humans. The party contained eight legionnaire warriors, one legionnaire scout, two legionnaire mystics, and one legionnaire sorcerer. The band examined both Delgoth and Talmeth Farm, turning up no evidence as to the reason behind the attacks or fate of the inhabitants. In their last report, the legionnaires stated that they were headed for Tarney Hall, the gathering place for the inhabitants of Trollwood. It has been three days since then and the legionnaires were supposed to check in daily. The messages were all sent through a carrier pigeon, which also relayed messages back to the party.
- ♣ Trollwood is surrounded by several separated farms. The farmers gather on occasion at Tarney Hall, a massive structure maintained by a former Knight of Solamnia.
- ♣ The heroes' mission is to protect the lives of the locals and discover the fate of the twelve legionnaires.
- ♣ Kara Half-elven is to accompany them on their mission. Although she is not an official legionnaire, she has worked with the Solace cell extensively until she she arrived in Hazuk two days ago. Because of the cell's recent problems, Kara agreed to help. She is familiar with the surroundings and will act as the guide.

The legionnaires will also lend the heroes four *rings of fearlessness*. These rings make all actions to resist fear attacks one degree easier. The reason for providing these rings is because the initial legionnaire party reported an intense aura of fear that disrupted the warriors. They only have four rings and Kara will

decline wearing one if there are not enough for everyone.

The legionnaires will not provide the heroes with any regular supplies beyond the rings, but they will allow the heroes to gather mounts and supplies if needed. However, they want the mission to get underway as soon as possible.

Atmosphere

The mood of the scene should be relaxed as the heroes settle in in Hazuk. However, a sense of desperation and anticipation should overshadow the previous mood as the heroes confront the legionnaires.

Actions

The heroes need to succeed in an *challenging Presence (Spirit)* action to impress the legionnaires into giving them the job. If the action fails, the heroes need to prove, through role-playing, that they are capable of completing the mission. The action is one degree easier for every member of the party that is a legionnaire.

Characters

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6). (see the Character Index for more information)
- ♣ **Legionnaires.** *Humans of various ages, genders, and demeanors, Novices.* Co 5, Ph 6, In 5, Sp 5, Dmg +3 (short swords), Def -3 (chain mail).

Outcome

If the heroes accept the mission, they will travel to Trollwood with Kara as their guide. Go to Act One, Scene One. If the heroes refuse the mission, then the adventure is over.

Act One

The Gathering Menace

Scene One: The Empty Lands

The forest of Trollwood is only several miles from the city of Hazuk. After a mile or two from the city, the land becomes devoid of life. There are none of the animals and birds that usually frequent the land on such a day. However, the land is still extremely fertile and ideal to farm.

Overview

The heroes travel to Trollwood with Kara Half-elven as their guide. The trip takes only five hours and is relatively uneventful. The Narrator can, however, employ any encounters that they see fit.

Getting Started

The Narrator should refer to the Character Index for the game statistics for Kara Half-elven. The Bestiary game supplement will also prove invaluable to the Narrator and allow him to better utilize the creatures in the encounters.

First Impressions

The long trek through the countryside is long and tedious. The blazing sun beats mercilessly upon your unprotected heads and causes rivets of sweat to pour down your bodies. Your surroundings are dreary, devoid of vegetation and life. There are no birds circling overhead; no animals peeking out of their burrows; and no signs of life anywhere to be seen. In fact, the area around Trollwood reminds you of the desolation, sending chills racing down your spine.

Your guide doesn't make the trip any more enjoyable. The half-elf simply started off without a word and expected you to follow. Always off by herself, a strange sadness seems to cast an unwelcome pall over the already dreary expedition.

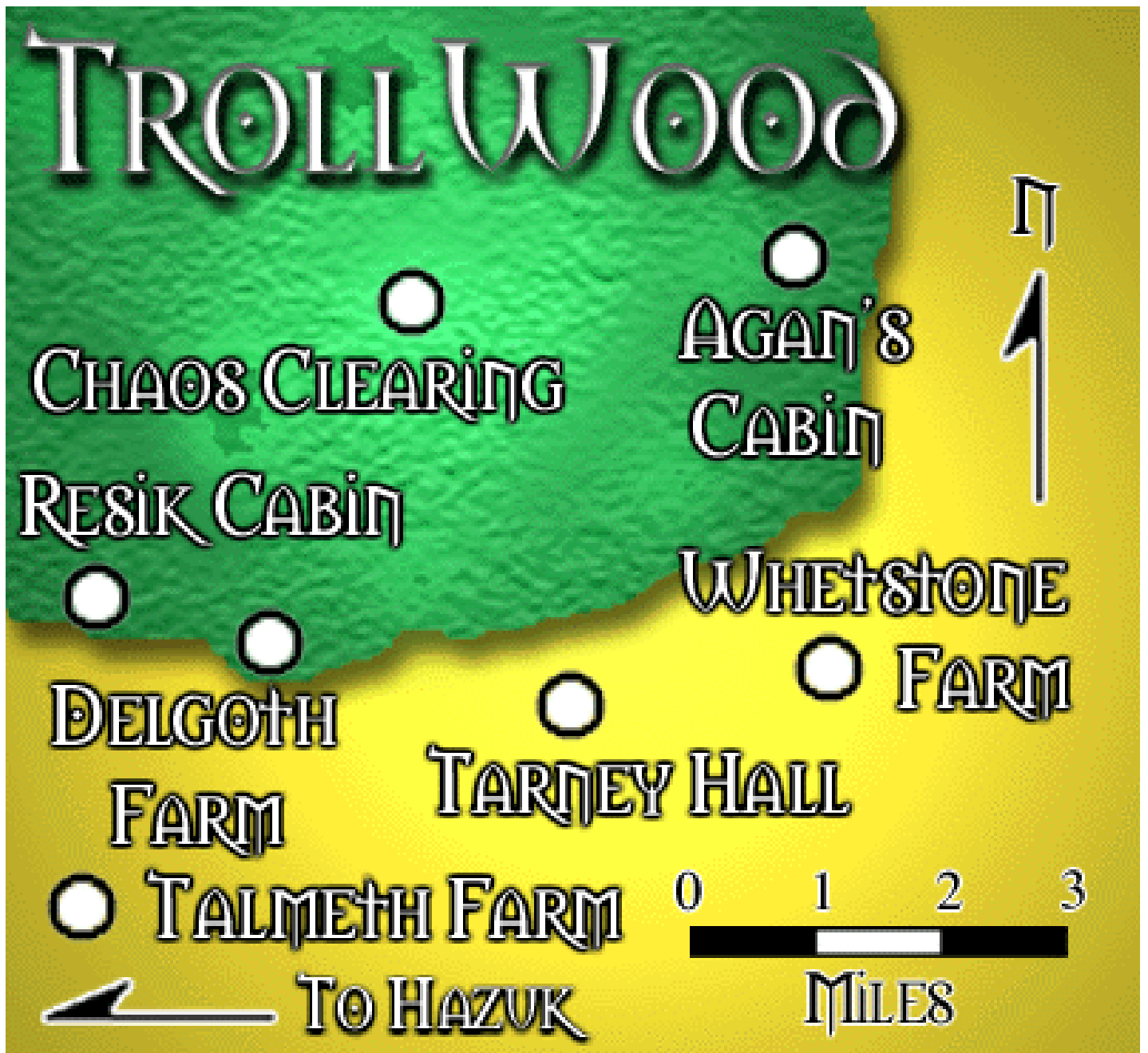
The Story Continues

The Narrator can choose from the following encounters or simply create a few of his own. These

encounters are simply meant to test the heroes, not to hurt them seriously. The Narrator should also keep in mind the daemon warrior's corrupting influence on the land. All creatures encountered should not be normal animals, but monsters or mutations.

Encounters

- ♠ A small band of aarakocra, intelligent birdmen, had been living in Trollwood until the daemon warrior and his trollekai minions slaughtered their tribe and drove these few out. They are starved and dehydrated. All they can tell the heroes is that their tribe was destroyed by savage, lanky monsters with terrible claws and bone white, mottled skin. The aarakocra speak halting Common and appreciate any help that the heroes provide. If shown kindness, the aarakocra will give the heroes what little wealth they managed to save, two opals worth 50 stl { *gems with a treasure value of 1 according to A Saga Companion* } each.
 - ♠ **Five aarakocra.** *Nonhumans.* Co 3, Ph 5, In 5, Es 6, Dmg +3 (talons or beak), Def -2, also acute sense (vision), fly, dive, and missile weapons (javelins).
- ♠ An ettin that lived on the outskirts of Trollwood fled from the corrupting influence of the daemon warrior. It is confused and enraged and attacks the heroes outright. Because of the effect of the chaos magic, it attacks recklessly { *All defensive actions by the heroes are made with a -1 penalty, but all offensive actions against the ettin are made with a +1 bonus* }. In its confused state, the ettin is also more susceptible to mysticism { *granting a +2 bonus to any such spells cast against it* }. The ettin carries no treasure.
 - ♠ **Ettin.** *Nonhuman.* Co 4, Ph 17, In 3, Es 4, Dmg +8, Def -4, also melee weapons (club).
- ♠ The heroes come upon a large slab of reddish rock where a long decayed skeleton lies basking in the sun. The large rock is nearly two stories in height



and casts a looming shadow across the earth. Upon closer examination, the skeleton appears to be elven, with several crushed bones and a shattered ribcage. Gold rings worn on each hand glint in the sun.

As soon as the heroes approach the skeleton, which lies in the shadow, true undead shadows attack without warning. These three shadows attempt to separate the heroes one by one by dragging them into the rock's shadow. Since the shadows blend in with the rock's shadow, the heroes can't tell how many undead creatures there are.

The skeleton is all that remains of a wayward elven traveler that became the prey of the shadows. They left the elf's skeleton out to rot in order to entice future victims. On the corpse's left hand is a gold ring set with a ruby, worth 175 stl { *treasure value of 4 according to [A Saga Companion](#)* }. On the corpse's right hand is a *ring of clumsiness (warmth)*.

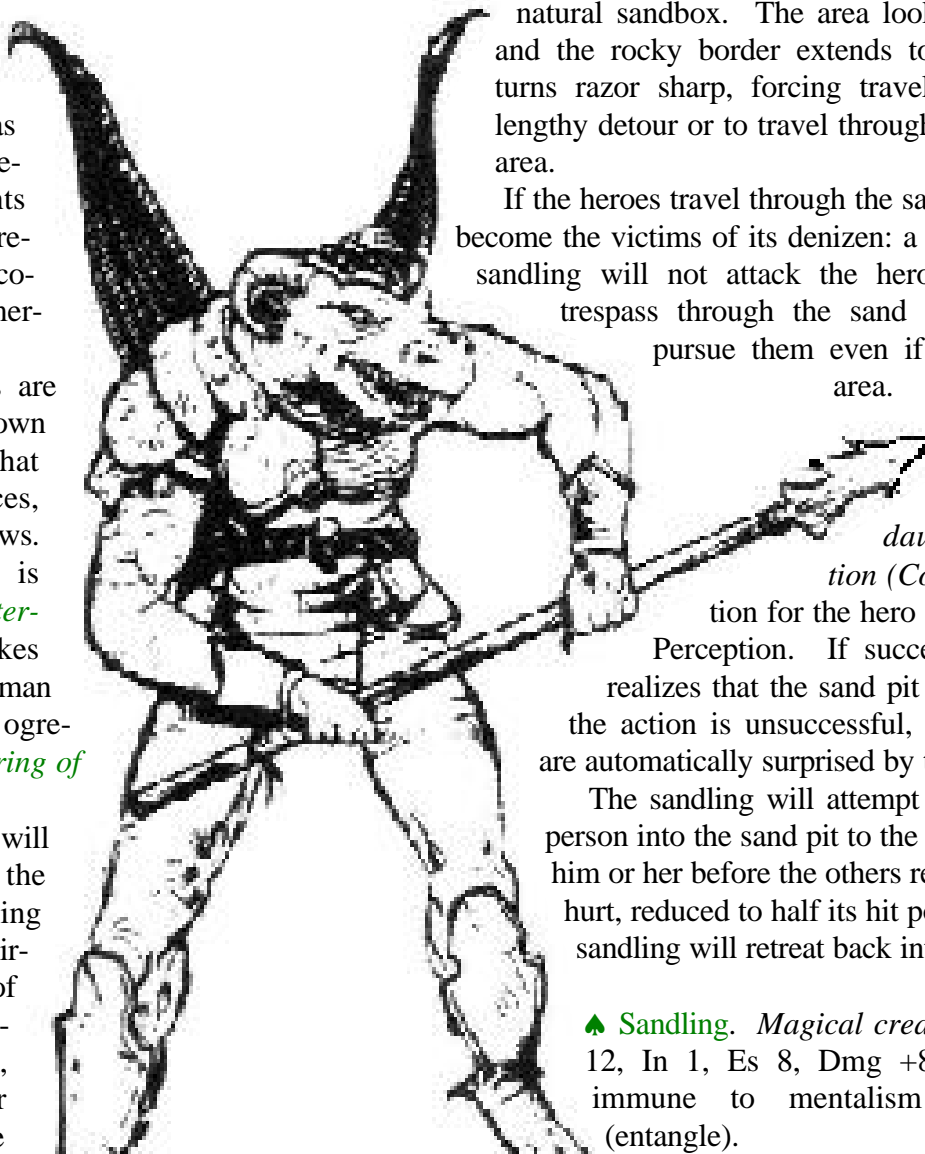
- ♣ **Three shadows.** *Undead.* Co 6, Ph 10, In 3, Es 4, Dmg +3, Def -3, also drain (Strength), and immune to cold, mentalism, and poison.

- ♣ A small band of draconians led by an ogre-mage are traveling by Trollwood. Their intentions are to test the strength of the legionnaire cell in Hazuk and then destroy it if they can. The ogre-mage, whose family was slaughtered by legionnaires, wants nothing more than revenge while the draconians are merely mercenaries.

The draconians are wearing heavy brown hooded robes that cover their faces, wings, tails, and claws. The ogre-mage is wearing a *ring of alteration*, which makes him look like a human mercenary. The ogre-mage also wears a *ring of spell turning*.

The ogre-mage will attempt to lure the heroes into dropping their guards by inquiring the location of Hazuk. The ogre-mage poses as Relin, the bodyguard for priests of Paladine (the draconians in disguise). The ogre-mage first attempts to gather information on the Legion cell in the city. Once the heroes let their guard down, they will attack.

- ♣ **Ogre-mage.** *Nonhuman.* Co 5, Ph 17, In 7, Es 7, Dmg +6, Def -3, also cryomancy, healing, melee weapon (long sword/+7), spectramancy, sorcery (electromancy and aeromancy), thrown weapons (3 daggers/+2) and transformamutation.
- ♣ **Four baaz.** *Draconians.* Co 8, Ph 6, In 6, Es 7, Dmg +6, Def -3, also death throe, glide, and pounce.



- ♣ The heroes come to an area of sand and dirt. The entire area is surrounded by an outcropping of rocks that makes the area seem like a giant, natural sandbox. The area looks safe enough, and the rocky border extends to the sides and turns razor sharp, forcing travelers to make a lengthy detour or to travel through the small sand area.

If the heroes travel through the sand pit, they will become the victims of its denizen: a sandling. This sandling will not attack the heroes unless they trespass through the sand pit, but it will pursue them even if they leave the area.

The Narrator should perform a *daunting Perception (Coordination)* action for the hero with the highest Perception. If successful, the hero realizes that the sand pit is inhabited. If the action is unsuccessful, then the heroes are automatically surprised by the sandling.

The sandling will attempt to drag the last person into the sand pit to the ground and slay him or her before the others react. If severely hurt, reduced to half its hit points or less, the sandling will retreat back into the earth.

- ♣ **Sandling.** *Magical creature.* Co 6, Ph 12, In 1, Es 8, Dmg +8, Def -4, also immune to mentalism and pounce (entangle).

Talmeth Farm

After hours of travel, you have finally found some signs of civilization. Kara, your guide, seemed strangely quiet and withdrawn during your entire journey, but she seems to awaken from her reverie as soon as a cabin, a barn, and fields of rotted vegetation come into view.

“This is, or was, Talmeth Farm,” Kara explains absent-mindedly. “It was the home of Nathen Talmeth, his wife, and his two daughters. This were the second farm to be attacked. Delgoth Farm was the first. It’s a little more than two miles northeast of here.”

Kara urges the heroes to move on, saying that the initial legionnaire party already searched the area, but she will reluctantly allow them to search the area if they wish to. If the heroes search, they will find the entire place to be torn apart. It seems as if the attackers were searching wildly for something, however, no other clues are present.

If the heroes insist on searching the barn, they will be attacked by the giant ticks that live there. These giant ticks infested the barn a few days before the farm was attacked. By now all of the livestock have been killed by the insects. The giant ticks will attempt to swarm two or three heroes at a time and drain them before attacking others { *a giant tick can only drain up to 7 points, its Physique score, of Strength before detaching itself in order to digest* }.

Any attack made against a tick attached to a victim has a chance of hurting the victim { *the Narrator should flip a random card from the Fate Deck. If the card is from the suit of Dragons, the victim suffers the damage from the attack* }.

Typically, only by killing a giant tick can force it release it from its victim. However, a giant tick will release its victim if damaged at all by fire.

Atmosphere

During the trek to Trollwood, the mood should be one of taught nervousness. Kara's dark mood should infuse the party with a sense of eminent danger and despair.

Once the heroes reach Talmeth Farm, the despair should deepen into an eerie sensation as they poke about the ruins of the lifeless farm.

Actions

The following actions are only applicable during the heroes' visit to Talmeth Farm. The heroes can attempt to identify the various claw marks that they find. Identifying claw marks require a *daunting Reason* action. The only clues that the heroes can find on Talmeth Farm are the claw marks. The owners of the claw marks are obviously incredibly strong, since many were made in solid stone. However, if this action is successful, then the examiner deduces that the claw marks are different than traditional troll marks. While this would seem to indicate

that the trolls are not the culprits, this assumption is only half-true. If the action fails, then the claw marks are simply unidentifiable.

If they enter the barn, then they must deal with the giant ticks. As stated before, the ticks attempt to overwhelm one hero at a time. Therefore, they will attack the lead hero one at a time until one latches on before turning to the next hero. If the action fails, then the tick latches on and begins its *Drain (Endurance)* attack. To avoid a giant tick attack, a hero must succeed in a *challenging Agility (Strength)* action. If a tick manages to secure itself on a hero, it will use its *Drain (Strength)* attack. Heroes will have to succeed in an *average Strength(Strength)* action to avoid having one point of Strength permanently drained away. However, removing a giant tick requires a *desperate Strength (Endurance)* action. This action is made in addition to the action to avoid the giant tick's *Drain* attack.

Characters

♠ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6). (see the Character Index for more information)

♠ **Seven Giant Ticks.** *Insects.* Co 2, Ph 7, In 1, Es 5, Dmg +2, Def -4, also drain (Endurance) and infect.

Outcome

After the heroes sate their curiosity, Kara urges them to travel to Tarney Hall where the initial party of legionnaires went. Go to Act One, Scene Two: The Beleaguered Warriors.

Kara Half-elven will oppose any plan that will lead away from Tarney Hall. If the heroes decide to investigate Delgoth Farm or just wander around, go to Act One, Scene Three.

Scene Two:

The Beleaguered Warriors

The heroes have finally reached Tarney Hall, the gathering place for the locals of Trollwood.

Overview

The heroes meet with the remaining locals of Trollwood, as well as the only remaining legionnaire from the initial party sent to aid the locals. As night falls, they begin to gain more information on their mission when another local reports of a trollekai attack, luring the heroes to Whetstone Farm.

Getting Started

The Narrator should look at the map and descriptions of Tarney Hall located in Act Two, Scene Three: The Siege. However, this is merely to get the Narrator acquainted with the structure, not to reveal any important information to the players.

First Impressions

Even in the gathering darkness, Tarney Hall looks odd in the wilderness. It is a large, two story building the size of a dragon. The building is made of worn wood that has been lovingly tended to for years. A set of double doors lead into the main hall, while several rooms branch out from the sides.

Kara leads you down a winding slope and onto the short cobblestone trail that leads to the steps of the hall. The dying sun slowly drowns in the flowing night and casts long shadows across the walls. Kara steps up to the doors and raps sharply with her knuckles. The doors open suddenly and a worried farmboy holding a short bow peeks out.

“W-were you sent to help us?” the boy stammers nervously.

“Yes, we were sent by the Legion,” Kara responds quickly as she pushes her way past the boy and into the building. “You know, you should keep this door barricaded. If we had been a bloodthirsty bandits, then we would have torn the doors open.”

You enter a large hall with various animal heads and weapons adorning the wall. One particular weapon, a long, rusty lance, hangs over the fireplace. Evidence of a recent fight lie scattered across the

floor.

The boy sputters a short answer but it fades quickly as several men emerge from a stairwell. One man is dressed in makeshift leather armor; one man is armored in dented and outdated Solamnian plate mail; and the last man is dressed in a coarse, red robe.

Grimly, the three men step forward to greet you.

The Story Continues

The three men are suspicious and wary at first, but they do introduce themselves. The man in makeshift leather armor is a hermit named Resik. He fled his cabin, located several miles west of Tarney Hall, after a brutal attack by the trollekai. The trollekai tore his cabin apart searching for something. He barely escaped with his life and fled to the safety of Tarney Hall.

The man in worn plate mail armor is Thomas Steelguard. Once a Knight of Solamnia, Thomas now resides in Tarney Hall and maintains the area. He would have fallen with Tarney Hall if not for the arrival of the initial legionnaire party sent to aid the residents of Trollwood.

However, the only man remaining from the legionnaire party is the legionnaire sorcerer, Jaedyn Faerglaze. The trollekai attacked Tarney Hall and managed to abduct the legionnaires, leaving only Jaedyn behind.

The boy is Thomas’s page, Augin Helmspurr. He was the boy that alerted the legionnaire cell in Hazuk and brought them back to help the locals.

Although they are suspicious, the men are relieved that aid has finally arrived. However, they are slightly doubtful that the heroes can fare any better than the legionnaires did.

If the heroes insist on looking around, the Narrator can use the map and descriptions of Tarney Hall in Act Two, Scene Three: The Siege.

See the Character Index for more information on the characters.

The Narrator can paraphrase the following passages if the heroes question the men:

Resik

“We been livin’ out here ‘round Trollwood for generations! Everything was peaceful all my life, so far,” Resik begins slowly. “And then a couple of days ago, strange things from the woods started to attack us!

The demons were stark white, they were, and have nasty spines poking every which way! And their eyes, their eyes were like flaming coals! Believe you me, I high-tailed it outta my cabin when they came 'round. I don't know what those critters were doing, but they tore my cabin apart lookin' for something! They tried to take me like they took the Delgoths, but I made it 'way. I been holdin' up in here for a coupl'a days. I was here when Thomas sent Augin to git those legionnaires.

"Not that they did no good! The demons took most o' them up during the first attack. We all that's left!"

Thomas Steelguard

"I noticed what had happened to Talmeth Farm when I visited them six days ago. I was going to check to see if they needed anything, since I was going to send Augin, my page, to Hazuk. When I noticed that the farm had been destroyed, I sent Augin immediately to alert the Legion of Steel. They arrived soon enough and began searching the area for clues. Soon enough they discoverd the remains of Delgoth Farm.

"Rezik here came in a few days ago and told me about what happened at his cabin. I alerted the legionnaires and they came right over during the night to Tarney Hall to ask him some questions. However, the moment they reached the doors to the hall, creatures with flaming eyes and sharp talons leapt out of the darkness and attacked them. I tried to help, but the demons were too strong and too many. We all retreated into the Hall and barricaded all of the openings. The demons retreated, but not after they took eleven of the twelve leionnaires. Only Jaedyn remains now. We've been holding out for two days, and they haven't come back once. Still, we don't know what they are or what they want. I know they're not trolls, because the trolls in Trollwood are gray with mottled skin, not spines. Still, I have to admit that I'm at a loss to explain the attacks. I don't like sitting around, but I just don't know how to fight them!"

Jaedyn Faerglaze

"I had just completed the training of my former apprentice, Charice Delgado, and was about to choose my next when Augin showed up in Hazuk. He came straight up to Bowsprint, the leader of the cell, and

told him about the attacks. Now, I may not be an expert on trolls, but it seems to me that the attackers are undoubtedly trolls! I mean, how else can you explain the terrible strength of the attackers! Also, I swa my legionnaire brethren hack again and again at the white bastards, yet they didn't fall! It must be their regeneration powers!

"Well, I'm getting ahead of myself. I left with my fellow legionnaires, Ashley, Taernin, Jakster, Devon, Klyen, Farkus, Gwen, Xeke, Otto, and Trylae. First, Augin showed up Talmeth Farm, and it was in shambles! We searched the area, but we didn't find anything. Trylae, our mystic, sensed some dangerous insects in the cabin, but those harmless insects couldn't have done anything!

"Next, we went to Delgoth Farm, but it was in th same condition. Everyone was gone and everything was a mess! Even our magic, mine and Trylae's, couldn't figure out anything. The only thing we could get was a strange feeling that something evil lurked in the woods, but anyone could've told us that without usin' magic! We scavanged around the fringes of the wood for awhile until Thomas found us.

"He told us that Rezik had been attacked, so we went to Tarney Hall. We were just outside when the demons emerged from the shaodws and tore into our ranks. We tried to fend them off, but they were impossibly strong! We retreated into the Hall, but one by one my comrades were taken. By the time we got in, the demons were gone. We checked outside after the battle, but there weren't any bodies! Now I know a couple of my friends, especially Farkus, stuck at least one of those demons real good, but no bodies were found! I still say that the attackers were really trolls, I just need to prove it!"

Augin Helmspurrr

"Well, sirs, when my lord Sir Thomas discovered the calamity that had befallen Talmeth Farn, he sent me straight to Hazuk. I told the head of the Legion cell what had happened, and I accompanied twelve legionnaires back to Trollwood. Despite their best efforts, they found nothing at Talemth Farm and nothing at Delgoth Farm. We were headin back to Tarney Hall to talk with Rezik when the fiends attacked us! I tried to fight with them, but they were too many! I retreated with my liege and by the time we were safely in the Hall, eleven of the legionnaires had been taken!

“I really don’t know what to make of this situation. I can only hope that you are more effective than your predecessors.”

The Cry for Help

As soon as the interviews are over, read the following to the heroes:

A muffled cry suddenly breaks the monotony of your conversation. Rezik, the hermit, immediately dashes for cover while Jaedyn and Thomas ready their weapons.

You hear the pained neigh of a wounded horse as well as the sobbing of a young child. Quickly, Augin and Thomas rush to the door and peer out of the slits of a boarded window.

A bedraggled young boy of no more than fifteen summers collapses across the doorway as they open the doors. Augin quickly leaps out of the house and into the night to check on the youth’s steed, but the horse’s blood already flows like a river and mingles with the cobblestones.

Sir Steelguard quickly helps the sobbing lad into the Hall as Augin secures the door behind his master. The boy appears relatively unharmed, except for a large gash on his arm.

The boy is Eugene Whetstone from Whetstone Farm. He begs for assistance, saying that his farm is being attacked by demons in the night. He rode here on his horse to get help.

At this point, Jaedyn suggests that the heroes should go to Whetstone Farm as soon as possible. If none of the heroes have any form of summoning magic available to them, Jaedyn will volunteer his *wand of summoning* to aid the heroes. Kara will insist that the heroes leave immediately and discourage any action that will delay their departure.

While Augin, Thomas, and Jaedyn insist on staying at Tarney Hall to protect the Hall and Eugene, Rezik, who wants to get revenge on the demons for destroying his cabin, will volunteer to accompany the heroes.

Actions

There are no particular actions to take note of in this scene, although heroes can attempt first aid on Eugene. This requires an *average Dexterity* action to

restore 1 Endurance point to the wounded lad.

Characters

The Narrator should refer to the Character Index for more information on some of the following characters.

- ♣ **Augin Helmspurr.** *Human boy, timid demeanor, Rabble.* Co 4, Ph 3, In 6, Es 4, Dmg +2 (dagger), Def -1 (padded armor).
- ♣ **Eugene Whetstone.** *Human boy, afraid demeanor, Rabble.* Co 3, Ph 2 (currently reduced to 1), In 4, Es 5, Dmg +0 (fists), Def -0 (normal clothing).
- ♣ **Jaedyn Taerglaze.** *Human adult male, optimistic demeanor, Adventurer.* Ag 4D, Dx 6C, En 5D, Str 4D, Re 8A (64), Pe 7C, Sp 4D, Pr 5B, Dmg +2 (quarterstaff), Def -0 (robes), also sorcery (geomancy, aeromancy, and divination), secondary weapon (dagger/+2), *wand of summoning { 9 charges }*, and *ring of free movement*.
- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Thomas Steelguard.** *Human middle-aged male, eccentric demeanor, Champion.* Ag 5B, Dx 4B, En 7A, Str 7A, Re 4X, Pe 5B, Sp 5D, Pr 6B, Dmg +12 (*two-handed sword of renown*), Def -5 (plate mail).

Outcome

This scene should end with the heroes traveling magically to Whetstone Farm. Go to Act Two, Scene One: The Children of Chaos.

If, for some reason, the heroes act very unheroic and decide to stay at Tarney Hall, go to Scene Three: The Fury of the Storm.

Scene Three: The Fury of the Storm

If the heroes manage to go off track in this adventure, the dangers of Trollwood react with deadly force.

Overview

This scene details what would happen if the heroes managed to lose their way in the two previous scenarios.

If the heroes decided to investigate Delgoth Farm instead of traveling to Tarney Hall in Scene One, they will find that their little expedition was useless. They will never make it to Delgoth Farm. However, night will slowly creep around them, allowing the trollekai to attack. If the heroes still refuse to retreat, Jaedyn will summon them to Tarney Hall.

If the heroes decided to stay in Tarney Hall instead of magically traveling to Whetstone Farm to aid farmers in Scene Two, then they are present when Tarney Hall is attacked by the trollekai. The scene ends with Jaedyn summoning them to Agan's Cabin.

getting Started

The Narrator should review the trollekai entry at the end of the adventure, as well as the Character Index. The Narrator should also review what occurred during the previous scene and adjust this scene accordingly.

First Impressions

If the heroes decided to investigate Delgoth farm instead of going to Tarney Hall at the conclusion of Scene One, then read the following:

After a bit of cajoling, Kara finally agrees to take you to Delgoth Farm, all the while shooting you withering looks and muttering about “wasting time.” After a mile or two, you catch sight of the infamous Trollwood. The giant trees look grim and forboding, allowing no light past their claw-like branches.

Day turns into night as soon as Kara leads you into the grim wood. Even the half-elf seems shocked as the utter darkness falls upon you.

As you all struggle to get your bearings, you hear a slight rustling in the ferns ahead of you. Out of the darkness erupts demons with white skin, flaming eyes, and sharp talons! Kara chokes out a warning, but the creatures are upon you!

If the heroes decided to remain in Tarney Hall instead of traveling to Whetstone Farm to aid the family, read the following:

“What?” Jaedyn asks incredulously. “You won't go to help the Whetstone's? They need our help! Just what in the Abyss is the Legion paying you for!?”

All eyes stare at you now, waiting for your answer.

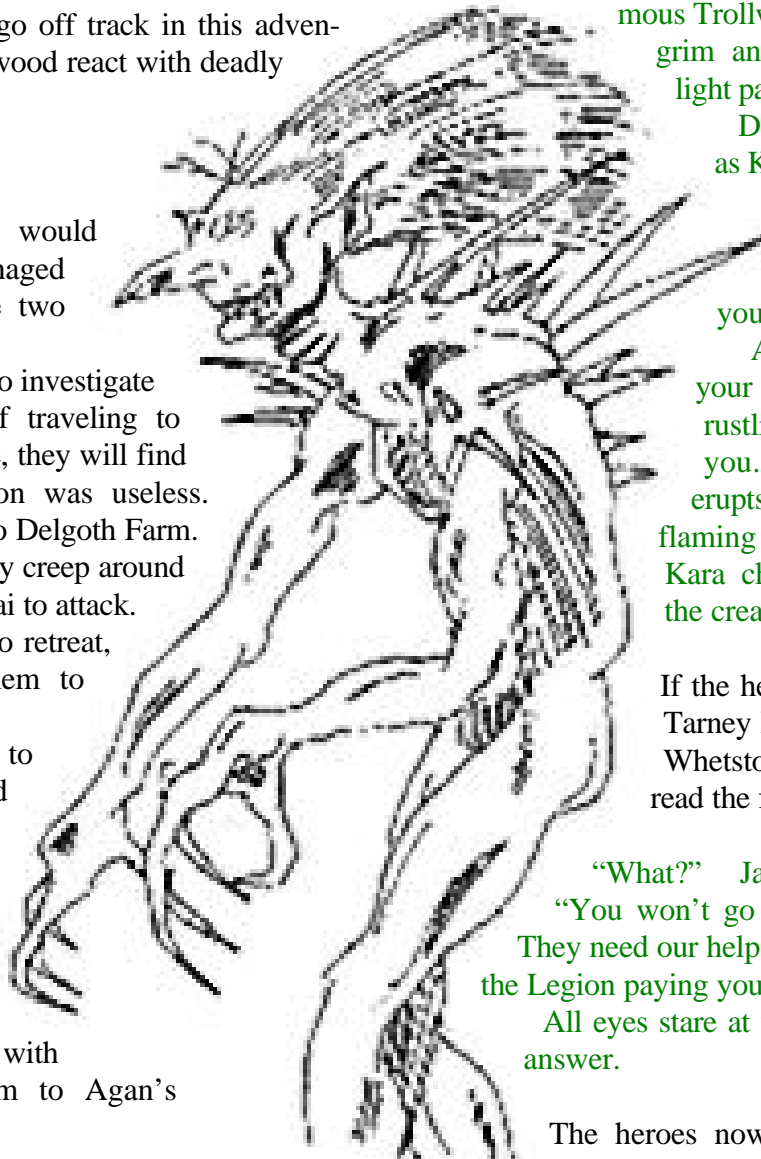
The heroes now have an opportunity to travel magically to Whetstone Farm. If they still wish to stay at Tarney Hall, then read the following:

“I can't believe what sort of adventurers the Legion sent us,” Jaedyn mutters disgustedly. “Fine, I'll go to help them!”

The sorcerer is about to activate his wand when a loud crash rocks the front doors. Already you can hear the wild growling and crooning of fell beasts outside of the Hall.

“They're back,” Thomas gasps as he fumbles for his two-handed sword.

Eugene whimpers and hides beneath a table as



Rezik struggles to do the same. The hinges on the door begin to warp and bend alarmingly before cracks form in the wood. With one final heave, the creatures shatter the heavy, thick door and pour in. With their skin glowing eerily and their eyes flaming in the darkness, the demons attack!

The Story Continues

In both scenarios, the trollekai will attack swiftly and without mercy. Their goal is to take prisoners without harming their victims. Of course, if their victims put up stiff resistance, then the trollekai will inflict damage, but never enough to kill. In fact, the trollekai will actively attempt to “knock out” the heroes instead of attacking them directly.

If the heroes are in Trollwood, Kara will immediately begin attacking by charging deeper into the woods to face the trollekai. Intelligent heroes may note that it is night within the woods, but outside of the forest, the sun is only beginning to set. The trollekai work as a group to surround the heroes and cut off their escape. However, the purpose of this scenario is to send them to Tarney Hall unharmed, not to have them captured. If the heroes manage to flee trollwood, Kara will follow. The trollekai, however, will not, since they cannot stand sunlight. Kara, of course, will order the heroes back to Tarney Hall.

If the heroes fail to flee Trollwood, they will find the numbers of the trollekai to be overwhelming. If they manage to defeat the initial group of trollekai, another group arrives immediately. When they are on the verge of defeat, they will be magically summoned to Tarney Hall by Jaedyn Fareglaze. Jaedyn was alerted of the heroes’ presence via a divination spell. He used another divination spell to pinpoint their location, and he used his *wand of summoning* to deliver them from danger.

In this scenario, there are twelve trollekai attackers, but more will arrive if the heroes manage to defeat them.

If the heroes are in Tarney Hall, then the trollekai will burst in through the front door. If anyone thinks to find another way out, or to retreat back into the Hall, they will find their exits blocked by trollekai entering from the back.

After the heroes have had a short battle with the trollekai, read the following:

Jaedyn tosses another demon aside with a powerful gust of wind before regrouping with you. He reaches into a satchel at his side and retrieves a wand.

“It looks like we’re going to Whetstone Farm whether you want to or not!” he shouts as he begins chanting. The wand glows an eerie green and begins emitting a light that envelopes you when a clawed hand grabs his shoulder.

“Go!” he commands as he is yanked back by one of the glaring demons! You hear the growling of the other demons as they launch themselves at your comrades. As the demons tear into your group, the green light surrounds you and fills your vision.

It should be noted that the trollekai all attack at night. In both scenarios, the heroes should only have fleeting glimpses of what they are fighting. They should not know what they are fighting or even how many they are fighting.

The Battle

The trollekai first attack with their potent *fear aura*. Those who succumb should flee out of Trollwood to watch the battle from afar. After they have used their *fear* ability, the trollekai will attack to render the heroes unconscious instead of to hurting them. Therefore, they will attack as if they were “unarmed” { *only the damage from their Physique counts, not the damage from their Damage Rating* }.

Also, since the trollekai dislike sunlight, they will avoid it as much as possible. Even the light from a torch will cause them to cease their attacks and hang back a distance. Fire spells, like those that Kara can cast, don’t frighten them unless they are large enough. Therefore, they will not be frightened of Kara’s spells unless a hero convinces the half-elf to create a magical fire that sheds a large amount of light. Narrators must note that this will not drive the trollekai off, but merely keep them at a distance. If the heroes use the light as an offensive weapon to drive the trollekai back, the trollekai will simply resume their attacks.

Also, any sorcerers with a knowledge for the school of spectramancy will be of great use. Their spells are especially effective against the trollekai { *spectramancy spells deal double damage to trollekai* }.

The trollekai will work in concert to cut off any

escape and to encircle their prey. If the heroes manage to slay or even to incapacitate a trollekai, others will intervene and secure the body in order to prevent the anyone from learning about them.

Atmosphere

The overall mood of both scenarios should be frantic and worried. The heroes should be thinking about survival and retreat rather than victory. Also, the heroes should be trapped in the darkness. Dimming the lights might be a good idea to convey the mood of this scene.

Actions

The heroes don't have too many actions, besides the normal combat action, that they can attempt during this scene. However, they can discern that the creatures are unlike any normal trolls with a *challenging Perception* action.

When the trollekai first approach the heroes, the heroes are subject to their *fear aura*. To resist the trollekai fear aura, each hero must succeed in an *average Presence (Spirit)* action. Although the heroes should have to succeed against every trollekai present, the Narrator can rule that a hero needs only to succeed in the action three times to succeed against all of the trollekai.

If the heroes are in Trollwood, they can notice that it is only night in the forest with a *challenging Reason* action.

A hero may also be tempted to cast a divination or a sensitivity spell to discern the true nature of the forest. Such a spell costs 12 points and, if successful, causes the caster to scream in pain and pass out for ten minutes. The spell allowed the hero brush the chaos that is infecting Trollwood.

Characters

The Narrator should refer to the Character Index for more information on the following characters.

- ♣ **Augin Helmspurr.** *Human boy, timid demeanor, Rabble.* Co 4, Ph 3, In 6, Es 4, Dmg +2 (dagger), Def -1 (padded armor).
- ♣ **Eugene Whetstone.** *Human boy, afraid de-*

meanor, Rabble. Co 3, Ph 2, In 4, Es 5, Dmg +0 (fists), Def -0 (normal clothing).

- ♣ **Jaedyn Taerglaze.** *Human adult male, optimistic demeanor, Adventurer.* Ag 4D, Dx 6C, En 5D, Str 4D, Re 8A (64), Pe 7C, Sp 4D, Pr 5B, Dmg +2 (quarterstaff), Def -0 (robes), also sorcery (geomancy, aeromancy, and divination), secondary weapon (dagger/+2), *wand of summoning { 9 charges }*, and *ring of free movement*.
- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Thomas Steelguard.** *Human middle-aged male, eccentric demeanor, Champion.* Ag 5B, Dx 4B, En 7A, Str 7A, Re 4X, Pe 5B, Sp 5D, Pr 6B, Dmg +12 (*two-handed sword of renown*), Def -5 (plate mail).
- ♣ **Twelve or Twenty-four Trollekai.** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.

Outcome

If the heroes are in Trollwood, then they should proceed to Tarney Hall. Kara Half-elven insists on this, despite what the heroes wish. She will even point out the folly of their last decision to convince them. Go to Scene Two: The Beleagured Warriors. If the heroes were summoned by Jaedyn, then the Narrator will have to alter the scene accordingly.

If the heroes were in Tarney Hall, then they were magically sent to Agan's Cabin. Although they would normally be able to resist the magical item's effects, the Narrator can skip that part to further the storyline. Go to Act Two, Scene Two: The Seeds of Chaos.

Act Two

Scene One: The Children of Chaos

After a brief stay at Tarney Hall, Jaedyn has used a magical wand to magically transport the heroes to Whetstone farm in order to help a boy's endangered family.

Overview

In this scene, the heroes arrive just as the trollekai are taking the Whetstones. With luck and skill, they can drive the trollekai away and gain some valuable information from a dying man.

Getting Started

The Narrator should review the trollekai entry at the end of the adventure to get a good idea of their abilities.

First Impressions

One second you were at Tarney Hall and then the next you are in front of a large, collapsed house. What was once a barn, lies scattered off to the side, as does the remnants of a corral. In the darkness of night, you can barely make out the ground beneath you.

Before your very eyes, several white-skinned monstrosities leap out of the collapsed dwelling carrying limp victims. The creatures are tall and gaunt, like trolls, but with huge spines and bone white skin. One suddenly notices you and screeches a message to its comrades. Some of the demons dash off into the woods while several others close in on you!

The Story Continues

Originally, there were seven trollekai sent to attack Whetstone Farm. Four of the trollekai left with the four remaining family members, Sandra Whetstone, her little daughter and two eldest sons. Zandor Whetstone, her husband, is trapped dying in the house. The remaining three trollekai attack the heroes in hopes of gathering more victims for their master.

The Hand of Chaos

The trollekai struck while the Whetstones were sleeping. They tore apart the property looking for any of the weapons that were used to slay their master, then they turned to the house. Afraid for Eugene, his youngest son, Zandor sent him off with their only fast horse, to Tarney Hall to beseech Thomas Steelguard for help. The boy made it, but not before being wounded by the trollekai. The trollekai invaded the house and the Whetstones fought back, but they were no match for the chaos minions. Although they tried to be careful, the trollekai tore apart a support beam that caused the house to collapse. Zandor was caught in the collapse, so they left him for dead as they took the rest of his family.

The Battle

The trollekai fight to subdue the heroes, not hurt them *{ a successful trollekai attack inflicts on the Physique Damage and does not count the Damage Rating }.*

The trollekai will first attack with their *fear* abilities. Each hero will have to save against three *fear* attacks or succumb. The trollekai will work to circle the heroes and cut off all escape. If one of their numbers falls, they will protect intervene and protect their comrade until he heals so that no one can examine them.

If a trollekai is actually slain, the other two will disengage combat, pick up their comrade, and retreat into Trollwood. If any foolhardy hero attempts to follow them into Trollwood, Rezik will stop them, because he knows that it is foolishness. After all, he knows better than to follow the demons into their lair.

Any good light source will keep the trollekai at a distance. However, if the heroes attempt to use the light to drive off the trollekai, like trying to push them back with the light, results in continued attack. However, spells from the school of spectramancy are especially effective against them *{ spectramancy spells do double damage to the trollekai }.*

Rezik, for all of his bluster, will not participate in the fight as much as one would expect. Instead, he will hand back and watch for an opening to knife one of the trollekai in the back. However, he will immediately pull back, as he does not wish to really get

involved in a fight.

As soon as Kara realizes that the trollekai can regenerate and take a lot of damage, she will no longer restrain herself, as she usually does. Her attacks will be deadly and furious, often endangering the heroes as well as the trollekai. When it becomes clear that steel might not work, she will unleash her pyromancy skills haphazardly.

Narrators should review the Character Index for more information on Rezik and Kara Half-elven.

Zandor Whetstone's Death

After the heroes defeated the trollekai, Zandor will moan to get their attention. Once they race inside the house, they will find the man nearly cut in half by a large pillar. He is slowly bleeding to death and beyond all aid, even magical. However he will tell the heroes the following:

“I know I’m dying, but I don’t care. All I care about is my family,” Zandor gasps as blood dribbles down his chin. “I don’t know where those devils took my family, but I know of someone who does! His name is Agan, and he defeated a terrible chaos monster during the Chaos War. He was a great warrior and saved us in the past! He lives a little more than three miles north of here. You must go to him . . .”

With one last choking breath, Zandor Whetstone gags and falls limp.

Atmosphere

The mood of this scene should be fast-paced and deadly. The heroes have come face-to-face to an enemy that they are unsure of how to fight. The Narrator could dim the lights to show the players how their players feel fighting the eerie trollekai in the gathering darkness.

However, the atmosphere of the scene should slow down to a dramatic timbre once the heroes discover Zandor Whetstone. His death should gravely affect the heroes, especially mystics who discover that they are powerless to heal this man.

Actions

The only other action besides the normal combat action during this scene involves the trollekai. The

heroes might be very suspicious of their enemies’ true nature once their powers are revealed. If any hero suspects that the trollekai are really trolls, have him or her perform a *daunting Perception* action. If successful, the hero realizes that the trollekai are extremely similar to normal trolls, except for the skin coloring and strength. Such information could lead a hero to conclude that the trollekai are related to trolls, or that they were once true trolls.

Heroes must also succeed in *average Presence (Spirit)* actions to avoid the trollekai’s *fear* auras.

Characters

Only Rezik decided to accompany the heroes to Whetstone Farm. Narrators should refer to the Character Index and the trollekai entry for more details on the following characters.

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Zandor Whetstone.** *Human middle-aged adult male, pragmatic demeanor, Unknown.* Co 5, Ph 6 (currently 0), In 6, Es 4, Dmg +0 (fists), Def -0 (common clothing).
- ♣ **Three Trollekai.** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.

Outcome

The heroes should now proceed to Agan’s Cabin. Go to Scene Two: The Seeds of Chaos.

If the heroes decide not to go to Agan’s Cabin, go to Scene Four: The Deadly Night.

Scene Two: The Seeds of Chaos

After getting information from a dying man, the heroes have arrived at Agan's Cabin to find some answers.

Overview

The heroes have arrived at Agan's Cabin too late. Agan has been clawed by one of the trollekai and left for dead because they have already collected enough victims for the blood sacrifice. They finally learn of the true nature of the menace in Trollwood, face a new chaos creature, and lose the ability to cast summoning spells.

Getting Started

This scene assumes that the heroes arrived after visiting Whetstone farm. However, if the heroes were sent here magically by Jaedyn's wand in Act One, Scene Three: The Fury of the Storm, then the Narrator should make some changes where appropriate. The first paragraph of the "First Impressions" should be omitted if they were magically summoned by Jaedyn.

The Narrator should have a copy of The Bestiary handy and be prepared to look in the Prologue. The Narrator should also flip to Chapter Four of the Secrets of the Tower book that came with The Last Tower: The Legacy of Raistlin.

First Impressions

Your journey through the night was filled with half-imagined terrors and looming phantom menaces. Crossing into Trollwood sent shivers of fear and anticipation racing down your spine, but luckily, you have yet to be molested by the demons.

The dark wood opens before you into a small clearing with a quaint log cabin. However, dread fills your soul as you see the shattered window and decimated door.

The Story Continues

The trollekai attacked the cabin just a few minutes

ago. They overwhelmed the half-elf ranger and, because they had enough sacrifices already, dealt him a mortal blow. They also discovered two of the three weapons that the daemon warrior needs to resurrect himself: a long sword and an axe.

If the heroes enter the cabin, they will find Agan lying on the floor with his stomach torn out. If asked, he uses the last of his strength to relate the following to the heroes:

During the Chaos War, my friends and I were in the town of Hazuk. The Storms of Chaos wracked Krynn everywhere, even here, and my beloved wife, a mighty sorceress, uncovered a deadly threat in Trollwood. She discovered that there was a daemon warrior attempting to corrupt a might creature from the bowels of Krynn to aid in the destruction of Krynn. My friends and I rode forth and confronted the fell monster. It was a titanic struggle, but we managed to slay the chaos minion at the cost of the lives of two of my dear friends.

"I believed the threat to over, but I was wrong. I have felt the great chaos stirring within the forest, but I convinced myself that it was nothing. Even when the very forest was cast into night, I did nothing. Yes, surely you must realize now that no matter what time of day it is outside of the forest, within Trollwood, there is always darkness, it is always night.

"I don't know how, but the chaos minion has managed to corrupt the trolls of Trollwood to do its bidding! Now they search for blood and for the weapons that have been used to slay their master! The blood is to awaken the creature below the earth, since only pure blood shed in anger will corrupt it! The weapons we used to seal the daemon warrior's doom were all magical, so only by destroying them can it be resurrected. It already has four of the five weapons, or so I believe. Two were left in its body and two were taken from my cabin this very night!

"The last was placed in Tarney Hall! It is one of the fabled dragonlances, footman's dragonlance! You must use it to slay the daemon warrior before its not too late! But beware its powers! It can make you see what's not there! Nothing is what it seems! Don't trust your eyes! Don't shed their blood, or all of Krynn is doomed . . . !"

After Agan finishes, however, he starts to grimace and

groan. All healing spells fail to work on him. Within seconds, his skin turns an ashen gray, then into a bone white. Spines bust from his back and shoulders and his eyes flame a brilliant red.

While the heroes may believe that he is turning into a trollekai, they are mistaken. Instead, he is merely being corrupted like the trollekai are. He spent days inside the corrupting influence of Trollwood, but he always resisted its call. However, with his fatal wound at the hands of the trollekai, the corrupting influence has taken over.

Also, there is one easily overlooked change in this scene. The daemon warrior in Trollwood has noticed the use of Jaedyn's *wand of summoning* and decided that it cannot allow anyone to escape its clutches so easily. Using his dark, corruptive magic, the daemon warrior has neutralized the use of summoning magic in a ten mile radius from trollwood. This means that no summoning spell can be cast for the duration of the adventure. This effect also affects magical items such as Jaedyn's wand.

The Battle

The first inclination of true heroes would be to find some way to aid Agan. However, there is no conceivable way. Agan was transformed by powerful magic beyond that of mortal sorcery or mysticism. There is no helping or reasoning with Agan. Agan is dead; only a servant of chaos remains.

Because he is outnumbered, Agan will first attack with his *fear* ability in an attempt to send the party scattering. Next, he'll attack with his gaze, which causes *confusion*, among the heroes. Unlike the trollekai, Agan is not afraid of light. Spectramancy spells have no additional effect on him.

The Cabin

The heroes might want to search the cabin after they've defeated Agan. If they do, they find several magical trinkets that were once owned by Agan's wife. Agan owns four doses of *Mishakal's healing balm* which is kept in a small jar, a *scroll or protection*, and a *horn of Kiri-Jolith*.

If the heroes were magically transported to Agan's Cabin, they may not know where they are. Agan has a map of the area, which shows his cabin, Talmeth

Farm, Hazuk, and Tarney Hall, lying on his desk. All the heroes should glean from this map is that Tarney Hall is four miles southwest of their current position.

Atmosphere

This scene starts off slow and dramatic as the heroes realize that they are too late to prevent the trollekai from attacking Agan. However, it soon speeds up as Agan is corrupted and attacks the heroes.

Actions

Heroes have to succeed in an *average Presence (Spirit)* action to avoid succumbing to Agan's *fear* ability. Heroes also have to succeed in an *average Perception (Essence)* action to avoid becoming confused by his gaze.

Characters

In the beginning of the scene, Agan is a normal half-elf, but the statistics below only reflect his corrupted state.

- ♠ **Kara Half-elfen.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♠ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♠ **Agan.** *Undead.* Co 8, Ph 12, In 6, Es 6, Dmg +6, Def -4, also aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, fear (aura), and confuse (gaze).

Outcome

The heroes should follow Agan's advice and head back to Tarney Hall. If they do, go to Act Three: The Siege.

If the heroes decide not to go back to Tarney Hall, go to Scene Four: The Deadly Night.

Scene Three: The Siege

This scene assumes that the heroes traveled from Agan's Cabin and arrived at Tarney Hall safely.

Overview

The heroes arrive at Tarney Hall only to find that the trollekai have taken all of their friends. As soon as the heroes arrive, the trollekai attack en masse, forcing the heroes to spend the rest of the night trapped in the Hall fending off the creatures.

Getting Started

The Narrator should review the trollekai entry at the end of the adventure. Also, the Narrator should note that the use of summoning magic is prohibited by the daemon warrior's foul magic.

First Impressions

After a treacherous and uncertain journey through the night, you arrive back at Tarney Hall.

The imposing building now lies in ruins. The double doors that lead into it are shattered and claw marks mar its exterior. The inside is dark and cold, devoid of any life.

The Story Continues

The trollekai attacked Tarney Hall when the heroes were gone. The heroes may have already been aware of this if they had stayed behind in Act One, Scene Three: The Fury of the Storm. The heroes' allies were all taken by the trollekai.

The trollekai, however, missed the footman's dragonlance that hung above the fireplace. The heroes should find the dragonlance and secure it before the Narrator initiates the trollekai attack. Also, the Narrator should make sure that the heroes know which rooms have windows and which rooms do not. The trollekai reported back to their master, but were sent back because they had overlooked the dragonlance.

Area One: The Hall

The great hall is littered with debris and chips of wood. Claw marks mar the stone walls on the inside as they do on the outside. The great table that is

shaped like a horseshoe seems intact, but great cracks mar its smooth wood surface. A low hanging chandelier now lies shattered in a pool of its own glass not ten feet from the door. Many of the weapons that had lined the walls of the Hall have been torn off of the wall and strewn about the floor. Several torches, their dying embers still glowing faintly in the darkness, lie brokenly on the floor.

There is not much left in the Hall. The trollekai demolished everything in their search for the remaining weapon.

If the heroes search the room, they must make a *challenging Perception* action. If successful, they discover a *ring of strength* in a small jewelry box that is buried under an overturned table. The ring is made of platinum and clasps a ruby. They also find a hastily scrawled note from Jaedyn pinned under a broken piece of wood. The note reads:

My friends, time grows short! The demons are at our door! We're holding them off with our torches, but they are growing bolder! Sir Steelguard has hid a mighty weapon, a true dragonlance, from the demons! He believes that it is the dragonlance that the fiends are searching for! We must hurry! If we can last until the day, then we can bring the fight to them! They've broken through . . .

If the action fails, the heroes find nothing.

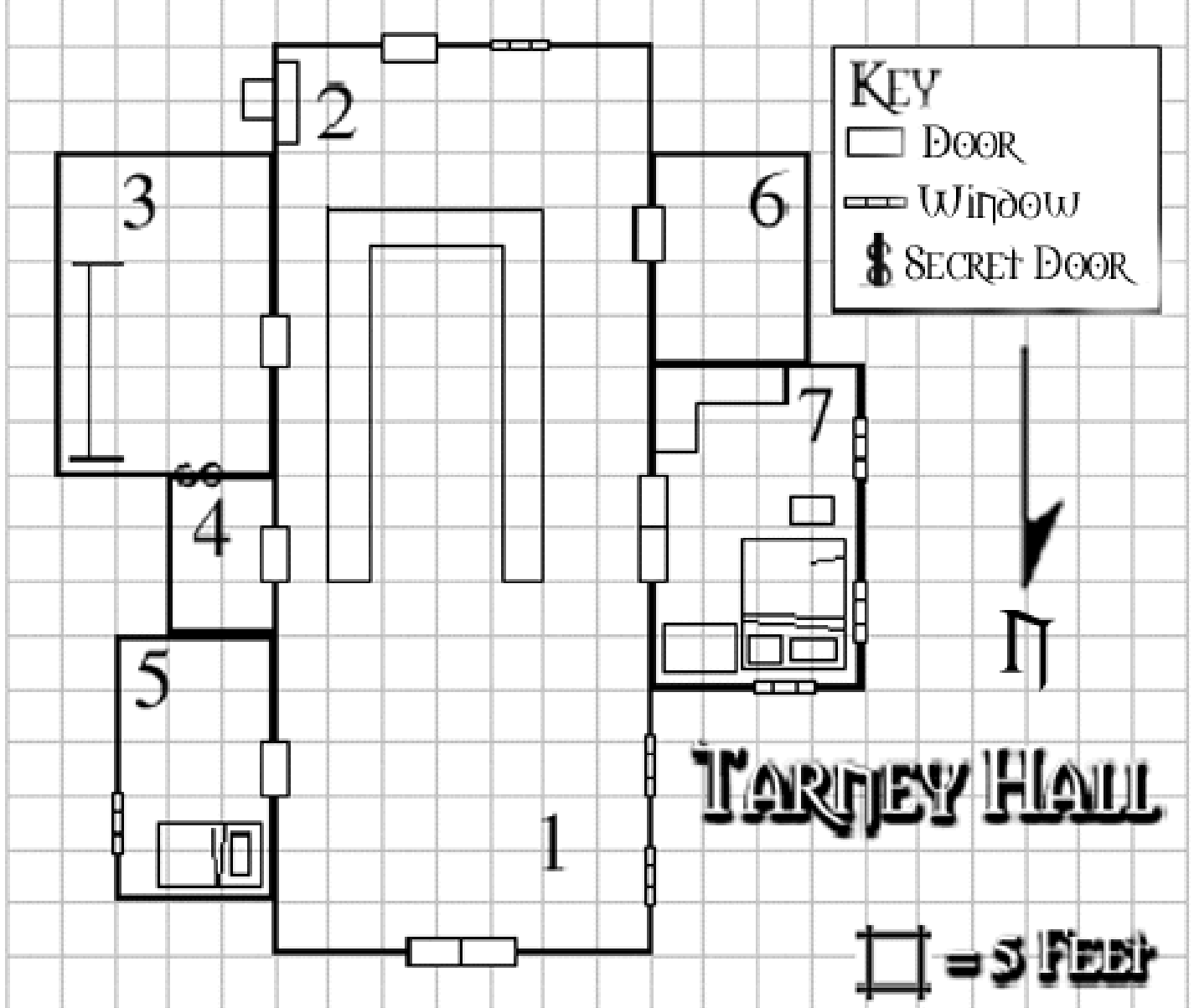
Area Two: The Fireplace

The fireplace seems sturdy enough, made of brick and mortar, with a mantle full of shattered bits of clay. Two shattered windows flank the fireplace like some grim honor guard. A broken plaque hangs crookedly above the mantle. Small metal support rods jut out of the wooden surface as if waiting for their charge to be returned. The dust on the surface of the plaque traces the outline of a long, slender object.

Engraved on the plaque are the words: "To Thomas Steelguard, in honor of the fallen but not forgotten Sir Dregor uth Manuel."

The footman's dragonlance belonged to Agan's friend, one of the adventurers who fought the daemon warrior during the Chaos War, Sir Dregor uth Manuel. Sir Dregor left his valuable weapon with his

CHAOS BLOOD



friends, Agan and his wife, after they had slain the daemon warrior in order to travel to Whitestone Glade in Sancrist and aid the Knighthood rebuild in the new age. He planned to return when he was ready, but he never got the chance. Ten years ago, he was slain opposing the Beryllintranox the Green's take over of Qualinesti. When he died, Agan handed the dragonlance to Sir Steelguard because he believed that another Knight of Solamnia should possess it.

If the heroes search the area and announce that they look in the fireplace, they will find the drag-

onlance secured a few feet up the shaft. If the heroes search without designating the fireplace, they must succeed in a *challenging Perception* action to find the footman's dragonlance.

Area Three: The Weapons Room

Beyond the formidable stone door is a lightless, windowless room is crammed with weapons and armor of every type and size. A large rack stretching nearly twenty feet in length dominates the west wall. Melee

weapons of every description hang on the rack, from long swords to quarterstaves. Armor of every type hang from the walls, as do bows and various other missile weapons. Stacks of quail-feathered arrows and quarrels lie in large, but neat stacks against the northern wall. A large, gold and purple tapestry depicting a crown, a sword, a rose, and a kingfisher hangs on the southern wall.

This room contains every item listed in the Appendix Two: Arms and Armor section of the Book of the Fifth Age. Also, there is a *chakrum of renown*, a *broad sword of distinction*, and a suit of *plate mail of renown* located in the room. All of these magical weapons can only be detected by some sort of divination or sensitivity spell.

The door that leads into the room is solid rock, over a foot thick. It swings easily on a hinge and can be secured by an iron bar from the inside. This fact is important for the heroes to note, as it might save their lives later on in this scene.

There is a secret door in the southern wall. That wall is covered with the banner of the Knights of Solamnia. The wall behind the banner is designed swings open like a door into Area Four: The Storage Room. However, the door is stuck, requiring an *average Strength* action to open.

Area Four: The Storage Room

This small, unlighted, cramped room without any windows is stocked full of supplies and food. Barrels and jars line the shelves, allowing little room for any to walk around.

This is the storage room for Tarney Hall. the secret door that connects this room with Area Three: The Weapons Room does not open from this room. If the heroes search the room, they must perform an *challenging Perception* action. If successful, they find twelve doses of *Mishakal's healing balm*, each dose contained in a small clay container. They also find a *scroll of petrification reversal*, which simply changes one person who was petrified less than a month ago back into flesh and blood.

Area Five: Augin's Room

A shattered window allows a damp breeze to slice

through the room. Broken glass covers the floor and parts of the small cot that lies against the northeastern wall. A small desk with several pieces of parchment sits beside the bed and a small chest rests against the southwestern corner. A small painting of a knight of solamnia astride a golden dragon hangs proudly in the middle of the south wall.

This was Augin's bedchamber. The papers on his desk are sketches of people and animals. Many of his drawings feature a girl with raven black hair who is his love interest in Hazuk.

The chest is locked but easily picked with an *average Dexterity* action or broken open with a *challenging Strength* action. Inside are several sets of tunics and trousers, as well as several pieces of steel that the lad has been saving up { *no relevant treasure value* }.

Area Six: The Kitchen and Scullery

The kitchen is a mess with pots and pans scattered across every surface. The cabinets have been ripped apart and the counters clawed and smashed. The backdoor on the northern wall swings crazily on one hinge in the chilly night air. A smashed window allows a shaft of moonlight to light the glass-filled sink below it.

This room is where Augin and Thomas prepared their food. There are several knives in here that the heroes can use as weapons if need be { *the knives all act like dagger, inflicting +2 damage* }.

Area Seven: Thomas Steelguard's Room

Three smashed window, two on the southern wall and one on the eastern wall allow shafts of moonlight to cast an eerie, milky white glow over the room. A large trunk, secured with a massive padlock, sits against the northeastern corner of the room. A large bed with coarse sheets sits to the side of the chest against the northwestern corner of the room. A large desk with inkwells and brushes lies against the southeastern wall. A large and extravagant tapestry depicting Huma battling the Dark Queen hangs above the bed and encircles the western, eastern, and northern walls, beginning at the door and ending at the window

on the eastern wall.

This room belonged to Sir Thomas Steelguard. The desk contains the beginning son a treatise about the decline of the Knights of Solamnia after the Chaos War.

Inside the desk are two emeralds worth 20 steel each { *a combined treasure value of 1 according to A Saga Companion* }, a pouch with 200 stl { *a pouch of steel with a treasure value of 6 according to A Saga Companion* }, and a dagger.

Picking the lock of the chest requires a *challenging Dexterity* action, while breaking the lock requires a *daunting Strength* action. The chest contains some clothes, and a *mace of renown* known as Darkslayer. See Thomas Steelguard's description in the Character Index for more information on Darkslayer.

The Battle

As soon as the heroes have searched the Hall and discovered the dragonlance, the Narrator should initiate the trollekai attack. The heroes should know which rooms are secure and which ones are not. Twenty-four trollekai attack the Hall from all sides. Every opening is an entrance for them. To make things easier for the Narrator, eight charge through the double doors in Area One, six from the two windows by the fireplace in Area Two, one from the window in Area Five, two from the backdoor and one from the window of Area Six, and six from the windows in Area Seven.

However, the heroes should not know how many trollekai are entering. The creatures attack quickly and randomly, emerging from the darkness like denizens of the Abyss. The Narrator should make sure that the heroes realize the futility of the situation. Although they may be unsure of the exact number of attacking trollekai, they should be aware that there are a great deal more of the creatures than they can effectively deal with.

The heroes can do anything to fend off their attackers, but a battle seems unlikely. If the heroes do fight, the trollekai will simply kill them, since they have no more need of victims. In fact, all attacks by the trollekai during this scene are made normally { *the damage is the Physique score plus the Damage Rating* }.

Running out of the Hall is not a viable solution

Trollekai Attack Tables

| Number | Result |
|--------|------------------|
| 1-3 | Roof Attack |
| 4-6 | Door Attack |
| 7-9 | Wall Attack |
| 10 | Draw Again Twice |

| Suit | Result |
|---------|---------------------------------|
| Arrows | One trollekai |
| Shields | Two trollekai |
| Helms | Two trollekai + hostage |
| Swords | Three trollekai |
| Moons | Three trollekai + hostage |
| Orbs | Three trollekai + 2 hostages |
| Hearts | Four trollekai |
| Crowns | Four trollekai + hostage |
| Dragons | Draw Again Twice and Add Result |

either, since the trollekai will simply follow them and cut them down. Summoning magic was negated by the daemon warrior in Scene Two: The Seeds of Chaos, so sorcerers cannot magically teleport the heroes away from the Hall.

The ideal way for the heroes to stay alive is to light some torches and hide in one of the windowless rooms. Area Three: The Armory, is the perfect room. With only one entrance, the trollekai can be held at bay with the light of the torches until day breaks.

If the heroes choose this option, then they are still besieged by the trolls. There are still seven hours until daybreak, and the Narrator should draw a random card from the Fate Deck every hour and consult the provided tables

What occurs is the number of trollekai indicated attack in the area located. Each area, the Roof, the Door, and the Wall has three structure points. Each time the trollekai attack a particular area, that section loses one structure point. If all the structure points of one area are lost, then all actions in that area to defend against the trollekai are one degree more difficult. Therefore, if the trollekai attacked the Wall three times, then all defense actions made by the heroes against the trollekai are one degree harder for the rest of the night. This effect is cumulative, meaning if both the Wall and the Door lose all of their structure points, then all defense actions are two degrees more difficult.

Hostages are merely some of the victims that the trollekai kidnapped. None of the hostages brought will be Augin, Thomas Steelguard, or Jaedyn Faer-glaze. Instead, the trollekai will leave the victim outside of the area that they are attacking so that their cries can be heard. This is merely a ploy to lure the heroes out into the open or to get them to lower their guards.

Light can be very effective in keeping the trollekai at bay. All defensive actions gains +1 bonus for every two small light sources, such as a torch. Large light sources, such as a ragin fire, give a +1 bonus. Any magical light gives all defense actions a +2 bonus. All of these bonuses are cumulative. However, the trollekai will direct their attacks at torch bearers and sorcerers with magical lights.

All of the trollekai will retreat if any one of their number is reduced to 3 Physique points or less. However, they will protect their comrades and make sure that none of their number is ever hurt too badly if they can help it.

Roof Attack

In a roof attack, the trollekai actually begin tearing into the roof. They bash down on the roof with their stong, clawed hands, causing the ceiling to crack and sending stones raining down on the heroes. All heroes must succeed in an *average Agility* action or be struck and dealt 2 damage.

The heroes can ward off the trollekai if the one of them makes a *daunting Presence (Spirit)* action. The bonuses afforded by any light sources and the penalties imposed by the lack of structure points count towards this action.

Door Attack

The trollekai attack the door and attempt to tear it down. If they have a hostage, they will leave the hostage outside the door, weeping, and wait for any heroes to show themselves before attacking.

The heroes can ward off the trollekai if the one of them makes a *desperate Presence (Spirit)* action. The bonuses afforded by any light sources and the penalties imposed by the lack of structure points count towards this action.

Wall Attack

The trollekai try to enter by bashing down the walls of the Hall. Actions to avoid surprise are not Trump during this attack.

The heroes can ward off the trollekai if the one of them makes a *desperate Presence (Spirit)* action. The bonuses afforded by any light sources and the penalties imposed by the lack of structure points count towards this action.

Atmosphere

The mood of this scene should be one of nerve-wracking tension. The heroes should be edgy, nervous, and afraid, waiting for the next attack in fear. To capture some of this mood, Narrators can dim the lights and take away all frivolous, non-game related material, such as food, drinks, and trinkets. Eerie musci can also help set the mood.

Actions

All of the action for this scene are described in their corresponding entries.

Characters

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Trollekai.** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.

Outcome

If the heroes survive the night intact, go to Act Three, Scene One: The Fateful Dawn.

Scene Four: The Deadly Night

This scene assumes that the heroes have either decided not to proceed to Agan's Cabin or decided not to proceed to Tarney Hall.

Overview

The heroes are waylaid by a gang of trollekai. These chaos minions either force the heroes to retreat and go to where they were supposed to go to, or to face countless odds and die.

Getting Started

The Narrator should refer to the trollekai entry at the end of the adventure.

First Impressions

As you set out under the silent moon, gaunt shadows with flaming eyes emerge from the night. They begin to surround you without a sound like a pack of wolves. A loud snarl shatters the fragile silence, and the demons leap forward with their deadly claws!

The Story Continues

While this fight may end the heroes' lives, it is meant to allow the Narrator to nudge the heroes in the right direction.

The Battle

The trollekai attack all out to kill. As soon as the fight begins to go badly for the heroes, Kara blazes a path and calls out for the heroes to follow her to safety. The trollekai will pursue, but the half-elf's fire will eventually force them to abandon their pursuit. After they lose their trollekai pursuers, they will have arrived at where they need to be.

There should be at least one trollekai for each hero. However, the Narrator should remember that the purpose of this scene is not to harm the heroes, so don't allow them to be too badly hurt. The trollekai will attack without restraint, attacking with their natural weapons, their claws { *all damage from the trollekai attacks includes both their Physique score and their Defense Rating* }. If the heroes don't flee,

then they must stand and fight. If they appear to be winning, the Narrator should send in reinforcements until either the heroes get the clue or they are killed. Light still affects the trollekai, but they will continue attacking regardless of the light. However, if light is used, all actions against the trollekai are one degree easier.

Atmosphere

This scene should be fast-paced and frantic as the heroes fight for their lives. A good music soundtrack that plays fast and frantically can help establish a good mood.

Actions

There are no actions other than the combat oriented ones during this scene.

Characters

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Trollekai.** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.

Outcome

If they came from Scene One: The Children of Chaos, then they arrive at Agan's Cabin. Go to Scene Two: The Seeds of Chaos.

If they came from Scene Two: The Seeds of Chaos, then they arrive at Tarney Hall. Go to Scene Four: The Siege

Act Three

Scene One: The Fateful Dawn

This scene assumes that the heroes managed to survive the siege of the trollekai by taking refuge in a room in Tarney Hall in Act Two, Scene Three: The Siege.

Overview

In this scene, the heroes prepare to invade Trollwood and face its challenges.

Getting Started

The Narrator should allow the heroes to rest up after the last scene before starting this scene. If the heroes managed to stay alive some way other than taking refuge in a room, then this scene may need slight alteration. The Narrator should also be ready to refer to the map and the details of Tarney Hall as presented in Act Two, Scene Three: The Siege.

First Impressions

As dawn's first light caresses the dying land, the shrill howls of the demons around you melt away. The sun's light filters through the cracks and holes of your cell, the testaments of the horrors you faced during the night. You managed to survive the terror-filled night and secure the weapon that might end the chaos once and for all: one of the legendary dragonlances.

The Story Continues

Since the trollekai cannot stand sunlight, they have retreated back into Trollwood for the day. This gives the heroes a perfect opportunity to heal and rest up from any wounds they may have suffered during the night. If the heroes are badly hurt and have not found the containers of *Mishakal's healing balm* in Area Four: The Supply Room of Tarney Hall, have Kara suggest that the heroes search for first aid supplies.

If no one comes up with the idea to assault the daemon warrior during the day, Kara brings the plan up. After all, if there are no other heroes with

The Fury of Chaos

tracking skills in the party, Kara can track the trollekai back to their "lair." However, the Narrator should only use this as a last resort. The heroes should come up with a plan and achieve the success themselves.

The Narrator should also let the heroes know how tired they are. Since the heroes have been up all night, they will struggle to stay awake. Two hours of sleep will cure this exhaustion.

Although some of the heroes may be reluctant to fall asleep after last night, the trollekai will not leave the confines of Trollwood during the day.

Atmosphere

The mood of this scene should be tense in the beginning, since the heroes just spent the night fighting for their lives. However, overall, the scene should be relaxed and calm, allowing the bright and cheerful day to banish the terrors of the night.

Actions

The only action for this adventure is a *challenging Endurance* action that every hero needs to make every half hour or he will fall asleep. Two hours of sleep will negate the need for the action.

Characters

- ♠ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♠ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).

Outcome

Once the heroes have decided to enter Trollwood and face the daemon warrior, go to Scene Two: The Deadly Forest

If the heroes fail to enter the forest, go to the Epilogue.

Scene Two: The Deadly Forest

The heroes have decided to enter Trollwood and face the wrath of its master.

Overview

The heroes make their way into Trollwood and face the chaos within. Caught in the mad nightmare spun by the chaos minion, the heroes must face all of its countless minions and blaze a path to the damned forest's master.

Getting Started

The Narrator should allow the heroes to prepare themselves before they enter Trollwood. Lighting should be discussed since Trollwood is trapped in perpetual night. Also, the heroes have little chance of surviving without enough magical weapons and items, full health, and maximum spell points available.

First Impressions

Grimly, the half-elf leads you out of the sunlight and into the shadowy depths of Trollwood. The curtain of night instantly comes crashing down as you tread deeper into the cursed woods. Already you can feel the surging, corrupting, destructive power of the forest grip your soul painfully.

The forest itself seems to blur and smear in your eyes until you can't tell where you're going. Your spirit feels like it's caught in a mad whirlwind and spun around madly, sending your senses reeling. Yet you continue to plunge through the eternal night and infernal woods to meet its master.

The Story Continues

One problem that the heroes must face in Trollwood is the lack of light. Torches are a good idea, but they are hard to maintain during battle. Magical sources of light are recommended, and Kara can provide magical fire if none of the heroes think of anything. It is not always night in Trollwood; there are some areas in which the magical darkness of Trollwood is not present.

If the heroes failed to bring light sources into

Trollwood or dropped all of their light sources, then they are affected as if they were blinded, as described in the Prologue in The Bestiary. All physical actions are one degree higher.

Trollwood is a warped forest caught in the mad chaos emanating from the daemon warrior. Reality itself is distorted and at the command of the daemon warrior. The heroes' journey is not linear, but actually a string of encounters with the daemon warrior's minions.

The heroes' journey through Trollwood consists of encounters. Travel between encounters is assumed to be walking and tracking through the forest. Initially, the heroes might want to find some way to track the trollekai's paths back to their master. Such conventional thinking would help if the heroes were in a normal forest. However, Trollwood is anything but normal. The heroes should feel like they are caught up in a mad flood that brings them to their foe. The daemon warrior wants the heroes to find him and directs them to him. While the heroes may feel like they're wandering about aimlessly, they are actually penetrating the daemon warrior's mad nightmare and reaching the chaos minion himself.

The Narrator need not role-play the travel between encounters, but they can to increase tension in the adventure. The flowchart on the following pages charts the heroes's sporadic journey. Some of the encounters lead directly to the next. Others branch off to two or more separate encounter areas. To decide which way the heroes go, the Narrator should flip over a random card from the Fate Deck. The value of the card determines which path the heroes take.

Some of the encounter areas have set encounters. For instance, the "Dying Dryad," "Gorgon Glade," "Gnome Site," and "Mage's Wagon" encounter areas are all set encounters. "Chaos Clearing" and "Heroes' Tomb" are also set encounters, but they are described later. The other set encounters, however, are described below.

Dying Dryad

The darkness of the forest suddenly lifts like the fog rolling off of the pounding surf or a dream in the light of the dawn. The sun sheds its radiance down upon your heads, yet the light of day is filled with shadows and phantoms as the forest seems to strengthen its

choke hold on your spirits.

A wounded woman suddenly catches your attention. Lying at the base of a rotted, bleeding tree, the woman lies naked and broken upon its jutting roots.

Her hair is the color of mud and hangs limpy from her head. Her muscles are weak and shriveled. Her skin is splotchy and a pale white color, as if she were already a corpse. However, the woman seems to notice your presence and barely manages to lift her head. Turning her pain-filled gaze towards you, she croaks pitifully, then collapses once more.

The woman is a dryad. The daemon warrior's corruptive influence is slowly killing her tree, which she now lies at the foot of. The chaos magic is like a poison in her veins and has progressed beyond the heroes' ability to heal.

If approached, she will beg the heroes to save her tree, to give it water and heal its wounds. The tree itself is a rotted, skeletal husk of its former self, with dark red sap dripping down its trunk like fresh blood. The dryad will beg any hero with mystical powers, especially those who know the sphere of animism or healing, to magically mend her tree and save her life.

However, if any magic is cast on the tree, it will absorb the energy and come to life. Infused by the magic and corrupted by the chaos, the tree will uproot itself and attack the heroes. Any damage that the heroes do to the tree will be split between the tree and the dryad. When one dies, so does the other. The tree will continue attacking the heroes until it is destroyed. If the heroes attempt to flee the area, the surrounding trees around them will reach out with their branches and form a barrier to keep the heroes by the dryad and her tree. The tree will first use its *despair* ability to paralyze the heroes before wading into battle. All heroes must succeed in an *average Presence (Spirit)* action or be paralyzed for 8 minutes.

If any spell is cast on the dryad, she will wither away and dry into a skeletal husk. If the heroes do nothing, she will shrivel and die in a few minutes anyway. First aid and magical healing items do not work on her either. None of the dryad's special abilities, her camouflage and charm abilities, are working in her present condition. If the dryad dies before the tree was animated, then the tree becomes animated immediately and attacks the heroes. During this case, the damage is not split between the dryad

and her tree.

As soon as the dryad and her tree are dead, the other trees in the forest will allow the heroes to pass.

♠ **Dryad.** *Magical creature.* Co 6, Ph 6 (currently 4), In 7, Es 6, Dmg +2, Def -1.

♠ **Chaos Tree.** *Magical creature.* Co 3, Ph 12, In 4, Es 6, Dmg +8, Def -4, also aura (despair).

Gorgon Glade

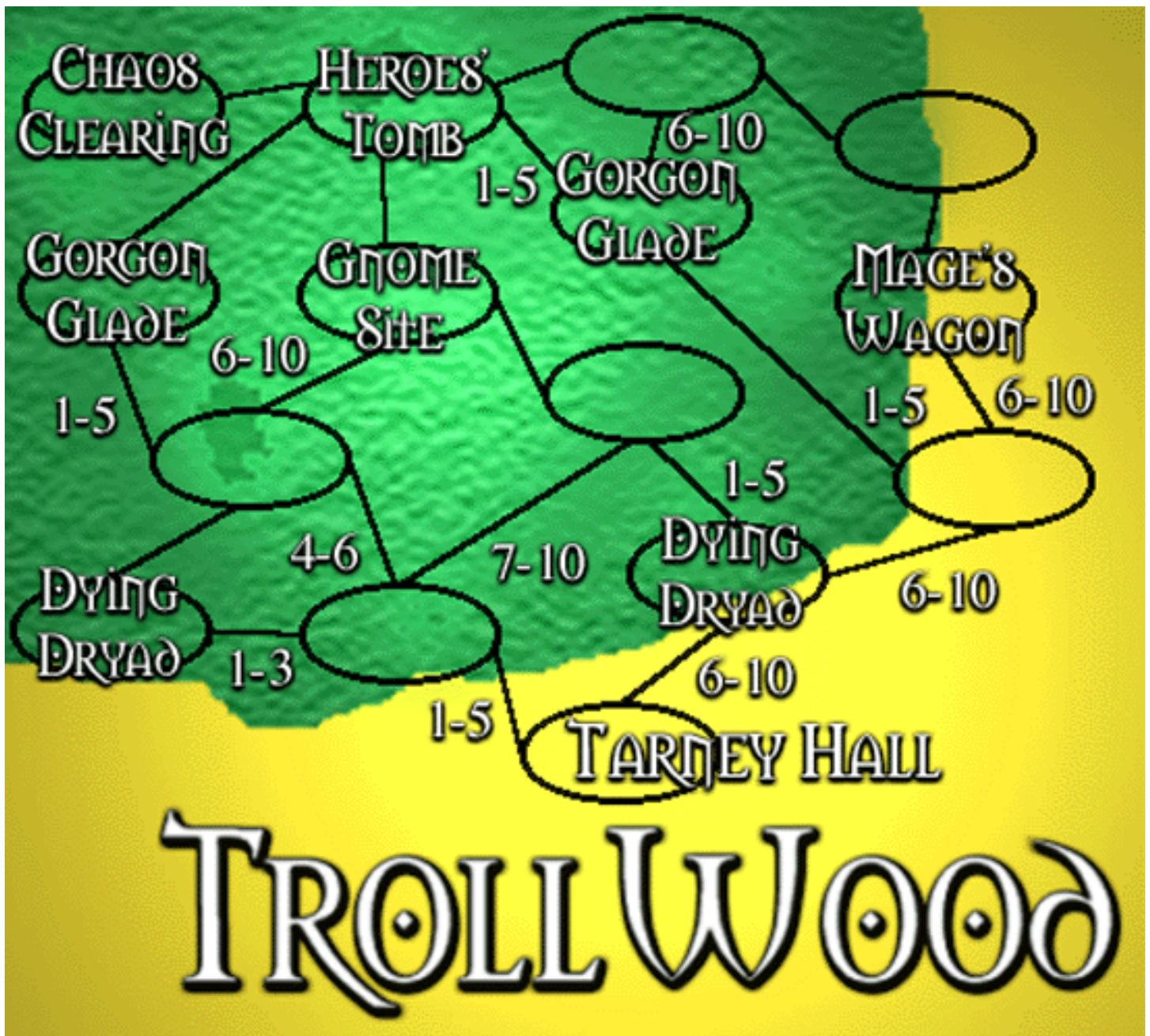
The oppressive night stifles you like a gag on your senses, casting ghosts and phantasms through your mind. The darkness acts like webbing, clogging your efforts and impeding your path through the magical woods. Your foot hits on a solid object and a minotaur suddenly looms out of the darkness!

Before you can calm your shattered nerves, you realize that the creature is made of solid stone. The sculptor must have been a great artisan to be able to capture the fluid curvature of the bullman's horns, its blazing eyes, and flaring nostrils. As you calm yourself, you see many more life-like statues littering the small clearing you entered. Already, you can see statues of knights, mages, priests, commoners, and even one of a surprised kender filling up the glade. What disturbs you, though, is the abject look of terror that is frozen on many of the statue's faces.

As the heroes may well suspect, the statues in the clearing were not sculpted by from stone. Instead, they were created by the terrible power of a gorgon's *petrify* attack.

The gorgon that lives in this glade was also affected by the chaos magic in Trollwood. While she was not swayed under the control of the daemon warrior, she has turned into a creature of pure chaos, caring only about inflicting chaos upon the world. She has grown more powerful and utilizes her attacks to their fullest.

The heroes will have to fight her even in the darkness. The gorgon delights in circling the heroes and attacking with her deadly gaze from an unsuspected angle. If the heroes manage to avoid her gaze, she will tear through their ranks to separate and confuse them. In order for her gaze attack to work, she must look a hero directly in the eye. The heroes can avoid looking at her if they succeed in an *average Agility (Dexterity)* action. If they are engaging her in



TROLL WOOD

battle and wish to avoid her gaze, they must succeed in a *challenging Agility (Dexterity)* action and all other actions become one degree more difficult. If unsuccessful, the heroes meet the gorgon's gaze and must succeed in an *average Endurance (Strength)* action or be petrified.

The darkness will work to the gorgon's advantage. She will slip into the shadows and re-emerge to surprise the heroes. All actions to avoid surprise are one degree more difficult than normal. Every time the gorgon attempts to sneak up on the heroes, each hero must make the avoid surprise action. If a hero fails to avoid surprise, then he is caught in the gorgon's gaze and must make an *average Endurance (Strength)*

action or be petrified.

The heroes may have a mirror or some reflective surface to reflect the gorgon's gaze back at her. However, for such a plan to work, the heroes must have a light source. The gorgon will attempt to extinguish the light source if the heroes attempt to reflect her gaze back at her. Reflecting her gaze back at her requires a *daunting Dexterity (Agility)* action that can be made once per minute.

The heroes can utilize the *scroll of petrification protection* located in Agan's Cabin to protect them from the gorgon's deadly gaze. If they use such a tactic, the gorgon will begin hurling the statues in the glade at the heroes in an effort to separate them.

The heroes can also use the *scroll of petrification reversal* from Tarney Hall to save one of their comrades if any one fell to the gorgon's gaze. Although the heroes could technically bring one of the gorgon's previous victims back to life, the Narrator can rule that they were all petrified over a month ago.

♣ **Chaos Gorgon.** *Monster.* Co 5, Ph 14, In 4, Es 6, Dmg +4, Def -4, also petrify (gaze) and poison (bite).

Gnome Site

The darkness of the cursed forest lifts, and the veil of night drops to reveal the clarity of day. The sunlight pours down through a large gap in the canopy above you. A large ragged hole mars in the ceiling of leaves above you, but the leaves have gradually been growing back to fill the gap.

Before you, lying in a tangle of twisted pile of wood and metal, sits a large metallic object shaped like a boat. However, this "boat" is like none you've ever seen before. Large pieces of metal jut out of the sides and twisted pipes snake out its hull like the snakes on a gorgon's head.

The words "Wonderful and Majestic Aerial Transport Utilizing Steam Induced Locamotion Built by the Incomparable Great Gnome Genius Astaristillaxeriinarreisixtheyllinthraxmeillnillisthoriona ..."

This was the sixth prototype of a flying ship built by the gnomes of Mt. Nevermind (the first one exploded in the hanger, the second only worked under water, the third emitted a foul smoke that affected a person's memory, the fourth, well, no one remembers what happened to the fourth, and the fifth took out three levels of Mt. Nevermind but is now serving as an all-purpose paper weight, patent pending). They were testing it when the boiler exploded and the ship crashed in Trollwood. This accident happened a few years ago and the wreck has lain in the forest undisturbed since then.

The gnomes were also testing their new prototype clocks, which are set into mechanical suits of plate mail to act as centerpieces. These "clockwork golems" were infused with the chaos magic and emerge to attack the heroes once they approach. They are ten feet tall suits of armor with clock faces

Clockwork Golem Wounding Table

| Card | Result |
|-------------------------|--|
| Shields | The hero struck a well-protected portion of the golem, reducing the damage by an extra 2 points. |
| Arrows | The heroes managed to knock the sword out of the golem's hand, forcing it to attack with its fists in the future (ignore if repeated). |
| Helms | The heroes hit a vulnerable spot on the golem, inflicting an extra 2 damage. |
| Swords | The hero has struck a vital area on the golem, forcing it to shut down for five minutes. |
| Moons Orbs Hearts | The hero struck a dangerous area of the golem, sending a shower of sparks doing 8 damage at him. |
| Crowns | The hero hits the golem's acid storage tank, which causes acid to spray onto all within five feet, doing 10 damage. |
| Dragons | The hero destroys the golem, but triggers an explosion that does 14 damage to all within ten feet. |

set into the breastplates. They wield great swords, but they will attack with their bare fists as well. The golems can shoot a small stream of acid from nozzles in their fingertips at any individual within five feet. The acid does 14 damage. They can also shoot a bolt of lightning at any individual within ten feet, doing 14 damage, but they need to recharge their batteries afterward, so they can only discharge a bolt of lightning once every five minutes. The golems can also trample their foes beneath their feet.

If the heroes strike the clock face of a clockwork golem, it will explode in a ball of fiery death catching all within 10 feet and inflicting 14 damage. A hero can make a *challenging Agility (Dexterity)* action to avoid the explosion. Also, inflicting any damage on a clockwork golem is also dangerous. Everytime a hero inflicts damage on a clockwork golem, the Narrator should flip over a random card from the Fate Deck

and consult the corresponding table for the result.

If the heroes search the ship, they must perform both an *average Perception* action and a *challenging Dexterity* action. If the first action is successful, then the hero discovers a mechanical version of a *rod of smiting*. This weapon works just like the magical version, except it is made of smooth metal and contains gears inside of the casing. It contains enough energy for 12 uses { *12 charges* }. It was made by a thinker gnome named Whistlinnomillien . . . but it can be recharged by any other thinker gnome. The heroes also find three half melted steel gnome figurines and two vials marked “acid.” The figurines can be melted down and sold for 50 stl each { *a treasure value of 1 according to Saga Companion* }, although the gnomes in Mt. Nevermined would pay up to 100 stl { *treasure value of 2 according to A Saga Companion* } for each of the figurines (intact) in order to study the effect of chaos magic on gnomish artifacts. Each of the vials marked “acid” actually contain two doses of a liquid, gnomish, version of *Mishakal’s healing balm*. If the heroes fail in their Perception action, they find nothing.

If the heroes fail in the second action, they trigger an explosion within the ship. Sparks from the explosion will deal 5 damage to all within the ship. If the action was a Mishap, then the entire ship explodes, dealing 20 damage to everyone in the ship.

- ♣ **Two Clockwork Golems.** *Mechanical Contructions.* Co 5, Ph 14, In 1, Es 1, Dmg +6, Def -6, also melee weapons (great sword/+9), death throe, acid, regenerate, trample, lightning, and immune to poison and mysticism.

Mage’s Wagon

The darkness around you gradually parts as pinpoints of eerie green and white light emerge from the darkness. The lights dance around and shed their light upon a large wagon with a broken wheel. Two large staffs adorned glowing crystals shed green light across the wagon and its surroundings. Shelves lined with jars, feathers, and other strange objects line the wagon’s sides. Many of the wagon’s objects lie shattered and broken around the wagon itself, but many objects still remain on its shelves. On the side of the wagon, made barely readable by the dancing white lights are the words, “Harkus Firetouch, Wizard

Rod of Brilliance

Rods of brilliance are magical trinkets that anyone with a Reason code of “C” or above can use. The rods are topped with shards of crystal. They have the following powers:

- ♣ Shed green light around a 10’ radius upon the command “Tsalaroth,” which is carved into the rod’s handle. Repeating the word a second time douses the light. Each use drains no charges.
- ♣ Send motes of light streaming into the air upon the command “Tsanae,” which is carved into the handle of the rod. A successful *easy Reason (Agility)* action by the wielder allows the motes blind all those within melee range, causing all actions to be two degrees more difficult for five minutes. A successful *challenging Agility (Reason)* action allows heroes to avoid being blinded. If the target has warning, the action is lowered by one degree, but if the target has acute vision, the action is one degree more difficult. Each use drains one charge.
- ♣ Fire a lance of light that deals 4 damage each upon the command “Taerneth,” which is carved into the handle of the rod. A successful *average Reason (Agility)* action is required to hit the target, but a hero can avoid the light lance with a successful *average Agility (Reason)* action. Each lance of light drains one charge.

of the Red Robes.”

The wagon belonged to a traveling former red robed mage named Harkus Firetouch. The wagon broke a wheel during Harkus’s journey through Trollwood and the mage died at the hands of a wandering owlbear. The two staffs shedding green light upon the wagon are actually rods of brilliance { *currently 23 charges and 18 charges* }. The rods have been attached to quarterstaffs with a metal clasps, which allows easy separation.

Examination of the wagon’s contents reveals countless bottles and potions. Most of the potions and trinkets are nonmagical; Harkus created them to trick commoners out of their money. However, there are four pinches of *dust of appearance*, two doses of *Mishakal’s healing balm*, a *wand of magic divining*

Random Encounters Tables

Table One: Creatures

| Card Suit | Result |
|-----------|--------------------------------------|
| Shields | One card worth of Ghouls and 1 Ghast |
| Arrows | Three cards worth of skeletons |
| Helms | 2 wightlins |
| Swords | 2 wights and a card worth of zombies |
| Moons | 2 spectres and 2 wraiths |
| Orbs | 1 banshee |
| Hearts | 3 trollekai |
| Crowns | 4 trollekai |
| Dragons | Phantasms* |

Table Two: Setting Additions

| Card Value | Result |
|------------|-----------------------------------|
| 1 | Healing Items |
| 2 | Magical Items |
| 3-4 | Treasure |
| 5 | Setting Properties (Beneficial) |
| 6-7 | Setting Properties (Harmful) |
| 8 | Vine Trap |
| 9 | Sinkhole |
| 10 | Chaos Vortex |

* Not actually a monster

Table Three: Setting Information

| Card Suit | Result |
|-----------|--|
| Shields | A glade with the remains of dead adventurers |
| Arrows | A small outcropping of rock with a small pool at the bottom |
| Helms | A small group of trees bleeding blood red sap |
| Swords | A large section of swampland filled with salty water that reaches the knees |
| Moons | A circle of pillars covered with magical runes |
| Orbs | The remains of a cabin which has been ravaged by the forest |
| Hearts | A small shrine dedicated to the gods of good, which has been defiled and overgrown |
| Crowns | A merchant's abandoned wagon |
| Dragons | A stack of large rocks that form a shallow cave |

Table Four: Lighting

| Card Aura | Result |
|--------------|---|
| White | The magical darkness has lifted, permitting light into the encounter area |
| Red or Black | The magical darkness remains intact |

{35 charges }, and a *ring of feather falling*.

Harkus's remains are in front of the wagon. All that is left of the mage is his shattered skeleton covered in a shredded red robe. However, the chaos magic of Trollwood has even affected the skeleton. The mage has been turned into a skeletal mage, which arises and attacks with its spells as soon as the heroes investigate the wagon. The undead sorcerer will seek to "soften up" the heroes with its *fear* ability before moving in to attack with several offensive spells.

♣ **Skeletal Mage.** *Undead.* Co 5, Ph 24, In 12 (144), Es 9, Dmg +2, Def -2, also resistant to normal weapons, sorcery (electromancy, geomancy, spectramancy), aura (fear), and immune to mentalism and poison.

Random Encounters

There are many encounter areas that are blank. When

the heroes reach one of these areas, the Narrator should flip four random cards over from the Fate Deck and consult the tables on the following pages.

The Narrator should utilize the four tables to weave together each encounter.

Table One: Creatures

This table is easy to read. The result is the number of creatures that the heroes will be encountering. If the result calls for a “card(s) worth” of creatures, then the Narrator should flip over the number of random cards stipulated in the description and total the values of the cards to determine the number of creatures present. All of the creatures will attack the heroes until slain.

If the result is “Phantasms,” then the heroes are assaulted with visions of themselves dying. They see the trollekai tearing images of themselves apart. All heroes must succeed in a *challenging Spirit* action or succumb to the *despair* ability. The Narrator should draw again for this table and have the resulting creatures attack the heroes after all of the actions have been made.

Table Two: Setting Additions

This table determines what additions there are to the setting. For instance, it determines what special properties the area might have, what treasure might be found, and what dangers may threaten the heroes.

Healing Items

There are certain magical items hidden in the area that can heal the heroes. Heroes must succeed in an *challenging Perception* action find the items. The Narrator must use his or her imagination to determine where the healing items are actually located. For instance, the heroes may discover several bottles in the hollow of a tree stump, or find a clay jar in the satchel on the body of a long-dead adventurer. The actual setting information can help with such descriptions. The Narrator should flip a random card over from the Fate Deck to determine the exact number and nature of the healing items. If the card aura is white, they find a *potion of life*, which either brings a dead hero back to life (including those who have petrified) with one card or fully restores all cards to a hero’s Hand. If the card aura is red, they find three doses of *Mishakal’s healing balm*. If the card aura is black,

they find only one dose of *Mishakal’s healing balm*.

Magical Items

There is a magical trinket hidden in the area. This magical item can be chosen by the Narrator, but it should be small and relatively weak in power, like a ring or wand. Other magical items to consider are “magical batteries.” That is, magical items that hold magical energy that can be tapped by sorcerers. Such magical batteries can be a great boon to sorcerer heroes who have run out of spell points.

The heroes need to perform a successful *daunting Perception* action to find the magical item.

Treasure

There are a few loose coins, gems, or jewelry that can be found in the area. Heroes need to perform a successful *daunting Perception* action to find the treasure. While the exact nature of the treasure may be left up to the Narrator, the treasure should not be worth too much { a treasure value between 1 and 4 according to [A Saga Companion](#) }.

Setting Properties (Beneficial)

The setting for the encounter area has a unique and strange property that is beneficial to the heroes. The Narrator should flip over a random card from the Fate Deck. If the card’s aura is white, then the magical benefit takes effect as soon as the heroes enter the area. Otherwise, the heroes must perform an action to reap the benefits of the effect.

The exact details of the benefit are up to the Narrator, but some suggestions are: every action by the heroes receives a +2 bonus, all spell damage is doubled, all wounded heroes gain one card and all characters heal one Endurance point, or all spell points are returned to all sorcerer and mystic heroes and characters.

Some things that heroes might be required to do to gain the magical benefits are: drink from a pool of glowing rainwater, cut down a flaming tree, or enter a cave surrounded by glowing lights. Whatever the heroes need to perform, there should be some indication that the area is magical. The “Setting Information” can be very helpful in determining what the heroes need to do to benefit from the magic.

Setting Properties (Harmful)

There is a magical effect of the setting that affects the heroes negatively. The effect is not visible, but the magic behind it is, like a thick fog or blazing lights in the sky. The effect is left up to the Narrator, but some effects could be: a -2 penalty to every action, all magical effects are dispelled in the encounter area, or each nonmagical weapon of choice for each hero shatters. For instance, if the harmful effect of the setting is a -2 penalty to all actions, the Narrator could say that the area is filled with streaming, chaotic lights. These lights affect the heroes' minds and therefore impede their abilities.

Vine Trap

The plant life in Trollwood was also corrupted by the daemon warrior. In this encounter area, the vines and moss on the floor attack the heroes, impeding their ability to fight. All actions are made with a -2 penalty and the heroes cannot make any movement actions, such as closing range, as long as they are entangled. Breaking free of the vines takes a *daunting Strength* action.

Sinkhole

The land that the heroes are fighting on is actually a giant sinkhole. All of the heroes's actions incur a -2 penalty and they must succeed in an *average Agility (Physique)* action opposed by their immediate foe once every minute. If they fail this action, they will fall into the sinkhole. Those who fall into the sinkhole suffer 2 damage, not reduced by the hero's Defense Rating, each minute that they are in the sink hole. A hero trapped in a sinkhole can attempt to escape by performing a *challenging Endurance* action once every minute.

Chaos Vortex

When the heroes enter this area, they see themselves in the being killed by the monsters in the area. For instance, if the monsters for this encounter are "3 trollekai," the heroes see the three trollekai killing images of themselves. The images of the heroes appear quite real, but they are merely illusions. The monsters, however, are not illusions.

There is a massive amount of chaos energy in this encounter area. The Narrator should add +2 to all

Physique scores of all the creatures encountered in this area. Also, the chaos magic affects the heroes' minds. Every five minutes, the hero must succeed in a *challenging Spirit* action or be affected by the magic. All heroes who fail the action act as if they had failed to resist a *charm* attack. Charmed heroes attack their comrades. Charmed heroes are only released from the chaos magic's grip if they are killed, or all of the monsters in the encounter are killed.

Table Three: Setting Information

While the Narrator can create the various details of each encounter area, this table makes the process a great deal easier. The table's results are self-explanatory in that they merely provide a bare description of what notable landmarks are present or what the setting looks like.

The results of this table can also influence the exact nature of the results from some of the other tables. For instance, if "Treasure" was the result from Table Two and "A glade with the remains of dead adventurers" was the result from this table, then the Narrator could rule that the treasure is found on the bodies of the two adventurers. If "A stack of large rocks that form a shallow cave" was the result from this table, the Narrator could rule that the treasure is hidden behind a few rocks in the cave.

Table Four: Lighting

This table merely determines the lighting of the encounter area. Most of the time, the encounter areas will be trapped under the magical darkness that infuses Trollwood. In these places, the heroes need to have a light source or all actions are one degree higher. The Narrator needs to make sure of the exact lighting conditions, because a hero who leaves the area lighted by a torch is still cast into utter darkness (torches light up to a 30' radius). As noted in the "Actions" section, the heroes with hand-held light sources must perform actions to prevent dropping their items during battle.

However, there are still a few areas where the magical darkness is not present, allowing the light of day to stream down into the forest. In such cases, the heroes don't need torches, but the Narrator should still keep track of their condition, because the heroes will need them later.

The Deadly Journey

The heroes will have to brave their way through many encounter areas before their journey is done. The Narrator should simply refer to the area's description, if the area is marked, or, if the area is blank, the Narrator should determine the area's exact details with the four tables. The tabular method is time-consuming, so the Narrator should take adequate time to prepare each encounter area before moving on. The Narrator can also prepare several encounter areas before the adventure begins so that play will be much smoother.

Their deadly journey is almost over once the heroes reach "Heroes Tomb" encounter area.

Atmosphere

The mood of this scene should be terror-filled and surreal, like a bad nightmare. The heroes should be edgy and fear everything that looms in the darkness. Once again, turning the lights down may be a good idea, but dark, intense music for the background may also help.

Actions

If the heroes brought torches or other hand-held light sources into Trollwood to light their way, they must make an *average Dexterity (Strength)* action every minute that they are in combat or drop their torch. If the magical darkness is dispelled, though, the action need not be made.

Characters

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Banshee.** *Undead.* Co 7, Ph 6, In 8, Es 7, Dmg +4, Def -5, also death (aura), fear (aura), incorporeal, and immune to mentalism and poison.
- ♣ **Ghouls.** *Undead.* Co 8, Ph 12, In 6, Es 7, Dmg

+8, Def -3, also musk, paralyze, immune to mentalism and poison.

- ♣ **Ghast.** *Undead.* Co 5, Ph 6, In 3, Es 6, Dmg +6, Def -2, also paralyze and immune to mentalism and poison.
- ♣ **Skeletons.** *Undead.* Co 6, Ph 4, In 1, Es 1, Dmg +3, Def -2, immune to mentalism and poison, and resistant to edged weapons.
- ♣ **Spectres.** *Undead.* Co 15, Ph 6, In 7, Es 8, Dmg +4, Def -4, also drain (Endurance), incorporeal, and immune to mentalism, normal weapons, and poison.
- ♣ **Trollekai.** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.
- ♣ **Wichtlins.** *Undead.* Co 5, Ph 16, In 2, Es 6, Dmg +6, Def -4, also paralyze, poison, sorcery (aeromancy), immune to mentalism, normal weapons, and poison.
- ♣ **Wights.** *Undead.* CoCo 6, Ph 12, In 5, Es 7, Dmg +4, Def -2, also drain (Presence), and immune to mentalism, normal weapons, and poison.
- ♣ **Wraiths.** *Undead.* Co 12, Ph 8, In 6, Es 8, Dmg +6, Def -3, also drain (Spirit), incorporeal, resistant to silver weapons, and immune to mentalism, normal weapons, and poison.
- ♣ **Zombies.** *Undead.* Co 3, Ph 8, In 1, Es 1, Dmg +3, Def -1, also immunity to mentalism and poison.

Outcome

Once the heroes reach the "Heroes' Tomb" encounter, go to Scene Three: Dark Mirror.

If the heroes all died, go to the Epilogue.

Scene Three: Dark Mirror

The heroes have braved the dangers of Trollwood, and, after many trials, have arrived at the last test of their resolve.

Overview

The heroes must face dark versions of themselves before they can confront the master of Trollwood.

Getting Started

In this adventure, the Narrator will run exact duplicates of the heroes. The Narrator needs to obtain copies of all of the heroes "Hero Sheets" immediately. Every weapon, every stat, and every item must be noted. The Narrator should also pay special attention to the hero wielding the dragonlance.

First Impressions

The darkness of Trollwood relents slightly, giving way to twilight. The dangers that you have braved show on your weary bodies, but still you manage to trudge onwards. A strange, eerie fog creeps in over the land and surrounds you. You cannot make out anything in this fog, except a distant structure looming in the gathering darkness. The fog relents somewhat and you can see the imposing edifice. It is a tomb, with figures of demons and dragons carved on the sides. In front of the tomb lie several graves.

To your horror, the names on the tombstones are your own! Even Kara gasps as she spots "Kara Half-elven" carved into the head of a cracked tombstone. What shocks the half-elf even more, though, is the tombstone next to hers, which reads, "Alain Dargeth,"

"No!" Kara cries out as she collapses to her knees. "No . . ."

The ground suddenly shifts slightly beneath the fog. A hand thrusts itself out of the earth, followed by another, and another. Kara can only stare mutely on her knees as dirt-covered figures haul themselves out of the earth. The figures burst from their graves and silently approach. Before you can react, the light of the single moon shines on their rotting faces, and you face yourselves!

"Turn back!" { insert a hero's name here } yells. "You, we, can't die! Not again!"

"The entire mission was cursed!" { insert another hero's name here } laments. "Don't suffer our fate! Save us!"

Moaning and groaning pitifully, you wade forward through the gathering fog and approach.

The Story Continues

This entire scene actually takes place within the heroes' minds. They are merely faced with phantasms of themselves. However, since this is a mental battle, the heroes can still be hurt and even killed by their counterparts.

As the doppelgangers approach, they beg the heroes to turn back and save them all. Although the doppelgangers will listen to the heroes' reply, they will attack anyway.

As the doppelgangers attack, the fog will roll in and engulf the area. The heroes and the doppelgangers will be separated and forced to fight each other.

The Doppelgangers

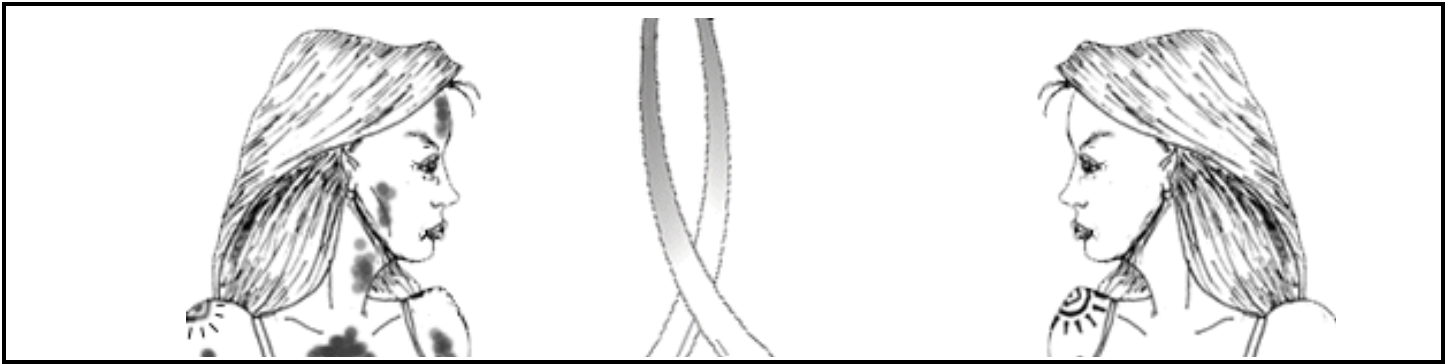
There is one doppelganger for each hero, as well as one for Rezik and one for Kara. The doppelgangers should be easy to create. The Narrator simply uses the heroes' true stats to create the characters. To mimic the health that the heroes have, the Narrator add the total of each hero's Hand and make that the corresponding doppelganger's health. The Narrator needs to make sure that every time and ability that the heroes have is noted and reflect in their doppelgangers.

The Battle

The magical fog that separates the heroes may send them up against each other. In the fog, it is difficult to discern whether a figure is the original or a doppelganger. The Narrator should draw a secret diagram of where each hero and each doppelganger is and show the heroes a copy (a copy that does not note which are the originals and which are the doppelgangers).

Therefore, the heroes may attack each other. The doppelgangers would like to attack their counterparts, but they will attack any of the heroes if their counterparts are not around. The doppelgangers never attack each other and always focus on the heroes.

The heroes can tell the difference between an



original and a doppelganger if they are close enough { *melee range* }. The doppelgangers are all rotting slightly and covered with dirt. Magical items that the heroes may have picked up will also reveal the magic behind the doppelgangers and serve to distinguish between them and the original heroes.

The Narrator should also feel free to switch doppelgangers with players. For instance, if a hero believes (truthfully) that he has found another hero and the two team up against the doppelgangers, the Narrator could suddenly take control of one of the heroes and reveal that it's a doppelganger. While both players might protest, the scene is one of chaos where reality has no bearing. The chaos makes even the original heroes doubt their very identity.

The doppelgangers are exact duplicates of the heroes with every piece of equipment, every steel piece, every weapon, and every magical item that the heroes possess. If the heroes defeat the doppelgangers, they can take some of the doppelganger's equipment. Any nonmagical items can be taken, as well as any treasure. Also, any healing items can also be taken by the heroes. If the heroes try to take any magical equipment, the items simply turn to ash.

Atmosphere

This scene should be one of chaos and confusion. The heroes should be disoriented and caught off guard the entire time. The Narrator might have the players pass notes to him or her instead of declaring their actions verbally. In this way, none of the other players have a clue about who is real and who is the doppelganger. For instance, if a player declares verbally that his hero cries out, "Est Sularus oth Mithas," then all of the rest of the heroes will know which version of the hero is the original. However, if the player hands a note to the Narrator expressing his wish, the heroes won't know whether the hero shouted the oath, or his doppelganger did.

Actions

The heroes may attempt to discern whether a figure is an original or a doppelganger if they are within *melee range*. To succeed, the hero must make an *average Perception (Agility)* action.

Characters

The doppelgangers of the heroes must be created by the Narrator. Since the scores will vary according to the heroes abilities, the statistics for the hero doppelgangers will not be shown.

Narrators should simply use Kara and Rezik's statistics for their doppelgangers.

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).

Outcome

Unbeknownst to the heroes, the hero who wielded the dragonlance has been replaced by a doppelganger. The real version of that hero was secured by the daemon warrior and will be returned in the next scene. However, none of the players, especially the hero's player, need know this fact.

Once the heroes have defeated the doppelgangers, go to Scene Four: Chaos Ascendant.

However, if the heroes all fell, go to the Epilogue.

Scene Four: Chaos Ascendant

The heroes have just faced their final test, themselves, and finally meet the true master of Trollwood.

Overview

The heroes finally reach the chaos minion's grave. They are betrayed by a doppelganger and forced to fight for their lives as the daemon warrior attempts to resurrect itself.

Getting Started

The Narrator should allow the heroes to heal and prepare themselves before starting this scene.

First Impressions

The fog that sowed the seeds of chaos among you creeps in once again and carries you forward. When the fog finally blocks out everything around you, the light of the single moon pierces the misty veil and illuminates your way. The fog parts quickly, revealing a large clearing encircled by a formidable wall of trees. In the center of the clearing is a large, smoking crater the size of a small dragon.

As you take in your surroundings, you see a large number of the white-skinned demons emerge from the shadows and stand silently across the pit from you. Before your astonished eyes, the fiends produce five objects: a bloody dagger, a broken crossbow bolt, a heavy, blood-stained hammer, a gleaming bastard sword, and . . . the footman's dragonlance that you were entrusted with!

To your shock, { insert the name of the hero who bears the dragonlance } is brought forward by one trollekai and dumped onto the ground.

The Story Continues

Of course, the heroes will be surprised and immediately suspicious when they realize that their precious dragonlance is in the hands of the enemy. Some heroes may even protest that the dragonlance and the hero are present.

However, the truth of the matter is that when the heroes were separated in the previous scene, the hero

who bore the dragonlance was replaced with his or her doppelganger. The doppelganger pretended to be the hero and joined the party.

It should be noted that the majority of the trollekai in the clearing are not trollekai at all. In fact, there are only two trollekai present; one performing the ceremony and one guarding the hero who bore the dragonlance. The other trollekai are actually the kidnapped locals who have been cloaked in illusion. They are also paralyzed and can only stand in one place. However, this detail does not become relevant, or even apparent, until the next scene.

The Battle

The doppelganger is no longer an exact duplicate of the hero who bore the dragonlance. Although the doppelganger continues to look like the original hero, it has been augmented by the daemon warrior. It is now much more powerful than it originally was, with knowledge of the school of sorcery and the sphere of mentalism. Other skills that the doppelganger may have known before the augmentation are lost.

As soon as the heroes realize that something is not right, the doppelganger attacks with a mighty aeromancy spell that is intended to knock the heroes off balance and stop any attempt to halt the resurrection ceremony. The doppelganger immediately follows up his attack with his footman's dragonlance. The doppelganger's objective is to keep the heroes away from the ceremony until it can be completed. It will attempt to kill the heroes, but will prevent interference over killing a hero.

The Narrator should inform the player of the captured hero that he now awakens. Although the player may object to being duped, the chaotic magic of Trollwood made the switch and therefore cannot be adequately explained. The original hero does not have his dragonlance and is being guarded by a trollekai. The hero has not been damaged or otherwise harmed in any way. While the hero might wish to stop the other trollekai from resurrecting the daemon warrior, the trollekai guard will prevent the hero from acting.

The trollekai guard will also attempt to herd the hero towards the doppelganger and the other heroes. Once this is accomplished, the trollekai and the guard will join forces to slay the heroes.

The trollekai who are preparing the ascension ceremony finish laying the five weapons in a circle around the pit five minutes after combat erupts between the doppelganger and the trollekai guard. The trollekai will join the battle against the heroes as soon as the preparation for the ceremony is completed.

A magical dome encircles the disguised locals, the trollekai performing the ceremony, and the chaos crater in the center of the ceremony. Any missile or thrown weapons cannot penetrate the barrier and the barrier can absorb up to 30 points of spell damage before buckling. Heroes cannot penetrate the barrier either. However, the trollekai guard and doppelganger will prevent all attempts to cast spells around the crater.

Atmosphere

The atmosphere of this scene is one of utter chaos and confusion. The heroes should be off-balance and in shock when the doppelganger is revealed.

A sense of desperation should also be evident. Although it is nearly impossible, the heroes should be trying desperately to stop the ceremony.

Actions

The only actions, besides the normal combat actions, that have relevance in this scene are any to charge past the trollekai guard and the doppelganger. In order to get past the two chaos servants, a hero must succeed in a *desperate Agility (Physique)* action.

If any of the heroes make an effort to examine the chaos crater and the trollekai around it, have them make a *challenging Perception* action. If successful, the heroes notice that the trollekai seem frozen and unreal. There is a hint of magic and trickery surrounding them that just doesn't seem right. If the action is unsuccessful, then they notice nothing.

Characters

Although the heroes believe them to be trollekai, all of the following characters, except Kara and Rezik and Ul Thalik, the daemon warrior, are merely hostages who have been paralyzed by the chaos magic.

- ♣ **Augin Helmspurr.** *Human boy, timid demeanor, Rabble.* Co 4, Ph 3, In 6, Es 4, Dmg +2 (dagger), Def -1 (padded armor).

- ♣ **Eugene Whetstone.** *Human boy, afraid demeanor, Rabble.* Co 3, Ph 2 (currently reduced to 1), In 4, Es 5, Dmg +0 (fists), Def -0 (normal clothing).
- ♣ **Jaedyn Taerglaze.** *Human adult male, optimistic demeanor, Adventurer.* Ag 4D, Dx 6C, En 5D, Str 4D, Re 8A (64), Pe 7C, Sp 4D, Pr 5B, Dmg +2 (quarterstaff), Def -0 (robes), also sorcery (geomancy, aeromancy, and divination), secondary weapon (dagger/+2), *wand of summoning { 9 charges }*, and *ring of free movement*.
- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Thomas Steelguard.** *Human middle-aged male, eccentric demeanor, Champion.* Ag 5B, Dx 4B, En 7A, Str 7A, Re 4X, Pe 5B, Sp 5D, Pr 6B, Dmg +12 (*two-handed sword of renown*), Def -5 (plate mail).
- ♣ **Locals.** *Humans of various ages and demeanors, Unknown.* Co 4, Ph 4, In 4, Es 4, Dmg +0 (fists), Def -0 (common clothing).
- ♣ **Two trollekai.** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.
- ♣ **Hero doppelganger.** *Magical construct.* Co 8, Ph 8, In 8 (64), Es 8 (64), Dmg +16 (footman's dragonlance +10), Def -6, also sorcery (aeromancy) and mysticism (mentalism).

Outcome

If the heroes managed to slay the hero doppelganger and the trollekai guard, go to Scene Five: Chaos Revealed.

If the heroes were slain, go to the Epilogue.

Scene Five: Chaos Revealed

The heroes have witnessed the chaos ceremony and fought the defenders of the daemon warrior.

Overview

The heroes finally face the true master of Trollwood. The daemon warrior tries to trick the heroes into corrupting the earth giant of Trollwood. If they see through the daemon warrior's ploy, the heroes will have to fight against a powerful minion of chaos.

Getting Started

Although Ul Thalik is an exceptional member of its kind, it is still a daemon warrior. The Narrator should review the daemon warrior entry in [The Bestiary](#). The Narrator should also review the description of Ul Thalik's, which is located in a table in the following pages.

Although the heroes should have been kept in the area designated for them by the doppelganger and the trollekai guard during the last scene, they may have changed position. The Narrator should account for these changes in this scene and make sure that the daemon warrior is properly ensconced behind his "trolleikai."

First Impressions

Before your astonished eyes, the crater in the center of the clearing spews forth a stream of multi-colored lights. The five weapons that slew the chaos minion all those years ago glow eerily in a circle around the pit as their magic works upon the crater.

Rising from the depths of the blazing pit like some demonic angel, the master of Trollwood emerges. Your mind can barely comprehend the horror of the terrible being before you. It writhes in your mind, twisting and squirming like a foul serpent, until you cannot grasp it, cannot comprehend it. Yet the living nightmare approaches you, as real as the dark trees around you and the damp soil beneath you. The creature of death flashes with your dark nightmares, your private fears, your inner destruction, and the promise of death.

The herald of your destruction, of Krynn's doom,

steps forward and gazes upon you with its terrible gaze.

A palpable aura of fear and power emanate from the daemon warrior and crashes into you like a tidal wave. As every fiber of your being is caught in the chaos creature's whirlwind of power, it opens its mouth, filled with razor-sharp fangs, lined with small, triangular teeth, covered with black blood, as empty and black as the heart of the Abyss, and thunders, "So, these are the mortals who oppose me."

Turning to the trollekai around him, he orders, "They are yours to dine upon." With a final flourish, the daemon warrior retreats behind his trollekai minions.

The Story Continues

As was revealed in the previous scene, the trollekai army that the heroes face is actually a massive illusion. The trollekai are actually the locals that have been kidnapped. They are paralyzed and cloaked in illusion to resemble trollekai.

In order for the daemon warrior to corrupt the earth giant that slumbers beneath Trollwood, it needs the blood of innocents. However, he needs the blood to be spilled in anger, by mortals. It could not slay the locals himself, or even force its minions to slay them, because the blood would have been tainted by its magic. Therefore, the daemon warrior hopes to trick the heroes into engaging the cloaked locals and spilling their blood upon the soil.

There are several indications that the "trolleikai" are not what they seem. For instance, the "trolleikai" will not move at all. In fact, the "trolleikai" resemble zombies, with no expressions or other signs of life. The Narrator should make a point of this to the heroes, should they ask (see the "Actions" section).

However, Kara will not notice the strange countenance of the "trolleikai." In fact, unless she is stopped, the half-elf will charge and the "trolleikai" and engage them immediately. Since they do not move, the cloaked locals will be easily cut down by the enraged half-elf and any of the heroes who follow her.

However, if the heroes manage to restrain themselves, they can disrupt the daemon warrior's plans. Ul Thalik, the chaos minion, will become so enraged that it will nearly lose control. It will begin taunting the heroes and attempt to goad them into slaughtering the cloaked locals. However, if the heroes remain

UI Thalik

Daemon Warrior. *Undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, Health 30*, also aura (fear), aura (corrupt)*, mysticism (mentalism), immune to mentalism, normal weapons, and poison.

UI Thalik is no ordinary daemon warrior. It is more dangerous and more magical than most of its kind. It has several powers that are unique.

Instead of having its Physique points represent his health, UI Thalik has a separate pool of health points. This means that any damage is taken from its Health score, which is considerably higher than his Physique rating.

UI Thalik can cast spells from the mysticism sphere of *mentalism*, but only at a limited degree. He uses *mentalism* to create his mental illusions within the minds of his foes. However, he can also read the heroes' thoughts when he wishes to and even communicate mentally. He can even dominate the heroes and enslave them with a thought. However, he cannot alter their minds in any way with the sphere.

UI Thalik also possesses a *corrupt* ability that allowed him to corrupt Trollwood and its inhabitants. The *corrupt* ability works similarly to a poison, only it takes a long time to work. A creature possessing the ability can manipulate the area around it, like the Dragon Overlords do with the land around them. They can also shape the land's inhabitants, but it does a long time for the corruption to become complete. While this ability is difficult to translate into game terms, it is vital to the game. During the battle

between it and the heroes during this scene, its *corrupt* ability won't be used, so the Narrator can ignore it.

UI Thalik was sent by chaos to Trollwood to complete a sinister mission. For untold ages, an earth giant has slumbered beneath Trollwood. UI Thlaik's mission was to corrupt this powerful creature, with the blood of innocents, and turn the creature to the side of chaos.

When a party of adventurers decided to pit themselves against the daemon warrior, UI Thalik believed it to be a stroke of luck. It couldn't shed the blood necessary because his chaotic influence would taint the blood, so it decided to trick the adventurers into shedding the blood for him. After eroding their minds and spirits with its deadly illusions and magic, it sent the adventurers against the people he had kidnapped. However, the adventurers saw through the illusion that it had cloaked them in and turned on the daemon warrior. With their powerful weapons, the adventurers slew the daemon warrior.

However, they did not complete the job. The daemon warrior's essence survived the adventurer's wrath and lingered around the crater where its body fell. As the currents of magic swept across the land, UI Thalik was strengthened. Slowly, surely, it sent out its corrupting influence throughout Trollwood. UI Thalik dominated and changed the trolls that had dwelled in the forest and made them its servants. Finally, after over thirty years of waiting, UI Thalik prepares to complete the mission that Chaos assigned it those many years ago.

strong against his words, UI Thalik will immediately attack.

The Battle

Once UI Thalik realizes that the heroes have seen through its plan, it becomes enraged and attacks the heroes immediately. It decides that the heroes are now simply a liability and will just have to trick another band of hapless adventurers into supplying him with the local's blood.

First of all, the heroes will have to contend with UI Thalik's *fear* ability. His *corrupt* ability has no bearing on the battle and should therefore be ignored.

Although he is a daemon warrior, UI Thalik is more powerful than the average of his kind. Without magical weapons, the heroes will be easy prey for the daemon warrior. The heroes should have picked up many magical items, weapons, and even armor during the adventure. However, clever heroes might notice that the five weapons used to slay UI Thalik so many years ago, are left unguarded.

These weapons, a dagger of fame, a broken cross-bow bolt of glory, a war hammer of renown, a long sword of renown, and the footman's dragonlance that was taken from the heroes, are particularly deadly to UI Thalik. Each of the weapons does double damage to UI Thalik.

The crossbow bolt can be mended with a quick spell { *the spell costs five points without adjustments for the Invocation time* }.

Atmosphere

The mood of this scene should be intense and doubtful. The entire adventure culminates at this one point, when the heroes are seemingly at the mercy of a powerful chaos minion and its deadly servants. The doubt and confusion in this scene should become apparent as soon as the heroes realize that the “trolleikai” are not what they seem. The heroes are faced with a decision that could spell the end for Krynn and the tension of the moment should show.

Actions

The heroes can attempt to examine the “trolleikai.” If the heroes succeed in a *challenging Perception* action, they realize that there is something wrong with the “trolleikai.” They sense a magical force present, a trap being set, or just something odd about the situation. Those who fail cannot discern anything at all.

If the heroes attempt to disbelieve any illusions, they must make an *average Perception (Reason)* action. If successful, they see that the “trolleikai” are actually the locals of Trollwood. If unsuccessful, then the heroes cannot penetrate the illusion.

Resisting Ul Thalik’s *fear* ability requires a *challenging Presence (Spirit)* action. Any heroes who wear a *ring of fearlessness* has this action reduced by one degree.

Characters

- ♣ **Augin Helmspurr.** *Human boy, timid demeanor, Rabble.* Co 4, Ph 3, In 6, Es 4, Dmg +2 (dagger), Def -1 (padded armor).
- ♣ **Eugene Whetstone.** *Human boy, afraid demeanor, Rabble.* Co 3, Ph 2 (currently reduced to 1), In 4, Es 5, Dmg +0 (fists), Def -0 (normal clothing).
- ♣ **Jaedyn Taerglaze.** *Human adult male, optimistic demeanor, Adventurer.* Ag 4D, Dx 6C, En 5D, Str 4D, Re 8A (64), Pe 7C, Sp 4D, Pr 5B, Dmg +2 (quarterstaff), Def -0 (robes), also sorcery (geomancy, aeromancy, and divination), secondary weapon (dagger/+2), *wand of summoning { 9 charges }*, and *ring of free movement*.

- ♣ **Kara Half-elven.** *Qualinesti half-elf female young adult, rash demeanor, Adventurer.* Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).
- ♣ **Rezik.** *Human middle-aged male, cantankerous demeanor, Novice.* Co 4, Ph 5, In 4, Es 3, Dmg +0 (fists), Def -2 (leather armor).
- ♣ **Thomas Steelguard.** *Human middle-aged male, eccentric demeanor, Champion.* Ag 5B, Dx 4B, En 7A, Str 7A, Re 4X, Pe 5B, Sp 5D, Pr 6B, Dmg +12 (*two-handed sword of renown*), Def -5 (plate mail).
- ♣ **Locals.** *Humans of various ages and demeanors, Unknown.* Co 4, Ph 4, In 4, Es 4, Dmg +0 (fists), Def -0 (common clothing).
- ♣ **Ul Thalik.** *Undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, Health 40*, also aura (fear), aura (corrupt)*, immune to mentalism, normal weapons, and poison.

* See the “Ul Thalik” table for details.

Outcome

If the heroes saw through Ul Thalik’s plan and defeated the daemon warrior, or even if they were killed, go to the Epilogue.

If the heroes fell for Ul Thalik’s ploy and slaughtered the cloaked locals, skip the events detailed in “The Battle” go straight to the Epilogue.

Epilogue

The fragments of rock changed to daemon warriors, imps of Chaos that were formed of the terrors of every person who had ever lived. Colorless and shifting like bad dreams, the daemon warriors appeared different to each who fought them, taking on the shape of the thing each person feared the most.

. . . The knights stared at these monsters in despair, their faces blanched in dismay and fear as the horrible creatures surged forward to attack. The standards slid from shaking hands, began to dip toward the ground.

. . . Chaos spread his enormous arms, which seemed to encompass the universe.

“There is no hope. You have no gods. What have you left?”

Steel drew his sword and raised it in the air. The metal did not reflect the fire, but shone white, argent, like moonlight on ice.

“Each other,” he answered.

-The Battle of the Rift Dragons of Summer Flame

Death

Although it is regrettable, the heroes may have perished during this adventure. If so, Ul Thalik still needs outsiders to slay the locals and provide him with their blood. The players can create new heroes and run the adventure again.

Of course, the adventure will be less satisfying if the heroes already progressed too far in the adventure. Restarting the adventure is not recommended for any group of heroes who progressed to or beyond Act Two, Scene Three: The Siege.

Failure

Despite their noble intentions, the heroes may accidentally have slain the cloaked locals. The locals will stand still and allow the heroes to slaughter them, since they are paralyzed. If the heroes realize that their enemies aren't fighting back and stop their attacks, then the adventure can proceed as intended. Beyond the guilt that the heroes will undoubtedly

suffer, the heroes have disrupted Ul Thalik's plans. Go back to Act Three, Scene Five: Chaos Revealed and play through the events described in “The Battle.”

If, however, the heroes show no signs of halting their attacks, they will cut down every one in the clearing. Read the following to the heroes:

As your weapons flash through the crisp air, red blood splatters in every direction. The trollekai all collapse beneath your fevered swings. As you catch your breath, you realize that all of your foes have been slain. As you watch, their ruby red blood soaks the earth.

Suddenly, the trollekai vanish like a bad nightmare in the light of day, revealing humans. You can see the humans lying broken and shattered by your hands on the ground. Their horror-filled eyes seem to fix on you. You can even see Thomas Stellguard, Jaedyn, and even Augin lying in pools of their own blood, with their haunted eyes accusingly fixed on you. Emerging from the shadows, the daemon warrior grins evilly at you.

“Thank you, you fools” he thunders as the earth begins to shake. Before you can regain your bearings, the chaos minions fades into the mist and the ground erupts. The world heaves up into the air and you are tossed aside. The ground tips to one side and you slide down the ground through the forest. Before your astonished eyes, the ground itself emits an ear-piercing roar that causes blood to pour from your ears. As you continue to slide along the heaving ground and through the forest, the daemon warrior's laugh echoes in your shattered ears.

The earth giant of Trollwood is awakening. Since the earth giant is basically getting up, the heroes are sent sliding down its back through Trollwood. Each hero must succeed in ten *challenging Agility* actions. Each failure means that the hero slams into a tree or other object and suffers 5 damage. If the heroes survive the ride, then they will arrive at the edge of a massive canyon that compromises the center of Trollwood. The earth giant, under the control of Ul Thalik, will begin its reign of terror by destroying the heroes.

If the heroes manage to actually slay the earth giant, then Ul Thalik will appear and personally deal with the heroes.

However, at this point, it is most likely that the heroes will be destroyed by the earth giant. If this

happens, the the earth giant will begin to terrorize the land with its awesome might. While even the earth giant's powers are not mighty enough to devastate Ansalon, it will be a power to be reckoned with. With the earth giant's might, Ul Thalik might carve out a small chaos empire for himself and the rest of his kind. Such a realm would greatly increase the influence of chaos in the realm, which could spell Kryn's doom.

- ♣ **Earth Giant***. *Magical creature*. Co 4, Ph 60, In 12, Es 10, Dmg +55, Def -9, also immune to fire, cold, half damage from electricity.
- ♣ **Ul Thalik**. *Undead*. Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, Health 40*, also aura (fear), aura (corrupt)*, immune to mentalism, normal weapons, and poison.

* See *Dragon Magazine* Issue #256 for more details on the earth giant.

Afterword

If the heroes were strong of arm, quick of feet, pure of heart, and sharp of mind, then they should have foiled Ul Thalik's plan. Read the following as soon as the heroes have slain the daemon warrior:

With one last howl of pain and anger, the daemon warrior retreats, clutching its fatal wound. Slowly, the chaos minions begins to melt and rot away into the fog. Within seconds, the daemon warrior's rotting ashes are swept away by the wind.

A golden beam of light suddenly pierces the veil of night, followed by another, and then another. The mantle of darkness cracks and shatters, allowing the light of day to stream into Trollwood.

The trollekai melt away under the sun's golden raidance, revealing the townspeople and your friends. The humans begin to move groggily, as if they had just woken from a bad dream.

With the death of Ul Thalik, the curse over Trollwood has been lifted. The locals are freed from their paralysis and hail the heroes as heroes. They hold a great feast in Tarney Hall for the heroes.

The legionnaire cell in Hazuk is also overjoyed with the heroes' success. They pay the heroes their reward. The legionnaires will attempt to recruit the

heroes into the Legion, which can spark an entire campaign involving the Legion of Steel. If the heroes decline, however, the Legion will give each of the heroes signet rings with the seal of the Legion. When the heroes show these rings to members of the Legion, all Presence actions to deal with them are one degree easier. All Wealth actions with those friendly with the Legion are also one degree easier. However, if the Knights of Solamina ever see the heroes with the rings, all Presence actions are one degree more difficult. In addition, all contact with the Knights of Takhisis will be violent and deadly. Of course, the heroes can always conceal their rings.

The heroes will always be welcome in Trollwood. They will have gained an ally in Thomas Steelguard, who still has ties with the the Knights of Solamina. Jaedyn can also help the heroes with his connections to the Legion and to the Academy of Sorcery. Aspiring mages can travel with him to the Academy to study more about the Art.

Kara Half-elven can also be an important ally. If the heroes helped her in her own personal struggle, she will be very thankful. She has many connections to the Legion and to various others in central Abanasinia.

The heroes can always further the adventure. The following are several adventure nuggets that can extend the enjoyment of this adventure.

- ♣ Ul Thalik was not the only chaos minion who was sent to raise an earth giant. Perhaps the heroes, upon closer examination of Agan's Cabin, find a map marked with the possible locations of several other slumbering earth giants. The chaos minions that were assigned to raise them may have been slain, but perhaps they actually succeeded!
- ♣ Now that the earth giant beneath Trollwood has been "found," other powers may wish to bend the being to their will. The Dragon overlords, for instance, would be very interested in controlling a minion of such power. The heroes may have to go up against the Great Dragon in order to prevent the earth giant's corruption.
- ♣ The heroes can help Thomas Steelguard and Augin travel to Sancrist so that the two can formally rejoin the Knighthood.

Trollekai

The world of the Krynn is far different in the Fifth Age than it has been in previous times. The vestiges of Chaos can be seen across the land. Besides the daemon warriors, fire dragons, and shadow wights that served their Father during the Chaos War, other minions of Chaos continue to tread Krynn's surface. Some of these new minions of chaos were created by his existing children. Using their powerful magic, the children of chaos are able to transform living beings into powerful servants of chaos.

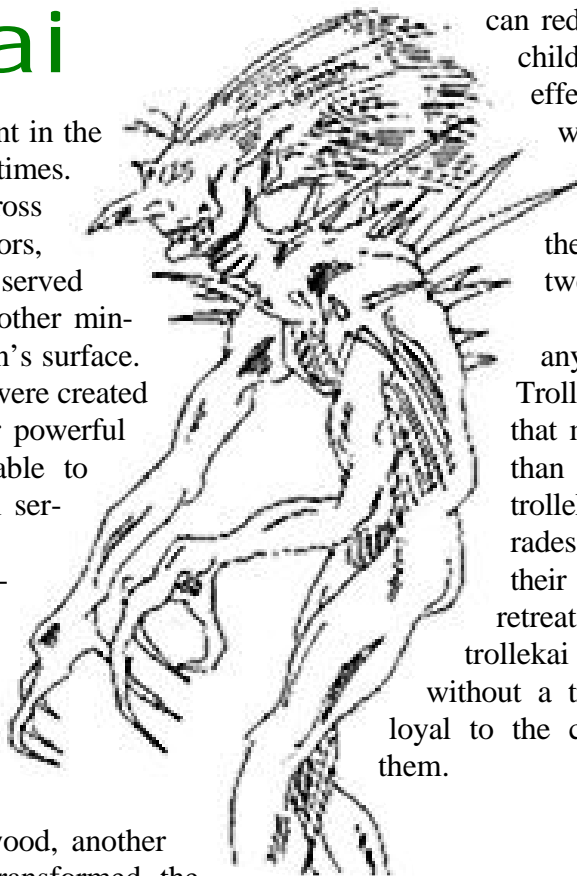
The first of these new abominations were the skorennoi of Darken Wood. However, Caramon Majere defeated the master of the skorennoi, a chaos creature named Grimbooth, and they faded from Ansalon.

However, in the forest of Trollwood, another chaos creature named Soulslayer transformed the trolls into the trollekai.

The trollekai are similar, in appearance, to their former selves, that is, to normal trolls. They are a head or two taller than the average man, with spiky, white hair, flaming eyes, a pointed, warty nose, and jagged teeth. Their bodies are thin and gaunt, like the body of an emaciated giant. However, their thin frames contain great strength, although they are weaker than they were in their previous life. Their arms are lanky and mottled, with lethal claws that can tear a man in half. Large spines jut out from a trollekai's back like a porcupine. Like a their hair, trollekai have bone white skin that glows eerily in darkness.

Trollekai cannot stand sunlight. When thrust into the sunlight, they writhe and scream as their skin burns. When in the sunlight, they cannot regenerate any wounds that they may have suffered. While they can glow eerily in the darkness, the trollekai can camouflage themselves in shadows and darkness until they want to conceal himself. An adventurer could be looking right at a trollekai raiding party without even knowing it, until the bone white claws whip out of the darkness and tear into his flesh.

All trollekai also possess a potent fear aura that



can reduce a man to a whimpering child. This fear aura is weak, but effective when used in concert with a dozen trollekai.

Trollekai rarely travel alone. Instead, they roam the land in packs of four to twenty-four.

Trollekai work efficiently at any job that they are given. Trollekai have a pack mentality that makes them more dangerous than they were as trolls. The trollekai never abandon their comrades and make sure that none of their party is missing when they retreat back into the night. The trollekai strike quickly and vanish without a trace. They are completely loyal to the chaos creatures that birthed them.

An adventurer could be looking right at a trollekai raiding party without even knowing it, until the bone white claws whip out of the darkness and tear into his flesh.

♠ **Trollekai:** *Undead.* Co 5, Ph 12, In 2, Es 4, Dmg +14, Def -4, also regenerate, aura (fear), immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.

Trollekai regenerate the same way that trolls do. They regain 3 Physique points per minute and can even regenerate limbs. Only acid and fire permanently damage them. Trollekai cannot stand sunlight. In fact, the sun does three damage per minute to a trollekai, effectively neutralizing its regeneration ability. Curiously, this fear of light also extends to normal light. Although normal light does not harm them, they are reluctant to enter lighted areas. The trollekai can camouflage in darkness, whether it is the darkness of night or the gathering shadows.

Light is bane to the trollekai, so all light-based attacks, such as spells from the school of spectromancy, deal double damage.

Monster Description Sheet

Monster Name

Trollekai

Description

The trollekai were once trolls that have been corrupted by the influence of Chaos. Now warped by chaos magic, the trollekai have bone-white skin, flaming eyes, and terrible spines jutting from their backs. They can't stand light and face into the darkness like a puff of smoke.

Basic Overview

(selections are underlined and bold)

| Size | Active Time | No. Encountered |
|-------------------------------|--------------------------|------------------------|
| Minute (<1 foot) | <u>Pre-dawn</u> | 1 |
| Tiny (1 foot) | Morning | 2 or 3 |
| Small (3 feet) | Noon | <u>4 to 5</u> |
| Medium (6 feet) | Afternoon | <u>6 to 9</u> |
| <u>Large (12 feet)</u> | <u>Dusk</u> | <u>10 to 14</u> |
| Huge (25 feet) | <u>Evening</u> | <u>15 to 20</u> |
| Giant (50 feet) | <u>Night</u> | <u>21 to 27</u> |
| Titanic (100 feet) | <u>Late Night</u> | 28 to 35 |

| Diet | Movement* | Senses+ |
|--------------------|------------|--------------|
| Carnivore | Walk (1x) | Sight Avg |
| Herbivore | Fly (N/A) | Hearing Keen |
| Omnivore | Swim (N/A) | Smell Keen |
| Scavenger | Climb (2x) | Touch Avg |
| Photosynthesis | Dig (N/A) | Taste Def |
| <u>None</u> | | |

* In terms of human walking speed. (2x for twice human speed, etc.)

+ Check whether keen, average, or deficient.

Statistics

Abilities

| | |
|--------------|----|
| Coordination | 5 |
| Physique | 12 |
| Intellect | 2 |
| Essence | 4 |

Ratings

| | |
|---------|-----|
| Damage | +14 |
| Defense | -4 |

Special Abilities

Special Attacks

Aura (fear).

Special Defenses

Regenerate, immune to poison, resistant to mysticism, resistant to sorcery, and camouflage.

Habitat

(all selections are underlined and bold)

| Terrain | | | Climate |
|-----------------------|---------------|-------------------------|---------------------------|
| Aerial | Hills | Sea, Shallow | Arctic |
| Badlands | Jungles | Sea, Depths | Subarctic |
| Beaches | Lakes/Ponds | Subterranean | Cold |
| Deserts | Marshes, Salt | Swamps | Temperate |
| <u>Forests</u> | Mountains | Tundra | Hot |
| Glaciers/Floes | Rivers | Urban | Subtropical |
| Grasslands | Sea, Bottom | | Tropical |
| | | <u>Trollwood</u> | <u>Any and All</u> |

Character Index

The following characters are important to the story and presented in the standard format. The “Skills” section located between the statistics and the history section is based on the rules presented in [A Saga Companion](#). The Narrator may use or not use the information as he or she sees fit.

Jaedyn Faerglaze

Human adult male, optimistic demeanor, Adventurer. Ag 4D, Dx 6C, En 5D, Str 4D, Re 8A (64), Pe 7C, Sp 4D, Pr 5B, Dmg +2 (quarterstaff), Def -0 (robes), also sorcery (geomancy, aeromancy, and divination), secondary weapon (dagger/+2), *wand of summoning { 9 charges }*, and *ring of free movement*.

Skills: Alchemist, Historian (The Age of Mortals), Scribner (Solamnic), and Herbalist.



History: Jaedyn came of age during the tumultuous Summer of Chaos. He had studied as a mage, but his studies seemed worthless with the loss of magic. When Palin Majere announced his search for new magic, Jaedyn immediately followed him on his quest.

Jaedyn learned the new magic quickly and decided to join the Legion of Steel rather than lecture at the Academy of Sorcery. During the first few years of his career in the Legion, Jaedyn was busy instructing the first legionnaire sorcerers. However, he soon grew weary of the tiresome work and decided to settle down in a legionnaire cell. He was admitted to the cell in Hazuk a few months ago.

When Augin beseeched the cell in Hazuk for aid, Jaedyn accompanied the legionnaires sent to Trollwood. A divination spell revealed that a powerful magical force had taken control of Trollwood. Jae-

dyn's initial hypothesis is that a dragon is trying to shape the land like the Dragon Overlords. He alone managed to escape when the trollekai ambushed the legionnaire party outside of Tarney Hall.

Role-Playing: Jaedyn believes that the trolls of Trollwood are responsible for the attacks, despite what Thomas Steelguard claims. However, he does admit that the creatures that ambushed his party did not resemble any trolls that he had ever seen.

Jaedyn is always optimistic and cheerful. He believes that maintaining a positive outlook will improve any situation.

Appearance: Jaedyn sports wild, scraggly long hair and a wide smile beneath his bristling moustache. He always wears the red robes that he wore as a youth and carries a plain staff. Wrinkles crisscross his face, betraying his age, but Jaedyn maintains that he is as energetic as ever.

Other Game Statistics: None of Jaedyn's other game statistics have bearing upon this adventure.

Narrator's Notes: Jaedyn can be used as a mentor-type individual for any hero who is an aspiring magus. With his knowledge of both sorcery and High Sorcery, as well as his connections with the Legion of Steel, he can prove to be a valuable ally to the heroes if he survives this adventure.

Kara Half-elven

Qualinesti half-elf female young adult, rash demeanor, Adventurer. Ag 8X, Dx 7A, En 6C, Str 6B, Re 7B (49), Pe 6A, Sp 5D, Pr 7C, Dmg +4 (cutlass), Def -2 (leather armor), also sorcery (pyromancy), secondary weapon (dagger/+2), and missile weapon (longbow/+6).

Skills: Hunter, Bowyer, Scribner (Qualinesti), and Navigator.

History: Kara was born to an elven warrior and a human woman in a small village deep within Qualinesti. She was the second unwanted child born to the ill-fated couple. She grew up amid the humiliation and ostracization that plagued her older sister and her

mother. She saw her mother grow old and die as she blossomed and stayed young.

Her sister left home at an early age, and Kara left home soon after at the tender age of 53. She explored Abanasinia, studied at the Academy of Sorcery, and soon became famous for her woodland skills. All in her life was finally complete until she met a warrior named Alain Dargeth.

She aided Dargeth in getting revenge on a black dragon, who had slain his love, and eventually fell in love with him herself. For awhile, the two lovers were happy, until Alain's past created a rift between them. He could not let go of his former love's tragic death, and Kara could not stay with a man so torn.

She left Solace for awhile and traveled around Ansalon. Eventually, she arrived in Hazuk, where she began helping the local legionnaire cell because of her experience with the Legion of Steel in Solace.

Role-Playing: While normally cheerful and fiery, Kara is currently moody and sullen. Her sadness casts a dull pall over her mood, and she seems lifeless and unresponsive until battle ensues. During battle, Kara releases her pent up rage, showing no mercy or restraint, often hacking at fallen enemies despite the fact that they are already dead.

Appearance: Kara is a blonde half-elf woman who reaches a few inches over five feet. She wears a skin-tight bodysuit of leather that is stained green to allow her to blend in with the forest. Striped tattoos crisscross her arms and legs. She also has a sun tattoo located on her right shoulder.

Other Game Statistics: Kara is a yeoman and therefore receives an automatic trump bonus to any outdoor Reason or Perception action that involves tracking. However, she suffers a -3 penalty to all



action scores performed indoors or underground. As a half-elf, Kara receives an automatic Trump bonus to any action with a bow. However, she also never receives a Trump bonus to any Presence action when dealing with an elf. Due to her extensive martial arts background, Kara receives an automatic Trump bonus to unarmed attack action.

Narrator's Notes: Kara Half-elven is meant as a role-playing challenge for the heroes. She is not sure what she has to live for now that Alain seems lost to her. Through clever role-playing, the heroes might be able to help her see through her pain, give her something to fight for, and gain an ally in the process.

Rezik

Human middle-aged male, cantankerous demeanor, Novice. Co 4, Ph 5, In 6, Es 3, Dmg +0 (fists), Def -2 (leather armor).

Skills: Hunter, Fisherman, and Carpenter.

History: Rezik is a grizzled old man who fought in the Chaos War. He saw many friends die that summer, which has left him with a rather sour disposition. He settled down in Hazuk a few years after the Second Cataclysm, but left because he didn't like being around anyone. For over twenty years he lived in seclusion in his small cabin in Trollwood, until the trollekai destroyed it.

Role-Playing: Rezik is a great pessimist who enjoys to annoy others with his observations. His responses are usually sarcastic and meant to strike a nerve he often plays the part of a senile fool, but he is still as sharp as he ever was.

Appearance: Rezik stands a few inches shy of six feet with spiky, short, gray hair. His face is craggy with deep wrinkles and lips like stretched leather. He is always crinkling his dark eyes, giving him the appearance of an unsightly mole. Rezik always wears a makeshift suit of leather armor that he made himself. Patched together from dozens of pieces of irregular leather patches, the armor gives him the appearance of a ragtag beggar. Coupled with a leather cap, the armor covers Rezik head to toe, with sheepskin boots

at his feet and warm gloves at his hands.

Other Game Statistics: Rezik has no other game statistics that are relevant to this adventure.

Narrator's Notes: Rezik is in the adventure mainly as comic relief. He is a grouchy old man who is thrust into high adventure. The Narrator can use him to lighten the mood or make matters more difficult for the heroes by having him fall into harm's way.

Thomas Steelguard

Human middle-aged male, eccentric demeanor, Champion. Ag 5B, Dx 4B, En 7A, Str 7A, Re 4X, Pe 5B, Sp 5D, Pr 6B, Dmg +12 (*two-handed sword of renown*), Def -5 (plate mail).

Skills: Scribner (Solamnic), Armorer, Blacksmith, Cook, and Historian (Knights of Solamnia).

History: Thomas was once a Knight of Solamnia. He fought in the Chaos War as a squire and matured as one of the few remaining knights in the Fifth Age. Eventually, Thomas rose to the rank of Sword Knight, but the knighthood wasn't the same as it had been in previous ages. He left the Order and settled down in Trollwood twenty years ago. He helped the residents of trollwood and the city of Hazuk fend off a nasty goblin infestation fifteen years ago, and became the town hero for awhile. When age began to take its toll on the knight, he settled down in Tarney Hall and began maintaining it.

He adopted Augin as a boy and began instructing the lad in the knightly ways. However, Thomas doesn't know if he should be teaching Augin the ways of an Order that he abandoned over twenty years ago.

Role-Playing: Thomas is a man who has lost his faith and confidence. His whole life had been consumed by the knighthood until he left it, and he has been empty ever since. He is ever doubtful of his abilities and will prove a liability in any battle. Although he could be a formidable warrior, he has convinced himself that he is only a rotted shell of the warrior he once was.

Appearance: Thomas Steelguard is tall, reaching just

over six feet, with light brown hair streaked with steel gray. He sports a short, trimmed beard and short, smoothed back hair. His dark, stern eyes, strong jaw, and natural grimace often projects an aura of displeasure upon others, even if Thomas isn't angry. Thomas always wears his old Solamnic plate mail, which was kept in great condition even after twenty years. The armor is covered with engravings of crowns, swords, roses, and kingfishers.

Other Game Statistics: Thomas hasn't truly wielded a weapon in years, but he will only use his favored weapons, such as Duskslayer, a *two-handed sword of renown*. Darkslayer is another favored weapon of Thomas's. It is a *mace of renown*. Darkslayer has the following abilities:

- ♠ Light up to a 20' radius with cool blue light upon saying *darkslayer*, which is carved into its handle. *Lightslayer* diminishes the light and is carved on the opposite side of the handle.
- ♠ Cure magical blindness, as caused by a spell or by the special ability *blind* with a touch once per day.
- ♠ Restore one card to any person once per day.
- ♠ Emit a beam of light that reaches near missile range, affects one creature, and does eight damage once per day.
- ♠ Make any action an automatic Trump once per day.

Thomas keeps Darkslayer locked in his chest in his bedroom.

In game terms, Thomas has lost all special advantages and disadvantages of being a Knight of Solamnia. However, he does have several new disadvantages. All attacks are one degree harder for Thomas. Also, all attempts to resist *fear* attacks are also one degree harder.

Narrator's Notes: Thomas is another roleplaying challenge for the heroes. If they can convince him of his worth, his disadvantages go away and gain a friend.