

# The Dymrak Dread

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March 24, 2012

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# Orcus' Plot

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## 1.1 Overview

Orcus tries to strike against the Traladaran Three; he orders his main henchmen in Dymrak, the Witches, to raise a powerful horde and attack Kelvin. Moreover, he tricks the Cult of Halav into believing that they have found a book (the *Gospel of Saint Oirtulev*<sup>1</sup>, which is preserved by the Monks of St. Kruskiev in Specularum) that describes a ritual that will bring a new beastman army to Traladara. When Stefan clearly states his disapproval of the Cult (at the request of both the official Churches), radical elements among the Cult push for stealing the book and using it to force Stefan to his destiny — that is, repeating Halav's path. In truth, the ritual is useless (it just summons an unbound Death Fiend, which will likely kill its summoners), but Orcus is going to use the Dymrak Horde to lead the Karameikans into believing that the ritual was successful. Orcus then has the Dymrak Horde attack Kelvin, which he hopes will fall thus leading the hawks in the Order of the Griffon to blame all Traladarans for summoning a horde of goblinoids. At the end, Orcus expects to have, at worst, Karameikos embroiled in a civil war, and at best, Kelvin and a large part of the northeastern regions in the hands of his followers as well as Stefan Karameikos dead.

To this end, Orcus can count on the Witches of Dymrak, a group of mysterious figures who serve (more or less willingly) him since his days as a Devil Swine in the Dymrak Forest. Moreover, he can count on Argos, the Green Dragon ruler of Argosyl, a kingdom that stretches over all Dymrak, and well into Thyatis. Argos himself will not take action, but he will send two of his more unruly subjects, the green dragons Verdilith and Verdigris, to support the Dread Horde, and will also push the Red Blade goblins to help the horde.

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<sup>1</sup>The tome is authentic, but ultimately false — Oirtulev wrote it as a trap for those who would try to track him down.

The adventure is designed for a TPL of 24, or 4-6 PCs of levels 4-6.

## 1.2 Hooks

- The PCs are one of the adventuring parties that are recruited by Baron Desmond Kelvin and/or his generals to help when the first vanguard of the Horde arrives near the territory of Kelvin. The vanguard is not recognized as a true menace, so adventurers are sent to track and clear out the goblinoids that have been attacking caravans on the Duke's Road.
- The PCs (or the Church of Traladara) discover that the Cult of Halav has gained possession of an artifact that could bring back the Beastmen, and that they mean to use it. They track the cultists to Kelvin.
- The PCs are friends of the Seer and they are warned by him through the Ilya Pixies (before the Black Opal Eye is stolen).
- The PCs just happen to pass at the Gnomes' Ferry when the trap is about to spring, perhaps travelling to Penhaligon to track down a Kingdom of Thieves member, the "Duchess".
- The PCs are hired by the Lord Forester to exterminate goblins in the Dymrak woods, and sent to Kelvin to contact Stephan of Sukyskin.

The PCs should be allowed to pick their fights to some extent, but at the end few NPC parties will survive to help them.

## 1.3 Orcus' forces

Orcus can mobilize many goblinoid tribes through the Temple of the Dark Triad, the Witches of Dymrak, and Argos.

### 1.3.1 The Vlack-kag Hobgoblins

The Vlack-kag Hobgoblins are a powerful tribe led by a savvy chief, King Vlack. Vlack and his men are not worshippers of Orcus, but the Hobgoblin king likes to have powerful friends and plays his cards on several tables — he has deals with the Iron Ring, besides those with the Witches of Dymrak and the “Queen”, Ilyana Penhaligon that involve him in this adventure.

**King Vlack and his Vlack-kag Hobgoblins:** 100 Hobgoblin wolfriders, 200 Hobgoblin crossbowmen, 100 Goblins wolfriders, 50 Thouls.

One of Vlack’s hordes (Splintering Skulls, 100 Hobgoblins), under the command of chief Skrakkbak (Hobgoblin 6) is off helping Ilyana. Vlack never commits his Thouls to field battle – they are more useful as guards, and are much harder to replace than Goblins or Hobgoblins. Moreover, the Hobgoblin king tactic is to leave his allies to fight for him as much as possible — he tries to join any fight at the critical time, when both his allies and his enemies are tired. Vlack never fights to the death, as he believes in living to fight another day.

### 1.3.2 The Dread Horde Goblins

The Dread Horde is the major military force at Orcus disposal. These goblins have been thoroughly infiltrated by the cult of Orcus — all the Shamans in the tribe are now Shamans of Orcus, and most of the upper echelons (composing chief Kosivikh’s personal horde, the Dread Brotherhood) have been infected with wolf lycanthropy, making them much more dangerous than common goblins.

**Kosivikh the Dymrak Dread and the Dread Horde Goblins:** 50 Goblin Werewolves, 150 Goblin wolfriders, 600 Goblin archers and 200 Hobgoblin heavy infantry.

Kosivikh also conscripts (forcibly) several hordes from the Faz-Plack Goblins (200 Goblin swordsmen). The Dread Horde is fully committed to the invasion, and will not pull back until defeated.

### 1.3.3 The Witches of Dymrak

These nine mysterious crones have been around for a long time, pulling the strings of goblinoid tribes in eastern Karameikos. However, the Witches rarely cooperate for long, so not all of them take part in the Dymrak Dread campaign: only three of the Witches assist Kosivikh in his military campaign. The others, among which Grizzelda and Esmeralda, probably the most powerful of the nine, only operate through agents and spies. The three witches who take part in the action are equivalent to Cronos of Chaos in power. They follow Kosivikh as advisors and spies.

### 1.3.4 Ilyana Penhaligon

The *Queen of Vaion* is directed by her advisor, Bernal, a cleric of the Temple of the Dark Triad, to help Kosivikh. Ilyana’s army, however, does not take part in the Battle of Kelvin; instead, her forces keep the northern forces of Karameikos from reaching the battle site as well.

Ilyana Penhaligon’s army includes 100 Faceslasher Gnoll mercenaries (led by the Gnoll chieftain Hastrissek), 200 Kloss-Lunk Goblin wolfriders (led by Klossarek, an underling of chief Kloss), 200 Nightstalker Goblin archers (led by the shaman Ratgrubb) and 100 human mercenaries (divided in two companies, led respectively by Igor Merkul and Octavius Blackmaer).

The death of Ilyana removes the threat, since the mercenaries desert as soon as they are left without an employer and the Nightstalker Shaman, Dhrom Dhum, recovers his control of the goblins, persuading them to give up as well (he’s personally opposed to the Witches of Dymrak).

### 1.3.5 Count Koriszegy

Count Koriszegy’s motivation is achieving freedom from Thanatos’ curse. To this end, he strikes a deal with Orcus, exchanging his help in return for freedom from his curse (which Orcus is only able to provide on a temporary basis, though he doesn’t tell that to the Count). If the deal is successfully completed, he

provides 600 undead: 10 Vampire slaves, 40 Ghouls, 60 Enhanced Skeletons, and 500 Skeletons.

Koriszegy summons 500 Skeletons directly on the battle site, so his army has little problems reaching Kelvin. Moreover, his passage through the Radlebb woods leaves the Callarii forces in complete disarray, as many elves are turned into Vampire Spawn and left to wreak havoc on their former brethren.

### 1.3.6 Argos the Worrier

The green dragon king of the Dymrak Forest is forced to provide help to his Immortal patron's plan, though he doesn't like it at all — besides, he has nothing to gain from the Dymrak Horde war. He controls five large goblin tribes and several dragons, but only commits to the war two of his green dragon followers, as well as 500 goblins. He does not want this help to be traced to him, so he uses his magic to manipulate the goblin chiefs, and orders the two green dragons, Verdilith and Verdigris, to limit their activities until the Battle of Kelvin.

**Total enemy force** at full power, Orcus' followers can field an army of 2500 warriors: 50 Goblin Werewolves, 100 Hobgoblin wolfriders, 300 Hobgoblin heavy infantry and crossbowmen, 1100 Goblin infantry and archers, 250 Goblin wolfriders, 600 undead.

## 1.4 Allied forces

Duke Stephan Karameikos III and Baron Desmon Kelvin II can field few forces at the beginning, but with the Player Characters' help the Karameikan forces can be increased significantly.

### 1.4.1 Baron Kelvin's army

The Barony of Kelvin is the largest fief in Karameikos, and can therefore field a large and well-trained force, compared to others.

**Kelvin garrison & militia:** 100 human medium cavalry and 150 human light infantry (part of the

In terms of Birthright War Cards, the Dymrak Horde and allies correspond to the following units:

- 1 Dread Brotherhood and Vlack-kag elite unit (treated as Warband of Markazor)
- 1 Hobgoblin heavy infantry (treated as Goblin guards)
- 1 undead legion
- 2 skeletons units (treated as Khinasi Spearmen)
- 2 goblin cavalry
- 3 goblin infantry
- 3 goblin archers

Kelvin garrison), and 500 militia (part of the wartime Karameikan military).

If the PCs warn Sukyskin and the other homesteads in time, the militia rises to three full battalions of the 10th Militia Division (750).

### 1.4.2 Northern Karameikan forces

The reinforcements from Penhaligon and the 4th Division are initially blocked by Ilyana's army. If the PCs succeed in defeating the Queen of Vaion, these reinforcements can reach Kelvin before the battle, otherwise they fight their own battle in Penhaligon.

**Penhaligon, Castellan Keep & Duke's Road Keep,** 300 human mixed cavalry and infantry (more than half the forces of the Mountain Storm and Goblin-Crushers battalions, plus one of Penhaligon's battalions of the 11th Militia Division (250).

**Threshold & Verge forces:** one battalion of the 11th Militia Division (250).

### 1.4.3 Southern Karameikan forces

Duke Stephan immediately marches toward Kelvin, but his forces are threatened by one of the green dragons (Verdigris) and forced to take cover in Krakatos. They manage to push him back in X days and proceed to Kelvin.

**Ducal forces:** 250 guards (one company of the Elvenguard and two companies of the Duke's Guard, plus one company of Knights of the Griffon), 6th Militia Division (1000).

#### 1.4.4 Highforge

Dorfus must be convinced to lend his forces against the Dymrak Dread — otherwise his gnomes and dwarves limit themselves to repel any goblinoid scouts and outriders that stray into Highforge's territory.

**Highforge army:** 400 gnomes & dwarves, mixed infantry and crossbowmen, plus a unit of artilleryists (not available if the Gnomes' Ferry is destroyed).

#### 1.4.5 The Callarii Elves

The Elves are initially blocked by Koriszegy's threat, and will not be able to join unless the PCs stop the deal between the mad vampire Count and Orcus' envoys.

**Callarii Elves:** 400 elven archers.

#### 1.4.6 The Nyy-akk Orcs

The Nyy-akk Orcs are a relatively friendly goblinoid tribe of hunters and miners, followers of Nyx. Their help can be gained by freeing Rakhnaag and befriending the chief at Ilyana's keep)

**Nyy-akk Orcs:** 200 orc scouts.

**Total allied force** at full power, the Karameikan forces can field 3800 warriors: 200 cavalry, 400 heavy infantry, 2000 militia, 400 light infantry, 200 scouts, 200 crossbowmen, 400 archers.

### 1.5 Timeline of the Dymrak Dread Invasion

This adventure plays out according to the events of the invasion. The PCs cannot hope to be active on all fronts of the war, unless they secure extraordinary means of movement (e.g., Cardia's flying car-

In terms of Birthright War Cards, the Karameikan armies and allies correspond to the following units:

- 1 Anuirean Cavalry
- 1 Anuirean Elite Infantry
- 1 Dwarf Guards
- 1 Dwarf Crossbowmen
- 1 Artillerists
- 2 Elf Archers
- 1 Nyy-Akk Scouts (Black Spear Raiders)
- 2 Anuirean Infantry
- 5 Levy

pet). Moreover, the key players will not be active until they receive notice of the impending invasion).

Table 1.1 shows the expected timeline of the invasion. Kosivikh only starts his invasion in full when his Witch ally, Gelfhora, brings back the Black Opal Eye from the Seer of the Lake of Lost Dreams. At that point, the attack on the Gnomes' Ferry has already happened, brought on by the advance units supported by the green dragon Verdilith, to slow down any help from Highforge, as well as to give the Cultists of Halav a small advantage over any pursuer.

Other than that, most events may be anticipated or delayed depending on the actions of the PCs.

If Verdilith and the goblin vanguard do not destroy the Gnomes' Ferry, the Gnomes can field a unit of Artillery, which is not available otherwise.

If the PCs do not help Penhaligon against Ilyana, the timeline is altered, as the Penhaligon forces cannot Kelvin without leaving the city unprotected. If so, Ilyana tries to assault Penhaligon. Run or decide the outcome of the battle, with Arteris as the defender. Moreover, one less unit from Highforge is committed to the defense of Kelvin.

Table 1.1: Timeline of the Dymrak Dread Invasion

- Day 1: Cultists of Halav under Klas Jorga's command leave Specularum with the stolen *Gospel of Saint Oirtulev*, riding to Kelvin  
Dread Horde Goblins and Witch Gelphora depart from the Dread Horde territory towards the Lake of Lost Dreams  
Kosivikh, the Dymrak Dread, assembles his horde (though advance units are already in Lumm)
- Day 3: Cultists of Halav leave Kelvin, reach the Nameless Moor where they attempt to summon a Beastman horde for the reincarnated Halav to fight, summoning instead a Death Fiend, which kills them  
Goblinoid attack on the Gnomes' Ferry, news of the attack reach Highforge and Kelvin  
Dread Horde Goblins attack the Seer and the Pixies and steal the Black Opal Eye
- Day 4: Assuming PCs have reached Lumm, Kelvin receives notice of impending attack  
Messengers from Baron Kelvin leave for Threshold, Penhaligon and Specularum
- Day 5: Kosivikh receives the Black Opal Eye stolen from the Seer of the Lake of Lost Dreams  
Dread Horde begins its march
- Day 6: Messengers reach Penhaligon, Specularum, and Threshold: Karameikos military mobilizes
- Day 7: PCs leave Penhaligon
- Day 8: Dread Horde Envoys leave the marching troops to reach Koriszegy Keep
- Day 9: Armies leave Threshold and Specularum  
PCs assault Haradraith Keep  
4th Division units leave for Penhaligon
- Day 10: Dread Horde Envoys cross the Volaga near Midwood
- Day 11: Stefan blocked in Krakatos by Verdigris  
PCs are back in Penhaligon, are met by Pixies sent by the Seer, who tell them the Black Opal Eye has been stolen
- Day 13: Stefan leaves Krakatos; information about Verdigris reach Kelvin  
4th Division units reach Penhaligon  
PCs reach Kelvin, war council with Desmond Kelvin  
Dread Horde Envoys reach Koriszegy
- Day 14: PCs reach Koriszegy Keep (by *flying carpet*)
- Day 15: The Dread Horde is sighted by Kelvin scouts outside the Barony
- Day 16: Units of Elven archers leave Rifflian (joining Aleena's force; only happens if Koriszegy is stopped)  
PCs meet Aleena, then go on to Kelvin  
Penhaligon units reach Kelvin (only happens if Ilyana is killed; includes Nyy-akk scouts if the tribe is befriended)
- Day 18: Aleena reaches Kelvin
- Day 19: Stefan reaches Kelvin  
The Dread Horde crosses the Volaga and reaches Lumm
- Day 20: Battle of Kelvin

In Birthright terms, the two armies are composed as follows.

Ilyana Penhaligon's Army:

- 1 Mercenary Infantry
- 1 Goblin Archer
- 1 Goblin Wolfriders

Arteris Penhaligon's Army:

- 1 Light Cavalry
- 1 Light Infantry
- 2 Levy

If the PCs fail to stop Count Koriszegy, he crosses the Volaga river at Day 18 (during the night).

If the PCs help Stefan's army against Verdigris, Stefan might be able to reach Kelvin at Day 17.

If the PCs do not negotiate personally with Dorfus, Baron Kelvin sends a party of Knights of the Griffon. There should be no difference in the outcome, but if the PCs negotiate personally, they may be able to offset the loss of one unit due to other causes. Also, their reputation with the gnomes will be improved.

# Vanguard

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## 2.1 Overview

A band of goblinoid marauders threatens the Gnomes' Ferry north-east of Kelvin. These are supporting troops lent by Argos to Kosivikh, mostly consisting of Gnasska goblins. Note that, since Gnass is dead <sup>1</sup>, these goblins have low morale, unless there are Vlack-kag hobgoblins around.

The PCs have travelled to Kelvin and are moving north towards Penhaligon or Highforge – depending on whether they are in the area for trade, because they are pursuing the cultists, or because they have been sent by Baron Desmond Kelvin to scout the area north of his lands – when they meet a small party of goblins, who are there to keep any help from reaching the ferry (Encounter 2.2).

After the PCs deal with the goblins, they should reach the ferry (if they are on a scouting mission, the presence of the goblins should lead them to warn the gnomes). There, they are attacked by Verdilith and his Gnasska goblins (Encounter 2.3).

After saving the ferry, or fleeing it, the PCs can track down the attackers. While they do so, they notice their original quarries, the cultists, while they are attacked by a Death Fiend (Encounter 2.4). If they have good tracking skills and survive the Death Fiend's attack, they can enter Lumm and find the headquarters of the Red Blade goblins – it lies over the ancient tomb of the last prince of Lumos, dating back at few centuries after the Song of Halav (Encounter ??).

## 2.2 Ambush on the Road

A band of goblins lies in ambush near the road. The goblin chief, six warriors and the trained ferrets will charge from both sides, while six archers and the shaman will pepper the PCs with arrows and a *Dark-*

<sup>1</sup>As a consequence of the events in *B10 Night's Dark Terror*

*ness* spell. The goblin shaman uses his other spell, *Bless*, before the encounter starts.

**Opponents:** 12 Red Blade goblins led by a chief (Goblin 3) and a shaman (Goblin 2/Shaman 2), and 3 trained giant ferrets. TPL: 16; XP value: 138.

## 2.3 Attack at the ferry

The attack at the ferry is conducted mostly by Red Blade goblins, with the green dragon Verdilith showing up mostly to scare away any organized Opponents. When the party arrives, Verdilith has spent one use of his breath weapon, killing many inside the gnomes' inn, and is now circling over the battlefield. The hobgoblins are here mostly to keep an eye over the goblins – they won't take action, and will leave the goblins to their fate if things turn bad.

**Opponents:** 20 Gnasska goblins, 2 goblin sub-chiefs (Goblin 1), 1 goblin chief (Goblin 4), 1 goblin shaman (Goblin 2/Shaman 2), 2 Dread Horde hobgoblin emissaries, 1 hobgoblin sergeant (Hobgoblin 1). TPL: 22; XP value: 168.

Verdilith himself just does a minimum work – he will just help overcome the first defenses (one round before the PCs enter combat) and crush the ferry (three rounds after the PCs arrive) to ensure no one escapes, then he will pick some unlucky NPC and carry him or her away for lunch, unless the PCs interfere – in this case, Verdilith is a TPL 20 encounter worth 2300 XP, but probably too much for the PCs to handle.

**Verdilith:** small green dragon (8 HD); Verdilith can cast the following spells: Protection from Good, Charm Person, Detect Magic, Continual Light, Detect Invisible, Entangle.

## 2.4 The Summoning

The characters should be able to see this scene from some distance — the cultists have been setting up fires and other ritual equipment (this includes spreading the false book of ancient lore on the ground within a pentacle traced in blood), and the summoning itself creates a blast that can be seen from several miles. The cultists themselves, four low-level priests of the Cult of Halav, are no match for the Death Fiend they have conjured. The Death Fiend dispatches them while the PCs are too far to help — assume it takes it about as much as it takes the PCs to reach the area. If the PCs interfere and dispatch the Death Fiend, they can search the site, and collect some clues from the bodies. The PCs can recover the diary of a cultist, and the false book of ancient lore (the last item only if they kill the Death Fiend quickly, otherwise the book will burn completely).

**Opponents:** 1 Death Fiend (7 HD). TPL: 14; XP value: 1250.

## 2.5 The Ruins of Lumm

The vanguard's base has been set in a cave hidden within the ruins of Lumm, an ancient Traladaran town destroyed during the Vampire Wars about two centuries ago. The cave itself was once a storage area in the Traladaran town. A passage gave entrance to older ruins, which the goblins have not explored.

A number of Gnasska goblins, Dread Horde Goblins and Hobgoblins have settled in the ruins, but only Red Blades are present when the PCs arrive.

By exploring the cave, the PCs can find proof of the Dread Horde and Vlack-kag involvement in a larger plan. The PCs can free the Dark web Orc Rokhaag (Orc 1), as well as a Callarii prisoner, Jalven (E2).

For this part of the adventure, use DDA4 *The Dymrak Dread* increasing the difficulty of the encounters up as follows:

1. Change the *Lizard Man Lair* to the barrack of 4 Gnolls mercenaries (TPL 8; XP value 100).
2. *Goblin Guard*: the guard is now a Goblin 1 (TPL: 2; XP value 20).

3. *Goblins' Bunk Room* The room contains 12 Goblins (normal monsters) and 1 Lieutenant, Goblin 1 (TPL: 8; XP value: 80) — these will be likely joined by the chief and his lieutenant, bringing the encounter to TPL 18.
4. *Wokan's Room* The wokan is a Goblin 2/Wicca 2 (TPL: 3; XP value: 25); of course, since the dungeon is now simply a Red Blade outpost, the wokan is not Vylgrykk. The wokan can write and read (using the Thyatian alphabet) and uses a mix of Dymrak goblin *patois* and Thyatian to receive instructions from the Dread Horde envoys. If captured, he reveals what he knows: the Dread Horde leader, the "Dymrak Dread" is raising the goblin hordes to attack the humans. The Red Blades have been ordered to attack the Gnomes' Ferry.
5. *Kosivikh's Room* As above, the room is now occupied by a Red Blade Chief, Goblin 4 and 2 Lieutenants, Goblin 2 (TPL 10; XP value: 145). In this room there are rough maps of the area, with odd pictograms where various features (Kelvin, the two ferries, Lumm, etc) are located.
6. *Storage Room* This area is unchanged, and is occupied by 12 Giant Centipedes (TPL: 9; XP value: 72).
7. *Prisoners' Cell* As in the original adventure, though now Rokhaag is a Nyy-akk (Dark Web) Orc hunter.
8. *Web* This area is unchanged, and the PCs face a Black Widow Spider (TPL 4; XP value: 50).
9. *Submerged Hole* As in the original adventure.
10. *The Ancient Door* As in the original adventure. However, you might want to change the "foreign designs" with Traldar motives, e.g. the story of Halav.
11. *Entry Guardians* Double the number of opponents: 12 Zombies (TPL 24; XP value: 240).
12. *Long Hall* This area is unchanged.

13. *The Tomb* This area contains, as in the original module, a single Wight (TPL 5; XP value: 50).

account assumes that the PCs did not kill or seriously threaten Verdilith – if so, more XP should be awarded.

## 2.6 Conclusion

Goal-based XP: each of the following goals earns the PCs a 600 XP bonus.

*Summary of outcome:* discovery of the Dread Horde threat; need to send envoys to Threshold, Penhaligon and Specularum to secure help; discovery of the Cult of Halav apparent responsibility in “summoning” the Dread Horde.

- Discovering the Dread Horde threat: by assisting to the attack at the ferry and then discovering the Red Blade camp in the ruins of Lumm, the PCs gather useful intelligent about the impending attack by the Dread Horde.
- Finding the cultist’s diary: by recovering this item, the PCs gain an insight about the identity and goals of the cultists.
- Recovering the false book of lore: this book can be returned to the Church of Traladara, which will likely destroy it. The Church might pay up to 400 royals for the book.
- Protecting the Gnomes’ Ferry: if the PCs are able to kill Verdilith or force him to flee before he destroys the ferry, they preserve an important line of communication.
- Returning safely to Kelvin with all the information: returning the information gathered to Kelvin allows Baron Desmond to plan more effectively the defense, and send messages to the other nobles and to Specularum to mobilize the army.
- Befriending Rokhaag and bringing Jalven back to Kelvin safe: saving these two NPCs may also help the characters in their negotiations with the Callarii and the Nyy-akk (+1 to all Charisma checks against Nyy-akk and Callarii leaders for the next month).

Overall, Part I should earn the PCs more than 2300 XP in monsters, plus 3600 goal XP and circa 700 XP in treasure. This means circa 1100 XP per PC, plus possibly up to 400 XP for good roleplaying. This

# The Queen's Sarvest

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## 3.1 Overview

Once the PCs return to Kelvin with the news, the Baron sends them to Penhaligon with Lord Kaerin, the adoptive son of Kavorquian Penhaligon, to gather reinforcements from the northern divisions and the militia. Kaerin was visiting Desmond and his sister, to whom he's engaged. When the PCs reach Penhaligon, they discover that a second army, that of the usurper queen Ilyana Penhaligon, is threatening the town. They can travel to the keep to investigate, but meet a road block set up by a joint force of Ilyana and the Vlack-kag Hobgoblins. If the envoys of the Dread Horde are captured, they bring new information: Ilyana and the Dymrak Dread have negotiated an alliance. The party must stop Ilyana in order to secure help from Penhaligon and the Duke's Road Keep. The PCs may also gain the alliance of the Nyy-akk orcish clan (worshippers of Nyx and Korotiku).

## 3.2 Road Block

While trying to reach Penhaligon, the PCs find their way blocked by a goblinoid war band manning a veritable road block. If the Vlack-kag are captured and interrogated, the PCs learn that they have been sent by Vlack to strengthen the army of the "human queen". If any of the other goblinoid is interrogated, the PCs learn that they are working as mercenaries by a "human queen", and that this queen has a large army and is going to take over Penhaligon.

<p><b>Opponents:</b> 9 Nightstalker Goblins (one of them is a Goblin 2) and 6 Faceslasher Gnolls, led by a Vlack-kag sergeant (Hobgoblin 3), and 4 Vlack-kag Hobgoblins (TPL 25, 245 XP).</p>
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## 3.3 The Wizard's Dungeon

When the PCs reach Penhaligon, they find a group of younger adventurers (1st level) have come from Stallanford to deliver to Kavorquian a letter. Unfortunately, Kavorquian died a few months ago, leaving Kaerin his heir.

Moreover, Kaerin discovers that Kavorquian's (well, *his* nowadays) mansion has been broken into by a group of rogues (if the PCs have been on the trail of Sarrah and Erren, they can be led to believe it is them), likely bent on stealing Kavorquian's legacy of magical tomes and artifacts. Kaerin cannot handle this, since he lost an arm fighting a monster, and neither can the Penhaligon guards, who refuse to enter the basement where the wizard used to conduct experiments.

The PCs can help Kaerin, gaining an important ally for the future — he's heir to Penhaligon, and will become heir to Kelvin as well when he marries Alerena Kelvin. However, they do not have much time — scouts of the Penhaligon army are investigating the whereabouts of Ilyana's army, and will report in soon, so the PCs need to depart Penhaligon in 48 hours.

Two changes (besides strengthening the monsters to fit a group of level 5-6 PCs) are needed to fit the NPCs into the greater plot. First, *Sarrah* (T5) is now the "Duchess", a ranking member of the Kingdom of Thieves forced to flee Specularum (either for being almost caught on a job, or for angering the Veiled Society, depending on which hook makes it easier to have the PCs track her down). *Erren Candella* (T6) is her friend, and an independent rogue who does not like Sarrah's involvement in the guild.

Second, the NPC adventurers are not simple bandits, but mercenaries paid by Ilyana to recover as many items as possible from Kavorquian. *Gurdrot* (D3) is an exiled Vestland dwarf, *Harginn Coogan* (F4) a mercenary fighter from the Isle of Dawn,

*Katzani* (C5) a cleric of the Temple of the Dark Triad sent by Bernal as the leader of the group, and *Mordrain* (MU4) a mercenary wizard from the Magicians' Guild (this is a "side job" to make extra money off the guild accounts).

To toughen up the adventure for higher level PCs, raise the *Magen Caldron* to full strength, and increase its HP to 22. Moreover, improve all the *Phase Stingers* by +1 using the Master Set rules (so they get THAC0 16, AC 3, 2+3\*\* HD and inflict 2 HP per attack). Finally, replace *Wood Golems* with *Crystal Living Statues*, and improve all *Zombies* by +1, representing the extra care employed by Kavorquian in preserving these bodies and the tough leather aprons they wear (AC 7, HD 2+2, THAC0 17, damage 1d8+1).

### 3.4 The Queen's Keep

Haradraith Keep, the ancient fortress of Queen Elenodorath, has been occupied by Ilyana Penhaligon and her mercenaries. The adventure follows closely the description of the Keep in *B12 "The Queen's Harvest"*, but the main opponents needs to be strengthened to suit a higher level party.

The leaders of Haradraith's Keep, described in full details in the Appendix, include:

- Ilyana Penhaligon (F7), "The Queen"
- Bernal (C7), Priest of the Dark Prince
- Igor Merkul (F6), mercenary captain
- Yolanda Tarrayo (MU6), Glantrian mercenary wizard
- Octavius Blackmaer (F6), mercenary captain
- Klossarek (Goblin 5), Kloss-Lunk underchief
- Ratgrobb (Goblin 3/Shaman 2), Nightstalker shaman
- Skrakkbak (Hobgoblin 6), Vlack-kag underchief
- Hastrissek (Gnoll 4), Faceslasher chieftain
- Sergreb (Ogre 2), owl-bear trainer

The Goblins in the Keep are part of the Kloss-Lunk and Nightstalker tribes. The Wolfmaster clan, in particular, is one of the strongest hordes of the Kloss-Lunk tribe. One goblin in five is a Goblin 2. Skrakkbak is assisted by a sergeant (Hobgoblin 3, *Skilled* in the long sword). The human mercenaries are mostly level 2 Fighters, though the most experienced individuals are Fighter 3. Finally, the Goblins in the towers and gatehouse are replaced by Gnoll veterans (Gnoll 1).

The *Owlbear* has been trained by Sergreb, and is an especially tough specimen, with 5+5 HD, +1 to hit and damage, and AC 4. It also has 32 HP.

### 3.5 Conclusion

*Summary of outcome:* discovery of a larger conspiracy involving the Temple of the Dark Triad as well as more goblinoid tribes and even human mercenaries. The PCs can also befriend the Black Web orc tribe, especially if they have already befriended Rokhaag in Encounter 2.5 of the *Vanguard* section.

The PCs may or may not stop Ilyana – if they do not, Penhaligon's forces will be tied up in the North, and the same will happen for the Duke's Road and Castellan Keep garrisons. If Ilyana is slain, her army dissolves as the mercenaries are left without an employer. The Nightstalker goblins under Dhrom Dhum take over the rest of the tribe, and occupy Haradraith's Keep.

If Ilyana survives but Bernal and Tarrayo do not, she immediately lays siege Penhaligon, destroying Stallanford in the process, and plundering Kavorquian's home, unless his treasure has been moved into the city. Her attempt fails and her forces are scattered as the 4th Division troops break the siege. However, only the cavalry units from the northern keeps reach Kelvin in time to join in the battle.

# Legion of the Dead

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## 4.1 Overview

The Dymrak Dread “discovers” a way to free Count Koriszegy from his lair — actually, the Witches of Dymrak tell him the method, which is not at all reliable as it will only work as long as Thanatos, the Immortal Koriszegy offended two centuries ago, doesn’t notice. The Count needs the Black Opal Eye’s powers to block the effect of the curse as well as to keep the minions of Thanatos from detecting his escape. In exchange, he asks the Count to host his forces, and send his undead minions to help distracting the Callarii from helping Kelvin, as well as to hold Krakatos against the forces of Duke Stefan. The PCs must face the goblin (Dread Horde) envoys, and neutralize Koriszegy’s threat.

## 4.2 Koriszegy Keep

This part of the adventure takes place mostly within Koriszegy Keep or the complex of excavations beneath the Keep itself.

### 4.2.1 Ground Floor

The castle is partly ruined, but it is still inhabited by a few charmed servants, and currently by the Count’s guests.

#### Gate

There are no guards at the entrance, except those on the barbican’s walls. No one ventures to Koriszegy Keep anyway, so few guards are needed.

#### Fountain

The original castle yard was graced by a fountain pool, now covered in moss and slime. There is nothing dangerous here, but tense characters might spot

odd movements on a failed Wisdom check, suspecting green slime or other vermin to hide in the pool.

#### The well

The well leads to room 7 of the cellars, and from there directly to the vampire’s lair.

#### Smithy

This smithy is partially functional, since the vampires and their human thralls use it occasionally to repair weapons or shackles.

#### Stablehouse

Special: Koriszegy’s carriage (skeletal horses, mad human driver)

#### Tower (Ground level)

6 charmed human warriors are stationed at the tower. They replace the sentinels on the barbican on 4 hours shifts (6 Human F3, 65 XP each). Two of them are sleeping at any time, the others are just relaxing, and are ready for combat – especially if the PCs have been spotted by the barbican guards.

#### Main hall

The entrance hall of the castle is large and empty, except for three old fashioned suits of full armor of Darokinian craftsmanship. While ancient (approximately 300 years old), these suits are well rusted, and useless both as real armor and as treasure. The door to room 14 is locked and barred from inside (only the count and his vampire servants are allowed inside, and they do so in gaseous form).

### Parlor

This was originally the castle parlor, where the countess spent most of her time with her ladies in waiting. However, since Koriszegy has guests, he has let the Dread Horde goblins stable their 7 Dire Wolves here. The wolves are lashed (they fight at -2 and have a limited reach of 5'), and are eating hunks of meat (of unrecognizable origin). If the characters fight here, the wolves howl, attracting the attention of the goblins in room 13. The outer wall and part of the ceiling of this room have crumbled away, as if the building had been struck by a powerful bolt of lightning. It is possible to access the room from the crumbled wall.

### Smoking room

This was originally the smoking room, where the count and his closest advisors gathered to smoke pipeweed from the Five Shires and discuss the administration of the Koriszegy lands. It is the only room the Count still uses, and is therefore kept in good shape – the count has his servants restore the furniture whenever he destroys it in one of his fits of madness. The current furniture is quite sparse, consisting in a sturdy set of desk, armchair and bookshelves. On the desk, there are papers in Thyatian, describing the outline of the pact between the Witches of Dymrak and Count Koriszegy. The Black Opal Eye is mentioned as the key to void the curse that confines the count within his castle. Count Koriszegy is usually found here during the night.

### Kitchen

This is the castle kitchen. While ruined, it is still in use by the charmed guards. Stairs in the lower right corner lead to the cellar, room 15. It is possible, with some work, to enter the kitchen from the outer wall. The terrain, however, is unfavorable, since a steep slope surrounds this corner of the castle.

### Garderobe

The old garderobe door is closed, and the key is lost. The lock is not particularly difficult to open, and

Thieves get a +20% bonus to the attempt. However, the old clothes of the Koriszegy are at this time reduced to worthless rags (though some ivory buttons displaying the Koriszegy coat of arms – argent, a tower sable and a chief erminois – can be salvaged).

### Lavatory

This room was originally used as a lavatory. It is now empty, though ancient blood stains the marble floor.

### Dining Hall

This large hall was once richly decorated with wall frescoes, now ruined by age and humidity. Of the furniture, only a massive hardwood table has survived, and a few roughly built chairs have been added later. A camp fire surrounded by dirty fur beds has been set in the most protected corner, and a group of small creatures in armor huddles around the fire.

Count Koriszegy has allowed the Dread Horde ambassador to station his goblin retinue in the old dining hall of his castle. One of the Avengers of Orcus, Dulbur, as well as 4 Dread Horde Elite goblins are resting here. Two of the goblins are sleeping, if the characters have been stealthy. Otherwise, all goblins are ready for battle.

## 4.2.2 First Floor

Ruined castle, upper floor (ruined, some traps; 16 rooms: 5 monster encounters, 3 trap encounters)

### Upstairs hallway

This large corridor opens on marble stairs that lead to the castle entrance. The high ceiling, barely supported by a maze of heavy wooden beams, is obscured by cobwebs, and small bats fly across the corridor from time to time.

### Master bedroom

The keys to rooms 11 and 12 are hidden in a secret compartment of the large desk found in this room.

The desk, as well as most of the other furniture, is broken.

### Library

The walls of this smaller room are lined with massive wooden bookcases. The lack of care and the damp weather of the Radlebb Woods have damaged the furniture, and probably the books as well. A stout man in dark leathers is sitting on a large armchair. He puts down the book he was reading, and reaches for a spiked mace.

Bernal (or a level 5 Cleric of Orcus, if Bernal died during “The Queen’s Harvest” adventure) is reading in the library. If the PCs have been stealthy, Bernal wears leather armor (AC 7), and the PCs have standard chances of surprising him. Otherwise, he will have had time to wear his armor (a breastplate and grab a shield, AC 5, if the cleric is not Bernal), and will have the standard chance of surprising the PCs.

Several ancient books are found here, including the following:

- A journal from one of the ancestors of the Count, Jan Koriszegy, telling the history of the Banate of Svoga and the Traladaran religious conflict of 450 AC.
- One of the first written copies of the Song of Halav, penned by a Thyatian priest for one of the ancient Koriszegy.
- A journal from Istvan, Zhupan of Koriszegy, recording his reign and the plague of lycanthropy that hit Western Traladara in his times. Istvan speaks of a magical treasure he obtained from the “Witch-lord” of Lumm, and that helped him fight the plague.
- The “Tome on Halfling Philosophy”, with annotations by Count Koriszegy on the mysterious nature of the underground inhabitants of the Five Shires.
- A book in Sylaire titled “The Satyr”. It was brought to Koriszegy by an adventurer who had

traveled to the Highlands before the disappearance of the Ambreville family. The contents are the same as those of the short story of the same title by Clark Ashton Smith.

- “A Show of Hands”, Vol. I, by Alexis Vorbian. A Thyatian novel about a long journey around the world. Volume one deals with the southern coast of the Known World, as it was in the I century AC.
- “Rhetoric”, by Menai Strozner, abridged. This is the basic text on Thyatian oratory, in an abridged version that was popular in Traladara and southern Darokin in the VI century AC.
- “A look into my soul”, by Rang Tchou-Chan. A Thyatian translation of this overview of the philosophies and religions of Thyatis dating back to the VI century AC. The volume is fairly worn, especially in parts dealing with the Shadow Court of Ochalea and related philosophies in the Known World.
- A ruined spellbook, which belonged to Count Koriszegy’s father – a dabbler in magic who studied in Marilenev. The spells Protection from Evil, Continual Light and Hold Person can be studied from this book (at the cost of destroying it, though).

Most other books – journals from other ancestors of Koriszegy or books of poetry and religious matters, are either of no interest or too damaged to be of any use. To find whether the PCs are able to detect any of the interesting book, use the Loot general skill or a similar one – if the PCs have no appropriate ability, use a check on 1/2 Wisdom. The PCs find as many books as the difference between their skill score and roll.

### Study

This was Count Koriszegy’s study, but he has not been using it for two centuries. A deep layer of dust covers all the furniture of this room, and the tapestries and rugs are reduced to rags.

There is a secret compartment in one of the pieces of furniture. Within it, a small, ornate chest has been stored. The chest is valuable per se (for the workmanship and the materials used, precious woods from Ierendi and ornamental stones from Glantri), but it also contains a magical dagger, the Fang of Koriszegy (+1, +3 vs. Lycanthropes).

A small library holds ancient clay tablets in the Taymoran language (these require a Read Languages spell or a Thief skill roll at -20% to decipher). These are mere accounting records of a Taymoran priest of Wayland, but they are of great value to sages specializing in Taymoran lore.

### Secret workroom

Old laboratory and prayer room.

Lying around the room are some of the journals of Count Koriszegy, penned when the count was still mortal. Part of these journals are written in a secret code (requiring the Read Languages spell or the Read Languages Thief skill to decipher), and reveal the password to stop the animated armor from attacking, as well as part of the count's quest for immortality.

Most of the other contents of this room, alchemical and priestly equipment, has been razed by the crazy vampire during one of his fits of madness, but a broken holy symbol of Nyx can be still recognized. A Loot skill roll is needed to find it, plus a Religion roll to recognize it.

### Garderobe

This room is full of clothes in the style used by Traladaran noblewomen in the late years of the VII century AC.

### Bedroom

This room appears to be in pristine conditions, a stark contrast to the ruined state of the rest of the keep. A beautiful maiden, clearly of Traladaran ancestry and dressed in antiquated clothes, sits at a small table.

The girl seems oblivious to the real nature of the PCs, and addresses them as servants. She bids them

bring her betrothed, Ivan, to her – she was to marry the Count's only son when the keep was destroyed. If the PCs argue or disobey her, she will fling in a fury, revealing her true nature, that of a Lesser Haunt. The PCs must save vs. Spells or run away in fear as the girl's features become horribly distorted, and a palpable aura of despair emanates from her.

The Haunt can be laid to rest by bringing the remains of Ivan from room 4.2.2. If the Haunt disappears, the illusion that makes the room seem preserved loses power, and a mass of destroyed furniture appears. The skeleton of Ivan's bride can be found under the small table. It wears an oval ring that bears the sign of a gold wyvern on a lapislazuli field. PCs with the Heraldry or Ancient History skills can identify this as the coat of arms of an old Traladaran family from the Halag region.

### Ruined bedroom

This bedroom was destroyed by a fire, possibly caused by lightning. There is no clear indication of how the fire was doused, and why it did not destroy the rest of the keep. The skeletal remains of two humans are found amid the roof tiles and the cinders.

### Storage closet

These closets are full of very old clothes, but there is a skeleton (of the inanimate variety) closed into the rightmost one.

### Bedroom

This bedroom was reserved for guests, and is almost intact, except for a heavy layer of dust. An old-styled tapestry representing the battle between Halav and the beastman king hangs from the wall opposite to the window.

### Collapsed bedroom

This bedrooms was completely destroyed by the events that led to the curse of Koriszegy. A pair of vampire bats nests in the part of the roof that survived the destruction.

The skeleton of Ivan Koriszegy lies in a corner. It wears a few discolored rags, but has a ring with the coat of arms of the Koriszegy family on his right hand.

### Causeway

This battlement connects the tower with the main building. The guards do not keep a regular patrol in this area, and there is only a 10% chance that the PCs will be spotted by a passing guard (Human F3, 65 XP).

### Barbican

Two charmed guards man the barbican (2 Human F3, 65 XP each). Armed with crossbows and short swords, they will attempt to defend the entrance and alert their comrades in the tower.

### Tower

A large number of bats (10d10) nests in the high roof of this tower. The bats are under the control of the vampire Koriszegy, and do not attack his guards, mortal or undead. They do attack anyone else.

## 4.2.3 Cellar and Dungeons

This section includes a large cellar, plus several smaller cells and guard rooms, originally used as dungeons by the Counts of Koriszegy.

### Dungeon entrance

Stairs leading to the tower (ground level)

### Corridor

This corridor is empty. Both doors are locked, and bashing one will attract the vampire's attention.

### Guards room

A Vampire Spawn is working at the desk, while 2 Ghouls huddle in a corner gnawing old bones. If the vampire is staying awake beyond night time, and will

fight at -2. The keys to the cells and the doors to area 2 and 4 are in the desk drawer.

### Cells

2 Elder Ghouls endlessly patrol this corridor, having been bound to this task by the vampire count. One of the Ghouls is munching raw meat from a human leg.

1. Special: Prisoner (Luln Merchant, NM) – this prisoner is fairly weak, having been drained of a large quantity of blood.
2. Special: Prisoner (Luln Merchant, NM) – this prisoner is dying, almost beyond clerical help. The PCs can prevent him from raising as a vampire later by the usual means.
3. This cell holds two dead bodies, completely drained of blood and partially eaten by the Ghouls.
4. A patch of Yellow Mold infests this cell. The remains of an unlucky prisoner can be found as well.
5. This cell is currently empty.
6. Special: Prisoner (Callarii Elf, E3) – this prisoner was recently captured, and has been fed upon only once. He has only 8 HP on his original total of 12. He has no weapon or armor, and no spell memorized. He will help the characters if given appropriate equipment, but would rather flee the castle – he knows he's no match for the vampires.
7. This cell is currently empty, but fresh blood traces can be found.
8. Special: Prisoner (Werewolf, 4\* HD, 125 XP) – this werewolf has been captured by the vampires, who plan to use him as a food source. This werewolf is Chaotic, and quite evil, but self preservation is his primary motivation. He will tell the characters he has no fighting abilities, hoping that they will help him leave the castle.

### Torture room

This room contains a set of typical torture tools, and lots of blood stains. There is a (blood-drained) corpse still tied to a stone table.

### Passage

This corridor connects the well, the dungeon and the cellar. It was originally blocked by three doors, but two have been removed, leaving only the door to the well, which is barred from this side.

### Well room

This room has been dugged under the well in area 3 of the ground floor. There are openings in the ceiling and floor that lead to the well itself and to room 9 of Koriszegy's crypt. The floor opening has been blocked with a heavy iron grate. Moving the grate will attract the attention of the Ghouls in room 8 and the vampire in room 3.

### Access to the excavation

8 Ghouls guard the pit leading to Koriszegy's lair. A heavy grate blocks the way (but can be lifted if several people cooperate).

### Treasury entrance

This corridor leads to the three rooms of the Koriszegy treasury, built to house the riches of the family and their state archives.

A secret door leads to room 11. The hidden keyhole is trapped with a poisoned needle trap. The poison has been weakened by the two centuries passed since it was last renewed, and only inflicts a mild paralysis (-3 to all actions for 3d4 turns). The key to the secret door can be found in the master bedroom (area 15 of the castle). All other doors in this room are locked, but not trapped.

### Fiscus

This room was designed to hold the personal treasury of the Koriszegy family. According to Thyatian man-

agement principles, the personal treasury was kept apart from the public treasury (the *aerarium*).

Since the fiscus saw less activity than the aerarium, heavier measures could be put in place against thieves: a magically animated armor was set to protect the treasures of the Koriszegy. The armor attacks anyone who does not give the correct password (which is only known to the count, currently, but can be found in one of his old journals). It has no speech ability, so it will not prompt intruders for the password, and will simply attack two rounds after the room is entered.

One of the jewels is cursed.

### Secret archive

This room is reachable only via a secret door from room 9. The room is apparently empty, but a stone slab in the upper left corner hides a secret cache of documents (treaties and historical records) dating back to the time of the Darokinian wars.

### Aerarium

This room, once the public treasury of the Koriszegy fief, is connected via small cracks in the ceiling to the plumbing of the old fountain in the castle's courtyard, making it damp. Whatever treasure was here has been removed, and only the last taxes collected before the destruction of the village can be found here.

There are a number of old kopeks and cronas from different mints littered on the floor.

The oldest have a wyvern-like beast on the obverse, and a stylized portrait of Halav on the reverse. There is an old Traladaran inscription, saying "Demetrios, Ban of Svoga" on the obverse, and one that reads "Saviour King Halav" on the reverse.

Most coins, however, sport similar designs, with the arms of Koriszegy on the reverse and portraits of stern, long-faced nobles on the obverse, each encircled by inscriptions like "Jan, Zhupan of Koriszegy", or "Petr, Count of Koriszey". More modern coins generally use the latter form of the title.

A few old coins from the Kingdom of Darokin and from south-eastern Darokinian successor states can also be found.

Note that these coins are almost of no monetary value – they amount to less than 10 gp for the metals – but are interesting historical objects that can be sold to collectors in Specularum, Selenica or Darokin for at least 10 times their base value.

### Granary

Rats (normal and giant) infest this room, having an easy access to it from room 12. This was the castle granary, but the rats and the years have ruined the content of the crates and barrels. In a corner, there is a pit hole leading to room 4 of the crypt. The servants of Count Koriszegy toss there all types of refuse – kitchen leftovers from the mortal servants as well as the rests of the corpses eaten by the Ghouls.

### Aging room

When the keep was inhabited by humans, here were kept the cured meats and the large cheese rounds that made up part of the food reserves. The content is long gone, and has been replaced by two massive chests. Each contains a coffin, which holds one of the vampire spawns of Koriszegy. These vampires are resting, and can be dispatched easily. By night, the coffins are empty.

### Wine cellar

The Vlack-kag hobgoblins (Therg, 4 Thouls, 1 Winter wolf) are descending to the lower dungeons; the stairs lead to the castle kitchen (room 10 of the ground floor). This was the castle wine cellar, but the content of the massive casks has been spoiled by the passage of time.

### Storage room

This smaller room held the firewood stock of the castle, but has not been used for a long time. Some mice can be found here. Wererat or druid characters could gain some information on the layout of the area from these friendly animals, but they only know about rooms 8, 14, and 15 of the cellar, as well as of room 10 of the ground floor.

## 4.2.4 The Vampire's Crypt

The crypt, and Lord Koriszegy's excavations (several mine-like corridors, connected to a natural cave and a pit from the cellar; 10 rooms: 3 monster encounters, 1 special)

### Main excavation

This roughly circular room has been dugged in the terrain under the keep at the behest of the last count, before he became a vampire. A trap-door in the ceiling leads to the cellars (room 8).

### Digging team

Zombie (10) and Skeleton (8) workers, overseen by a Vampire Spawn, are digging in this area.

### Dead branch

This corridor has walls of roughly hewn rock. It is a branch of the dig that was not pursued further, as the diggers discovered the vast cavern that is now the lair of the vampire. At the end of the tunnel, there are an old lantern (empty) and a rusted pick laying on the rocky floor.

### Garbage pit

The floor of this room is 4' below that of the corridor. Walls and floor are much more regular than the rest of the rooms at this level, almost polished, especially below the level of the corridor.

A Gelatinous Cube (4\* HD, 125 XP) has eaten all the refuse tossed down here by the servants of the undead Count. It will not leave the room unless attacked – it knows he can find food here just by waiting for someone to toss it from above. A hole in the ceiling of this room leads to room 13 of the cellar.

### Dead branch

This is another dead end. Count Koriszegy's miners stopped digging in this direction when they discovered the natural cave in area 4.2.4.

### Entrance to the Taymoran ruins

This room was the base of the excavations performed by Count Koriszegy in his search for the Taymoran ruins he guessed to be hidden below his keep. The room was shaped in a square to allow a better storage of tools and supplies for the diggers. Some of the tools are still here – picks, spades, ropes and crates, but time has ruined most of it: blades are rusty, wooden handles are brittle, and ropes have been ruined by the dampness of the caves.

### Ghoul cave

This large natural cave was formed by waters flowing through the underground. Later, the level of the water under castle Koriszegy lowered significantly, leaving most of the room free.

Two Elder Ghouls and 10 Ghouls are stationed here, blocking the entrance to the lair of the vampire.

### Vampire lair

Koriszegy's lair is located in this natural cavern, which was somewhat enlarged by the Count's diggers, though they never managed to complete their work.

Several wooden coffins lined along the southern wall house Koriszegy's vampire spawns.

### Well bottom

This is the well leading to room 7 of the cellars and location 3 of the castle ground floor. It is fairly shallow here, as the well pulls water from the same underground basin as the pool in the area 4.2.4.

### Crypt of the Vampire Koriszegy

Count Koriszegy can be found here during the day, sleeping in his coffin. However, he will be wakened if anyone enters the crypt. It takes two rounds for him to become fully awake, and during this time he will not attack or even move. Then, he will assume gaseous form, and wait for a good opening for a surprise attack.

If the PCs leave the room before the Count fully awakens, he will fall back into his slumber in one round.

## 4.2.5 The Buried Temple

This level of the dungeon is an ancient temple to Thanatos, built by the Taymorans at the height of their civilization. The Temple was built on the side of a small hillock, where a spring was found. A burial complex was dug on the other side of the hill. The temple was partially covered by a landslide, then by sediments and new buildings during the Traldar age. By the time of the Koriszegy, the temple was completely buried.

The last Count Koriszegy discovered traces of the Taymorans and ordered the excavation of the temple, which led to his curse. Only a small part of the temple – the main hall, sacristy, and embalming laboratory – is preserved. It is also possible to access part of the burial complex by crossing a tiny subterranean lake.

### Sacristy

This room was once the sacristy of the temple, but all traces of activity have disappeared, as the room was pillaged at the end of the Taymoran civilization.

### Temple Hall

The large entrance of this circular hall has been blocked by sediments, while the back wall has all but collapsed, together with the majority of the decorations.

A careful search (*Difficult* Loot check) reveals some fragments of a large statue. A *Heroic* Religion check allows the characters to recognize the figure depicted as Thanatos.

However, before exploring the room, the party will have to deal with two *Vampire Spawns*, Hermann Steiger and Dusan Ivanovic, as well as the goblin envoys, *Kilmek* and *Ratgrul*. The four will cooperate to stop the PCs from reaching the Black Opal Eye. If one of the Goblins falls, the other must pass a Morale check, or he will try to retreat or flee, depending on

the circumstances. The Vampire Spawn will fight as long as they can, resorting to gaseous form if they are clearly losing.

### Embalming Laboratory

This room was once used to embalm corpses to preserve them as mummies – both of the dead and undead type. It is dominated by a large operating table set in the center of the room, and by a large chair, or perhaps a throne, set on a dais in the northern end. Broken vases, bronze tools, and other remains are littered over the floor.

A dark robed figure sits on the throne, surrounded by a swirling mist. It holds a large, black opal gem in one robe-covered hand, and seems to be staring into it. A sense of evil hangs on the room, radiating from the throne.

The robed figure is a *Gray Philosopher* (HD 9\*, XP 450), surrounded by 16 *Malices* (HD 1\*, XP 13 each). This evil spirit of a priest of Thanatos has been pondering unknown philosophical issues for millennia. It is only surrounded by a few Malices, because Count Koriszegy destroyed most of them when he first discovered the temple. The Count and his spawn is unable to actually harm the Gray Philosopher, though, and the Philosopher acts as part of the focus of the Count's curse. The Black Opal Eye has been set in its hand by the goblin envoys, to distract the Philosopher from maintaining the Count's curse, thus making him able to leave the confines of the Keep (no other part of the curse is raised, though).

The party needs to remove the Black Opal Eye from the room, without destroying the Gray Philosopher.

### Death Trap

This room is empty, except for a large ceramic sarcophagus set along the wall opposite the door. The walls are covered with simple frescoes showing funerary practices, including mummification.

The sarcophagus is empty, and was set here as a trap against would be thieves. It contains a spring loaded mechanism that will hurl a volley of large bolts against whoever tries to open the lid. A character

within 5' of the opening will have to pass a Saving Throw against Paralyzation or be impaled by a bronze-tipped bolt, for 1d6+2 damage. The trap can be detected, but not removed – on the other hand, creative characters could find ways to open the sarcophagus without standing near it.

### Empty Tomb

This room is bare, except for two empty, brightly coloured ceramic sarcophagi. Figures of demons and the afterlife are depicted on both.

While the room appears to be a tomb, it was actually a storage area for sarcophagi waiting to be used.

### Ruined Tomb

This room is partially filled with rubble, and the ceiling has partially collapsed. Shards of painted ceramic are the only remains of whatever was found in the room originally.

Any dwarf or a character with the *Miner* profession or similar skills can tell that the debris is unstable, and moving in the room should be done with great care. Characters moving in the squares marked with rubble must make a Difficult Dexterity check or trigger the fall of some loose rocks. These inflict 2d6 HP of damage to any character in a range of 10', which can be halved with a successful Saving Throw against Paralysis.

### Natural Cave

This natural cave is mostly submerged, forming, together with the next area, a small subterranean lake. Its ceiling is much lower than that of the temple rooms, and it was already an underground site when the temple was built. The entrance was dug to provide the priests access to the water.

To reach the burial site, it is necessary to swim across the lake. While there is almost no current (the water arrives and leaves via tiny underground rivers), it is difficult, if not impossible, to swim in heavy armor.

### Natural Cave

This natural cave is also part of the subterranean lake. It is a dead end, as far as the characters are concerned.

### Collapsed Tomb Entrance

This room is partially filled with rubble, and the ceiling has partially collapsed. Any dwarf or a character with the *Miner* profession or similar skills can tell that the debris is unstable, and moving in the room should be done with care. Characters moving in the squares marked with rubble must make a Difficult Dexterity check or trigger the fall of some loose rocks. These inflict 2d4 HP of damage to any character in a range of 10', which can be halved with a successful Saving Throw against Paralysis.

Closer examination shows that the room was originally similar to Area 10, with a stair leading to an upper chamber. It is also possible to find a number of obsidian shards, remains of a golem that was crushed in the collapse of the room ceiling.

### Tomb Entrance

This room was once connected to the upper level of the tomb by a stair. The stair is still present, but a great slab of stone blocks the entrance. The slab cannot be moved, as it is held in place by rocks and packed earth that fills what remains of the chamber above.

A large obsidian statue, carved to represent some kind of muscular demon, dominates the room. It is an *Obsidian Golem* (HD 6\*, XP 500), a guardian set to prevent grave robbers from entering the tomb. It attacks anyone who does not utter a Taymoran prayer to Thanatos upon entering the room.

### Tomb of the Slaves

This tomb is well preserved with respect to the entrance rooms. The frescoes on its walls are depict scenes of slaves working in hellish surrounding, supervised by demonic overseers. The remains of several human skeletons and several bronze manacles are spread on the floor.

A *Moderate* Wisdom check allows the PCs to understand that the bodies were originally chained to the wall.

### Hall of the Guardians

This room is remarkably well preserved. It is covered in gloomy, dark-coloured, bas-relief showing scenes from some hellish afterlife. The style is rather realistic, compared to the Nithian or Traldar artwork, but often disturbing in nature – leery demons, dark but with brightly coloured tongues or eyes, are common, and most human figures are depicted to show emotions such as terror or despair.

Two demon statues are located on the corners, apparently just a part of the whole scene. They are, however, two *Gargoyles* (HD 4\*\*, XP 175 each), and will attack characters that approach them.

### Hall of the Guardians

This room is similar to Area 9, except that the bas-relief shows the macabre apotheosis of a priest of Thanatos being “reborn” in undeath.

Two *Gargoyles* (HD 4\*\*, XP 175 each) flank the scene. They will attack characters that approach them, and will also attack if a battle is started in Area 9.

### Tomb of the Scribe

This room is modestly decorated, with a life-size statue of a man sitting cross-legged, holding tablets and a stylus. The remains of a temple scribe are entombed in a simple coffin, buried under the statue. The statue, is observed with a detect magic spell, glows with a faint enchantment. If any spell is cast in the room, the magic of the statue is activated, and all characters in the room experience a short vision of life in Taymora, as seen by the eyes of the scribe.

The vision can be used to convey to the PCs any information the DM wants, or simply to give some background information on Taymora.

### Tomb of the High Priest

This room seems the reproduction of a banquet hall, with scenes of feasting painted on the walls. The scenes are framed by painted columns, so that the figures appear to be eating or conversing beyond the row of columns.

A *Taymoran Mummy* (HD 5+1\*, XP 575) rests in a massive sarcophagus set in the center of the room. The sarcophagus looks like it has been carved from the very stone of the room, and is impossible to dislodge. It is covered by a very heavy stone lid, needing a Heroic Strength check to lift. Using appropriate tools reduces the check to Difficult, and several characters can cooperate, adding a +1 bonus to the effective Strength of the stronger character per each helper.

Inside the sarcophagus is a large, featureless wooden coffin, its lid sealed with some ancient, clay-like substance covered in mysterious symbols in the Taymoran language. The writing on the clay contains a *Blight* spell that will affect all characters in the room. The curse is permanent until removed by a *Dispel Magic* spell, or until the Taymoran Mummy is destroyed, but it can be avoided if a character with the Religion skill succeeds at a Heroic check. If so, the character remembers the appropriate ritual to void the curse. The check is reduced to Difficult if the character has spent additional slots to specialize in ancient cults or any cult that worships Thanatos (e.g., the Storm Soldiers).

Inside the featureless coffin is another, richly decorated wooden coffin. It is gilded and lacquered in bright colors, and depicts a saturnine man with short, dark, curly hair, displaying prominently the symbols of Thanatos.

Inside the decorated coffin is the Mummy, wrapped in layers of bandages. The Mummy awakens as soon as the decorated coffin is opened, but requires two rounds to break free of the wrappings. During the first round, it takes a Difficult Wisdom check to detect the stirring, which becomes obvious during the second round, or if one of the PCs touches the Mummy.

The Mummy will not pursue the PCs across the subterranean lake.

### 4.3 Conclusion

*Summary of outcome:* the PCs may force their way to the Black Opal Eye, thereby removing the undead threat, or perhaps negotiate with the Count, making a better offer than the Dread Horde envoys (though that would be very risky). If they are successful, they obtain the help of the Callarii Elves, as well as opening the way for Stefan's arrival at the battle of Kelvin (which allows the Specularum force to reduce its travel time by one day).

# The Battle of Kelvin

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## 5.1 Overview

The goblinoid forces reach Kelvin and join battle with the Duke's army. The PCs can take part in the battle, and, since they are relatively high level, they are set up as leaders of a militia unit (select one that is originally from the same region as one of the PCs, if possible, or a Kelvin unit otherwise).

## 5.2 Mass Combat

The Battle of Kelvin: play the battle with the Birthright rules; all PCs are assigned to the same unit (a militia unit from Kelvin or Specularum, depending on their origin), with one of them as Captain, and the others as his lieutenants. Let the players talk the Minister of War, Lucius Hyraksos, as he decides the strategies.

## 5.3 The Dread Horde

One to one: when the PCs' units is forced into battle, play the battle on a smaller scale (use Birthright skirmish rules), allowing the PCs to fight and kill some enemies:

### 5.3.1 Enemy front line

**Opponents:** Dread Horde Sergeant (Goblin 3), 2 Dread Horde Elite (Goblin 2), 5 Goblin spearmen (TPL 9.5, 100 XP).

### 5.3.2 Enemy command group

**Opponents:** Dread Horde Chief (Goblin 8); Shaman of Orcus (Goblin 5/Shaman 5); 2 Dread Horde Elite (Goblin 3); (TPL 21, 940 XP).

## 5.4 The War Machine

The War Machine: after the PCs defeat their opponents, a huge war machine, formerly hidden by illusions, appears on the field, towed by Great Boars. The PCs must fight their way through ranks of Hobgoblin war machine handlers, Goblin archers, and a core of Shamans and Avengers of Orcus.

### 5.4.1 Defense party

**Opponents:** 10 Hobgoblins, 6 Goblin archers (TPL 13, 180 XP).

### 5.4.2 Approaching the War Machine

**Opponents:** 4 Goblin handlers, 6 Goblin archers, 1 Goblin Avenger (Goblin 6/Shaman 2), 1 Great Boar (TPL 21, 2050 XP).

### 5.4.3 The Battle standard

Bringing down the battle standard.

**Opponents:** 1 Goblin Great Shaman of Orcus (Goblin 8/Shaman 7), 3 Goblin Avengers (Goblin 6/Shaman 2), 6 Goblin archers (25, 1730 XP).

## 5.5 The Charge of Duke Stefan

The Charge of Duke Stefan: Duke Stefan Karameikos III (F15), his elvanguard and duke's guard captains (E7, F8), Baron Desmond Kelvin (C10) and a number of Order of the Griffon Knights (F6) fight Verdilith and Verdigris (8 HD each, green dragons, Verdigris casts no spells, both have already used their breath twice), Kosivikh (Goblin 10/WW9), Vylgrykk (Goblin 7/Wicca 7), two Ogre bodyguards (Ogre 2), a Shaman of Orcus (Goblin 5/Shaman 5) and a number of Elite Dread Brothers (Goblin 4/WW1). Base TPL, including 4 lesser fighters on each side is 70 for

each group, meaning that the battle is totally uncertain.

However, if the characters have successfully completed Part III, Stefan has 4 additional army officers (F6) as well (TPL raises to 94); if the characters failed in Part II, the Dread Horde can field 4 more Elite Dread Brothers (TPL raises to 90); finally, if the PCs killed Verdilith in Part I, then the dragon takes no part in the battle, reducing his side's TPL by 10. At best, the fight will be conducted at TPL 94 vs 60 (Challenging); at the worst, it will be 70 vs 90 (Extremely dangerous).

### 5.6 Conclusion

Outcome: if Duke Stefan dies, his party retreats to Kelvin; if the overall battle is lost, then the surviving NPCs retreat to the Radlebb woods, destroying the bridge, and Kosivikh settles in Baron Kelvin's palace; otherwise, the survivors hold Kelvin and Kosivikh retreats to Xitaqa. If Kosivikh is wounded below  $\frac{2}{3}$  of his maximum hit points, then his party retreats; if the Dread Horde is winning the battle, Kosivikh retreats to Lumm, and Duke Stefan retreats to Kelvin; otherwise, the Horde falls back all the way to Xitaqa.

The PCs receive the standard monster experience (5000 XP), plus the following goal-based XP:

- Winning their part of the battle: 1200 XP
- Suggesting a winning strategy to Lucius Hyrakos: 1200 XP
- Winning the battle: 2500 XP
- Losing the battle: 1000 XP

For a total of circa to 1700 XP each.

# Showdown at Xitaqa

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## 6.1 Overview

The leaders of the goblinoid army and the witches of Dymrak have relocated to Xitaqa (or Lumm or Kelvin, depending on the outcome of the battle) to coordinate the war effort.

The PCs must infiltrate the ruins and destroy the enemy leadership (Kosivikh, his shaman advisors, the wicca Vylgrykk and several Crones of Chaos).

If the battle was won, then the last encounter should be a Major one, otherwise a Risky one – it is the grand finale, after all.

In any case, consider that Kosivikh and his main lieutenant should be wounded, and adjust their abilities, TPL, and XP value accordingly.

- Kosivikh, the Dymrak Dread: Goblin 10/WW9 (1250 XP)
- Kosivikh's mount: large Dire Wolf (HD 4+9, AC 4, dmg 2d4+2, attacks at +2; 275 XP)
- Vylgrykk: Goblin 7/Wicca 7 (900 XP)
- Shaman of Orcus: Goblin 5/Shaman 5 (300 XP)
- Dread Brother: Goblin 3/WW (75 XP)
- Avenger of Orcus: Goblin 6/Shaman 2 (275 XP)
- Dread Horde Chief: Goblin 5 (175 XP)
- Dread Horde Elite: Goblin 2 (20 XP)
- 3 Crones of Chaos (500 XP each)

Overall, the PCs should be able to obtain at least 5000 XP for monsters from this stage of the adventure, 2000 XP in treasure, plus a goal-based bonus:

- PCs bring back proof of Kosivikh's death: 600 XP
- Kosivikh is captured: 1200 XP

- Vylgrykk is captured: 300 XP
- At least one Crone of Chaos is captured: 250 XP
- A bonus of 1250 XP is assigned if the PCs manage to recover the Black Opal Eye
- A bonus of 2500 XP for ending the campaign.

This should give the PCs some 2000 XP each, plus up to 400 XP for good roleplaying.

## 6.2 Developments

If the Battle of Kelvin is lost:

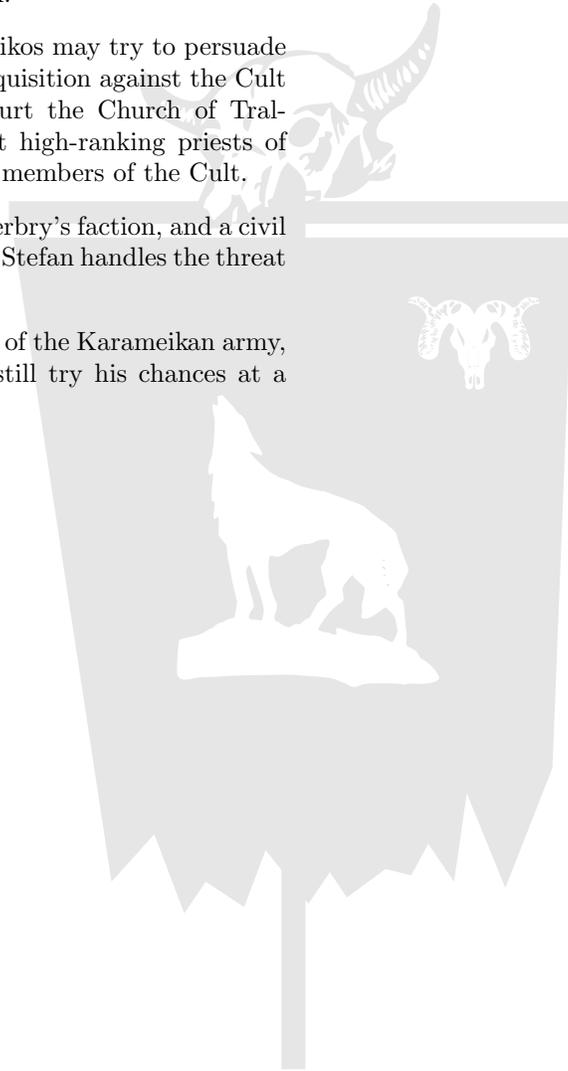
- Duke Stefan dies — the duke fights to the death in “The Charge of Duke Stephan”, refusing to withdraw.
- Von Hendricks arrives in two days with his Lance of Doom and many goblinoids, assaults Kelvin while the Dymrak Horde is still celebrating victory, and routes them. He proceeds to claim the throne, and a civil war begins.
- Desmond Kelvin may be tempted to switch loyalties to Von Hendricks in return for a higher title, or he may try to force Lady Adriana to marry him.

If the Battle of Kelvin is won, but Duke Stefan dies:

- Desmond Kelvin, Ludwig Von Hendricks and Alfric Oderbry declare a holy war against the Church of Traladara.
- Both Von Hendricks and Kelvin will try claiming the throne, but Oderbry has them postpone the decision after the end of the civil war.

If the Battle of Kelvin is won, and Duke Stefan survives:

- The Cult of Halav's involvement in the war puts the Church of Traladara in a awkward position – on one hand, they always denounced the Cult as a band of madmen, but, on the other hand, the cultists were former (and sometimes current) members of the Church.
- The Church of Karameikos may try to persuade Stefan to declare an inquisition against the Cult of Halav, mostly to hurt the Church of Traladara by claiming that high-ranking priests of that Church are secret members of the Cult.
- Kelvin will not join Oderbry's faction, and a civil war might be avoided if Stefan handles the threat with decisive action.
- Depending on the state of the Karameikan army, Von Hendricks might still try his chances at a rebellion.



# Appendix

## 7.1 Non-Player Characters

This section provides the descriptions of all major NPCs in this campaign. Since some of them can survive beyond the set encounters, advice on how to use them in the rest of the campaign is also provided.

### 7.1.1 Dwellers of Haradraith Keep

Ilyana Penhaligon, self-proclaimed “Queen of Vaion”, her advisor, the evil priest Bernal, and her mercenaries live in this ancient keep.

#### Ilyana Penhaligon

The “Queen of Vaion”, Fighter 7

Ability scores

Str	17	Dex	10
Int	9	Con	14
Wis	13	Cha	14

AC: 0; HP 40

Saves as: F7

Morale: 12

Alignment: Chaotic

XP Value: XX

**Equipment:** *Blade of Elendorath*, Chaotic long sword +2, control goblinoids (40 HD), ornate field plate armor, shield (emblazoned with the coat of arms of Vaion and a royal crown).

Ilyana is the bastard daughter of Lord Arturus Penhaligon, one of Duke Stefan’s officers, by a Traladaran woman. She has always resented her half-sister, Arteris, who inherited Arturus’ title and lands. This hate led her to search her fortune as a sellsword and adventurer, and later a bandit.

It all changed when she found the *Blade of Elendorath*, the ancient “demon queen” of Vaion. Elendorath was a power-hungry ruler of Vaion during the turbulent times of the Vampire Wars. She plotted with the evil priests of the Cult of Demons to unify Traladara under her banner. To this end,

the priests created for her this long, straight-bladed sword, adorned with evil symbols and magical invocations. The sword helped her in assembling a large army, though an alliance of the other Traladaran nobles finally bested Elendorath and put an end to her evil reign. The sword is intelligent and malign, and has filled Ilyana’s mind with images of Elendorath’s power, convincing her that she’s the Queen of Vaion reborn.

With the help of the sword, Ilyana has turned the Nightstalker goblins to her, much to the chagrin of the shaman Dhrom Dhum. Moreover, thanks to her advisor, Bernal, Ilyana has been able to secure an alliance with the Dymrak Horde and the Vlack-kag goblins.

Ilyana’s goal is to exploit the Dymrak Horde invasion of Kelvin to take over Penhaligon and the Duke’s Road Keep, and establish a power base before the Karameikan force manage to push the goblinoids back. All that keeps her from an all-out assault against Penhaligon are her advisors, Bernal and Tarrayo, who pressure her to delay the attack after the Battle of Kelvin.

**Note:** Ilyana has the same equipment as in B12, but she wields her sword with *Expert* mastery.

#### Bernal

Priest of the Dark Prince, Cleric 7

Ability scores

Str	13	Dex	15
Int	7	Con	13
Wis	18	Cha	5

AC: 2; HP 34

Saves as: C7

Morale: 10

Alignment: Chaotic

XP Value:

**Equipment:** plate mail, staff, holy symbol of Orcus.

Bernal is a short, pudgy man with blue-gray eyes and short-cropped blond hair. He is not even moderately intelligent, but he relies on the Witches of Dymrak's predictions and plans to appear to Ilyana as a brilliant strategist. His coarse manners and bad temper make him effective in dealing with Ilyana's goblinoid mercenaries.

Bernal is very wary of the other priests of the Dark Triad, especially his lieutenant, Katzani, who is much more intelligent than him. He purposefully sends her away from Haradraith Keep on dangerous missions, hoping she will make some mistake and get herself killed.

To make up for his short stature, Bernal favors the staff over shorter-hafted weapons. He is a vicious staff fighter, trained at the *Expert* level.

### Igor Merkul

Mercenary captain, Fighter 6

Ability scores

Str	17	Dex	13
Int	14	Con	16
Wis	9	Cha	14

AC: 2; HP 40

Saves as: F6

Morale: 10

Alignment: Chaotic

XP Value:

**Equipment:** two rapiers, chain & plate mail (AC 4), *ring of protection +1*.

Igor Merkul is a dashing, raven-haired Boldavian warrior. He left Glantri to find fortune in Darokin, where he was contracted by Ilyana Penhaligon through Octavius Blackmaer. He has no qualms against working with goblinoids or evil priests. Igor is emotionless in an unsettling, almost scary way, and fights with skill as well as good planning. He is an *Expert* duelist with the rapier.

Igor has no interest in Ilyana's plots beyond coin, and can be bribed — though it will be very costly.

### Yolanda Tarrayo

Mercenary wizard, Magic User 6

Ability scores

Str	9	Dex	16
Int	16	Con	11
Wis	9	Cha	13

AC: 7; HP 20

Saves as: MU6

Morale: 9

Alignment: Neutral

XP Value:

**Equipment:** dagger, spellbook, potion of *invisibility*, scroll of *light* and *magic missile*.

Yolanda Tarrayo is a short, slim young woman with curly blond hair and green eyes. She is originally from the Principalities of Glantri, of mixed Belcadiz and Aalbanese blood. She is a talented wizard, but she does not have the funds to pursue her studies at the Great School of Magic for this year. Thus, she decided to follow her Boldavian boyfriend, Igor Merkul, in one of his mercenary spells, as the man has a gift for quick money.

Tarrayo does not want to get embroiled in a dangerous war against Penhaligon, and therefore she supports Bernal's dilatory tactics. She is mostly interested in survival, and secondarily in money, and can be reasoned with. Tarrayo is also getting tired of Merkul and his insensitivity about their living conditions — so she might be a good romantic interest for a Neutral or Chaotic PC with a high Charisma score.

### Octavius Blackmaer

Mercenary captain, Fighter 6

Ability scores

Str	16	Dex	15
Int	14	Con	14
Wis	10	Cha	9

AC: 2; HP 40

Saves as: F6

Morale: 11

Alignment: Chaotic

XP Value:

**Equipment:** plate mail, *Wolfeaver* (two-handed sword, +1 +2 vs. lycanthropes), silver dagger, wolfsbane.

Octavius Blackmaer is a Thyatian mercenary and bounty hunter. He specializes in hunting monsters,

but is also willing to take part in other lucrative ventures. He met Ilyana in Selenica, where she was trying to recruit an army. Since Ilyana had so much money, he decided to join even though he has no experience at all as a military commander. He recruited Igor Merkul to make up for his own lack of skill.

Blackmaer has been plotting to betray Ilyana for quite some time, and the PCs represent the perfect opportunity to create a diversion. However, he does not want to deal with the PCs, unless they seem not to have enough valuables or they seem too strong to take on. In that case, he might try to trick them into killing Ilyana for him.

Octavius is a dangerous fighter, an *Expert* with the two-handed sword. He can also use the mace, light crossbow and dagger.

### Klossarek

Kloss-Lunk underchief, Goblin 5

Ability scores

Str	16	Dex	14
Int	11	Con	16
Wis	13	Cha	6

AC: 5; HP 25

Saves as: F6

Morale: 11

Alignment: Chaotic

XP Value:

**Equipment:** Bastard sword, metal breastplate and wolfskins (AC 6), wolfskin cloak, wolfskull helmet.

### Ratgrob

Nightstalker shaman, Goblin 3/Shaman 2

Ability scores

Str	12	Dex	13
Int	10	Con	14
Wis	15	Cha	8

AC: 6; HP 15

Saves as: C2

Morale: 11

Alignment: Chaotic

XP Value:

**Equipment:** quarterstaff, mixed leather and chain armor pieces (AC 7), gri-gri (attached to quarterstaff).

### Skrakkbak

Vlack-kag underchief, Hobgoblin 6

Ability scores

Str	14	Dex	13
Int	8	Con	11
Wis	9	Cha	6

AC: 3; HP 36

Saves as: F6

Morale: 11

Alignment: Chaotic

XP Value:

**Equipment:** chain mail, round shield, long sword, short bow, quiver and 20 arrows.

### Hastrissek

Faceslasher chieftain, Gnoll 4

Ability scores

Str	16	Dex	13
Int	11	Con	12
Wis	9	Cha	5

AC: 4; HP 32

Saves as: F4

Morale: 9

Alignment: Chaotic

XP Value:

**Equipment:** halberd, long sword, mixed chain and plate armor pieces (AC 5).

Hastrissek is the current chieftain of the Faceslasher clan. The Faceslashers are nomadic gnoll mercenaries and bandits, active across north-eastern Karameikos. Hastrissek admires Ilyana's control of the Nightstalker goblins, which he finds an amazing feat for a weak-looking human female. He is therefore more loyal than would be otherwise expected from the chaotic gnolls, and will not betray Ilyana. He is no fool either, and will retreat if faced by superior forces.

Hastrissek has fought in a thousand battles, which makes him equal to a *Skilled* fighter with the halberd.

He can also use proficiently the long sword and long bow.

**Sergreb**

Owl-bear trainer, Ogre 2

Ability scores

Str	Dex
Int	Con
Wis	Cha

AC: ; HP

Saves as:

Morale:

Alignment:

XP Value:

**7.1.2 Dwellers of Koriszegy Keep**

Count Koriszegy and five of his Vampire Spawn reside in the Keep.

**Count Koriszegy**

9\*\* HD Vampire (217 years old)

Ability scores (as Vampire)

Str	18	Dex	17
Int	11	Con	-
Wis	7	Cha	16

Ability scores (original; his Int and Wis scores would be restored if the curse was lifted)

Str	11	Dex	9
Int	13	Con	8
Wis	15	Cha	10

AC: 2; HP: 47

Saves as: F9

Morale: 12

Alignment: Chaotic

XP Value: 2300

**Charming gaze** Save vs Spells at -3;

**Weapon immunity** Requires +2 weapons to hit;

**Undead liege** Control undead up to 108 HD;

**Salient abilities** Create Ghoul, Bloodlust.

**Nikolaj of Luln**

4\*\* HD Vampire Spawn

Ability scores (as Vampire)

Str	18	Dex	15
Int	8	Con	-
Wis	7	Cha	14

AC: 3; HP: 22

Saves as: F4

Morale: 10

Alignment: Chaotic

XP Value: 175

Nikolaj is a former Traladaran trapper, who was caught by ghouls while hunting in the hills near the Keep. He has rough looks and modest intelligence, for which he resents the other, more sophisticated, spawns. His apparent age is around 25.

**Boris Popescu**

4\*\* HD Vampire Spawn

Ability scores (as Vampire)

Str	17	Dex	15
Int	14	Con	-
Wis	9	Cha	14

AC: 3; HP: 13

Saves as: F4

Morale: 9

Alignment: Chaotic

XP Value: 175

Boris, a Traladaran hedge wizard in life, lost his spellbook in the events that lead to his transformation into a vampire spawn. He is trying to recover his magic, thus he will attack preferentially wizards, hoping to capture a spellbook. His apparent age is around 40.

**Dusan Ivanovic**

4\*\* HD Vampire Spawn

Ability scores (as Vampire)

Str	17	Dex	15
Int	12	Con	-
Wis	13	Cha	15

AC: 3; HP: 21

Saves as: F4

Morale: 8

Alignment: Chaotic

XP Value: 175

Older spawn, wiser and more careful than the others. Plans to leave the castle in the next decade or so. Apparent age 40.

### Hermann Steiger

4\*\* HD Vampire Spawn

Ability scores (as Vampire)

Str	17	Dex	15
Int	11	Con	–
Wis	9	Cha	14

AC: 3; HP: 18

Saves as: F4

Morale: 10

Alignment: Chaotic

XP Value: 175

Former Thyatian (Hattian) warrior; apparent age 30; competent and professional. Former member of the Lance of Doom.

### Jana Torenescu

4\*\* HD Vampire Spawn

Ability scores (as Vampire)

Str	17	Dex	15
Int	13	Con	–
Wis	11	Cha	16

AC: 3; HP: 15

Saves as: F4

Morale: 8

Alignment: Chaotic

XP Value: 175

Female spawn; apparent age 30; good looking (but death-like pale) and manipulative. Kidnapped by servants of Count Koriszegy from a lesser branch of the Torenescu family.

## 7.1.3 Dread Horde Envoys

Kosivikh and the Witches of Dymrak have sent Kilmek, a powerful shaman of Orcus, along with the human priest Bernal (if he survived the attack on Haradraith Keep) and the Hobgoblin chieftain Therg

of the Vlack-kag, to strike their deal with the Vampire Count. The three envoys have brought the Black Opal Eye to enact the ritual that will free Koriszegy from his curse, allowing him to join the battle at Kelvin.

### Kilmek

Shaman of Orcus, Goblin 6/Shaman 6.

Ability scores

Str	13	Dex	11
Int	12	Con	9
Wis	15	Cha	14

AC: 6; HP 20

Saves as: C6

Morale: 9

Alignment: Chaotic

XP Value: 500

A pudgy, old goblin, Kilmek was one of the first Dread Horde goblins to turn to the worship of Orcus. Her learned directly from the Witch Grizzelda, and is extremely proud of his accomplishments as a spellcaster, though they have costed him much. As far as goblins go, Kilmek is a profound thinker, and a learned sage: he speaks almost correct Traladaran and Thyatian, and has a basic grasp of literacy. In combat, he wields a short spear (*Skilled*) and relies more on Orcus' protection than on armor – though he wears a mix of chain and leather armor.

### Therg

Vlack-kag horde chief, Hobgoblin 6

Ability scores

Str	15	Dex	13
Int	10	Con	14
Wis	12	Cha	15

AC: 3; HP 26

Saves as: F6

Morale: 10

Alignment: Chaotic

XP Value: 350

A large, mean looking Hobgoblin covered in dirty white furs and mismatched heavy armor pieces, chief Therg is third in the Vlack-kag pecking order, right after King Vlack and chief Skrakkbak. Therg favorite

weapon is the battleaxe – he is *Skilled* in its use, though he can also wield clubs, maces and longswords at the *Basic* proficiency level. Therig cares nothing of Orcus (or any other Immortal), but he respects Kilmek's powers.

### Dulbur and Ratgrul

Avengers of Orcus, Goblin 5/Shaman 2

Ability scores

Str	16/13	Dex	9/13
Int	10/8	Con	12/13
Wis	13/15	Cha	15

AC: 5/5; HP 19/21

Saves as: F5

Morale: 11

Alignment: Chaotic

XP Value: 175 each

Dulbur and Ratgrul are favored by Orcus, though not as much as the more powerful shamans. They have only recently gained some shamanic powers, and are looking forward to use them. They always were obnoxious bullies, but their newfound powers have turned them into true fanatics.

Dulbur wears a mix of chain and leather armor parts, and wields a hand axe (*Skilled*) and a small shield. Ratgrul wields paired short swords (*Skilled*), and wears an almost complete suit of scale mail, with an oversized plate bracer and shoulder guard and a hardened leather skirt from an old Thyatian armor set.

### 7.1.4 Dread Horde Leaders

#### Kosivikh

The Dymrak Dread, Goblin 10/Werewolf 9

Ability scores (Goblin)

Str	15	Dex	13
Int	11	Con	12
Wis	12	Cha	16/4

Ability scores (Werewolf)

Str	17	Dex	13
Int	11	Con	14
Wis	10	Cha	18/2

AC: 5/4\*; HP 34/62

Saves as: F10/F10

Morale: 10

Alignment: Chaotic

XP Value: 1250

**Weapon Mastery:** Battle axe (Expert): 1d8+4, M: -3AC/2, Delay Spear (Basic): 1d6 Club (Basic): 1d6

**General Skills (Goblin):** Language (Dymrak Goblin, native); Language (Thyatian) 11; Monster Empathy (Wolf) 12; Mysticism 12; Shouting 16; Bravery 12; Raise Monster (Dire Wolf) 14; Chanting 16.

**General Skills (Werewolf):** Transformation 14; Leadership 18; Tracking 11; Resist Wolvesbane 14; Hunting 11; Danger Sense 10; Know Terrain (Dymrak Forest) 11; Survival (Forest) 11; Stealth (Forest) 13; Endurance 14; Quick Change 14; Fighting Instinct 13.

**Equipment:** Armor pieces (AC bonus 2), *battle axe +1*, talisman (ST bonus +1).

## 7.2 New Monsters

### 7.2.1 Vampire spawn

4\*\* HD Vampire, 175 XP each

These undead monsters are created when the mad vampire, Count Koriszegy, fully drains a victim of its life force. Usually, victims of vampires raise as vampires themselves, but a lesser effect of the curse of Count Koriszegy affects also the Count's victims, slowing down their transformation and enslaving them to the Count's will, at least for a while. Vampire spawn have the same statistics as Wraiths, but retain a Vampire's appearance and special abilities. They have the charm ability of vampires, but the victims have a +2 bonus to the ST. Vampire spawn of Koriszegy slowly transform into true Vampires, at which time they become free-willed and flee the castle. They are prone to bloodlust (i.e., they attempt to feed when they see open wound if they fail a Wisdom check). Vampire spawn are turned as Vampires while within the boundaries of Koriszegy Keep, and as Wraiths elsewhere.

### 7.3 Other Military Forces

It is possible that the war prolongs beyond the timeline, allowing the forces of other fiefs to join the military efforts.

To this end, the most important forces are those of Ludwig von Hendricks. He can field 1000 warriors, including his Lance of Doom (200 medium cavalry), plus 200 goblins, 250 orcs, 50 Rashak's Reavers, 100 werewolves, 100 Bargle's Bughears, and 100 Roaring Fiends.

In Birthright terms, the Black Eagle forces are equivalent to:

- 1 Anuirean medium cavalry
- 1 goblin wolfriders
- 1 elite goblin infantry
- 1 orog infantry
- 1 werewolves?

