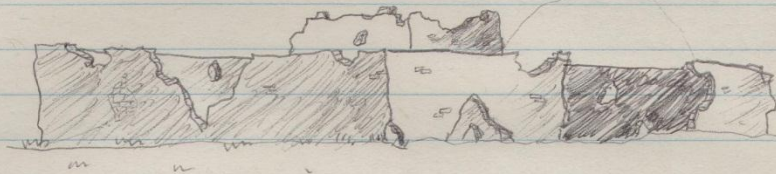


## The fortress

The fortress is in a clearing about 1 mile by 1 mile & it's about 100 yds. by 100 yds. square, all made of stone.



It once used to protect the village & beyond from the sprites & any other evil that came from the North.

But then the queens arrived & their incessant warring destroyed the fort, lessened the sprites & drove out the dwarves from along the roads. The fort now lies in ruins & beneath it, fell things lurk & come out at night to hunt etc.

If you go inside the walls, you see the keep in the centre, ruined. Lots of stone lie around & skeletons can be seen carrying rusted weapons & wearing rusted armour.

The door into the keep has  $\frac{1}{2}$  rotted away & one kick will knock it down. Inside, there is nothing except dead bodies & stone. Stairs go up to the ruins of the roof & there is a door under the stairs like so:



Once you enter the door you are in the dungeon.



all you sleep in or within 1 mile of the fort, the following happens:

Rune Magick

Magic mouth

Read magic

write

Comprehend languages

Erase



Sm.ph.

After about an hour of riding, (They have to ride slowly becas of the storm & slippiness) they get to Southward, a small village w/ about 400 people. The storm has still not abated. Southwards houses are made totally of wood. There is ~~no~~ no gate or wall around the village and the road leads into a main street. As you go down the street you see that there are no lights in any windows except one where you also hear voices coming from. As you get closer, you see it's an inn, "The Thirsty Forester". You hear a lot of people talking & laughing inside. A small figure rushes out from the darkness behind the inn, carrying a hooded lantern & says "Anything I can do for you gents?". He is a rather slow & stupid dwarf. He can give you rooms for the night & a stable & ~~stable~~ for a rubdon for the horses. That will cost 1 gp per person. They realize they have no ~~horse~~ money. In the saddlebags ~~are~~ is money, 100 sp & 100 op. Also, there is food & Fred has a vial of unholy water & his unholy symbols. Chris also finds food for his hawk. You go inside the inn w/ the dwarf ahead of you & he says "Master, some visitors who would like a room." Everybody (about 50 people) looks at you w/ freindly curiosity. If you show your faces, Everybody gasps at Chris & Tricket (Elber) & the innkeeper, changed himself & mutters something. One of the maids drops her tray of drinks which go all over the floor, and runs into the kitchen & the other over her head.



The Impkeeper then says in a frightened voice "If I give you a reason will you go away tomorrow?"

The town has recieved Eldre visitors before, its they wreaked havoc & nothing could stand before them. Now they react to Unris & Trickett is up to the DM.

The next day is cloudy but the storm is over. There's a light drizzle. There are <sup>roads</sup> ~~ways~~ out of the village. An old man tells you that one leads to the white queen & the other to the black queen. Both are fraught w/ danger & nothing has come down these roads that wasn't evil in a long time although the white queen is said to be <sup>as</sup> pure and good as the black queen is wicked and evil. ~~He does~~ He shows you which is which. White is right & Black is left.

fairies

### White path queen adventure

The 1<sup>st</sup> day of the journey is totally taken up w/ going through the forest & just as the darkness sets in, they reach the ancient, ruined fortress.

Wandering monster table. (roll d6 on every 10 miles)

1-5: 1-4 sprites w/ banded mail & glances. (neutral evil)

6-10: 1-4 centaurs. (good)

11-15: 1-6 naked sprites. 50% bonny 50% alienen (neutral evil)

16-20: 1-4 giant eagles (good)

As they reach the fortress, they are starting to feel tired & it's getting fairly dark. If they go sleep ~~in or within~~ within one mile of the fortress, trouble will start. Remember to remind them that the grass is very wet & they might get a cold or the flu. (If they sleep beyond the fort, use wandering monstering tables as above, except replace good creatures by 1-4 nights.)



characteristics (felis features though). He has a scar across his left cheek. He has 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> level MU books.

Trickett he is 6<sup>th</sup> level fighter

Str: 18/78 +4 damage, +2 to hit

Dext: 17 (-3 AC)

Const: 7

Wis: 8

Char: 13

Int: 7

He is an eldren (Elven) Myrmidon

Ht. pts: 34

Trickett has banded armour also, & chainmail for arms and legs. They glow yellow. He has a shield w/ the chaos symbol on it. (+2). It glows black and radiates evil. He has a scimitar (+3) which burns red and it burns anybody else who touches it. He has a great helm w/ horns on it like Freds although it's somewhat different. He has a long, flowing black cloak as well (w/ hood). Besides the scimitar, he has a horn of Nyras which summons skeletons (1-8) twice only. They have 8 ht. pts., long swords, & chain mail. He also has a composite short bow and 13 arrows, and a jewelled dagger.

He is 6'4" and looks like Chris, only taller.

He is unscarred.

The Chaos lords tell Trickett, Chris & Fred abouts their powers etc. and tells them they are reincarnations of other champions of chaos. These ~~weapons~~ weapons, gear etc. is only temporary, after the quest has succeded ~~then~~ then they'll give them back their own bodies.



They then find themselves on black horseback in in a sunken road in the middle of a deciduous forest. There's a huge thunder and lightning storm going on & their hoods & cloaks are on. The horses are huge black chargers w/ saddles, saddle bags, reins, like bridle etc. on them. They aren't exact except for that all of them are totally black.

[Cont. later]



Either Fred or Trickett

17  
5 18  
4 8  
8 37  
3  
9  
8

Jim is a 6<sup>th</sup> level Eldren (Elven) Fighter  
- Eldren Myrmidon

Str: 16

Int: 7

Wis: 14

Const: 6

Char: 9

Dext: 9

ht. pts: 37

Jim has landed armour and chain mail arms and legs. He has a great helm in the shape of a hawk's head. The landed armour shines a dull yellow. He has a black cloak w/ a hood that covers everything.