

# RUNVIR'S TOMB

*Torvin said that the fountain is probably too heavy to haul all the way to Kratas, so we're prepared to guard what you have found and help transporting it. A few extra hands and swords will also be helpful—Kratas is known as the City of Thieves for a reason!*

• Thygold Doriksin •



**Runvir's Tomb** is a short adventure scenario designed for Novice adepts of any Discipline. In this adventure, a group of characters is sent out to find a magical treasure in a tomb buried under the hills near the remains of the ancient troll Kingdom of Ustrect—while their patron is playing a foul game on their costs.

## RUNNING THE ADVENTURE

**Runvir's Tomb** is presented as a series of events. Each is described for the gamemaster, who should use the information given to run each section. There is little text to be read aloud to the players, meaning the gamemaster will have to describe many of the scenes to the characters as he sees fit. Where possible the text describes the terrain and areas the characters will encounter, but much of the detail is left to the gamemaster to devise.

Each encounter contains four sections: **Setting the Stage** contains a narrative description that the gamemaster reads aloud to the players, **Themes and Images** helps the gamemaster set the mood and pacing for a particular encounter, and **Behind the Scenes** explains what is really going on in each encounter. The final section of each encounter, **Troubleshooting**, offers suggestions to help the gamemaster get the adventure back on track should things go awry.

## BACKGROUND

Legends say that, long before the Scourge, King Runvir of Ustrect ruled the troll kingdom wisely and led his people to prosperity. His army was powerful enough to protect

the borders, and small enough not to drain the nation's resources. Under Runvir's rule, the arts flourished, and troll craftsmen became valued not only for the necessities, but for the artistic value of their crafts.

What the legends don't say, however, is that King Runvir had a secret, for he wasn't a smart troll. The wisdom of his reign was provided by two magical treasures, which helped him to become king and later to run his kingdom. The first treasure was the Oracle Fountain of Mynbruje, which he discovered in a ruined temple when he was younger. He kept his discovery a secret and used the Oracle whenever he needed advice. In addition, Runvir used a magical treasure known as the Stone of Wisdom, that allowed him to see who he could trust, and prevented him from being manipulated by others.

Of course, if anyone had found out that Runvir relied on magical items to rule his kingdom, his power would vanish quickly and his Name would have been remembered in shame, so the king intended to take his secret into the grave. Before his death, he secretly issued the construction of a tomb in the hillside where the Oracle Fountain was located. No one knew about it, but his enemies constantly tried to find out what the king was hiding. At one time, his enemies even discovered the location of the tomb, and sent a group of assassins to kill the king. Runvir's guards were taken by surprise, but his servants managed to slow down the assailants long enough for the guards to act. The servants died in their attempt, and Runvir honored them by burying them in his unfinished tomb. He sealed them in with six *newots* so that those that served him in life would have others to serve them in death. This became a habit as the king grew older; he had a burial vault built into his tomb for his most loyal guards and servants.

Finally, when he passed away, he was mummified along with his two oldest, most trusted advisors. He and his guards were sealed in with everything they could pos-



sibly need in the afterlife, their trusted warhorses, their weapons and armor, various works of art that depicted them, and—of course—more gold than you can possibly imagine. King Runvir's last servants sealed the tomb and Oracle Fountain long before the Scourge began, and it is told that the Kingdom of Ustrect declined steadily afterwards—since none of the succeeding kings was able to rule as wisely as Runvir did.

When the Scourge began, a Horror managed to break his way in through the hillside, drawn in by the magic of the fountain. The Rites of Protection and Passage didn't protect the tomb, so the Horror entered with little difficulty. He started a destructive search for signs of life within the complex, and eventually made his way into the great hall that contained the Oracle Fountain. It was then that the Passion Mynbruje took notice of this Horror that had entered one of its holy shrines. Mynbruje worried that the Horror would corrupt the Oracle Fountain itself and used his power to seal all of the exits from the great hall. The Horror pounded at the exits with all his might, but to no avail. He managed to weaken the magic that held him in the room, but could not break free—and remained imprisoned there ever since.

When the Scourge ended, the troll questor Dorthial received a vision by Mynbruje and took on a quest to find and reopen the Oracle Fountain. The questor and her retinue eventually found the tomb and came upon the Horror, and a mighty battle was fought. The questor's followers fell to the Horror one by one, feeding and providing him with new strength. Heavily wounded, Dorthial retreated from the great hall with a few survivors, and found that the

Horror was unable to follow. However, the magic sealing the great hall had been weakened, and the Horror managed to re-animate the bodies of Runvir's guards to send them after the fleeing questor. There was no escape, and after the last of Dorthial's followers fell, the questor became trapped in the tomb, unable to escape by herself.

## PLOT SYNOPSIS

The last station of Dorthial's journey was the city of Kratas, where she researched the legend of the Oracle Fountain and learned that it was somehow connected to the legend of King Runvir. The troll was cautious enough not to ask her questions too loudly, however, as she was well aware that the greedy thieves of Kratas might follow her in the hopes of getting their hands at King Runvir's treasure. Of course, every ear in Kratas is the wrong ear—and when the Wizard Jorgin Torvin heard that the troll questor who asked him about the legend of the Oracle Fountain had never returned from her journey, he became curious. Interested in where Dorthial went, Torvin started asking questions on his own, and discovered that the questor must have found the final resting place of King Runvir and died in the attempt to explore it. Of course, Torvin has no intention of helping Dorthial—all he's interested in is Runvir's treasure, especially the Oracle Fountain which he could use for his own needs.

Now that Torvin has discovered what he believes to be the location of the shrine, he needs to verify it. However, Torvin knows that it's likely to be a dangerous place, so he has decided to find out how dangerous it is by hiring outsiders to send after the shrine and bring proof of its existence back to him.

The Wizard will meet with the characters at the Drunken Dragon Inn, acting the part of a wealthy magician in need of adventurers to recover an ancient item of interest to him. He will offer the adventurers 300 silvers each, and the promise of magical aid, if they recover the item. Once the players have agreed to go on this journey, he will supply the location, and the approximate amount of time it will take. He will pay half of the money up front, and make one of the party members take a Blood Promise (see p. 261 of the **Player's Compendium**) to return with proof of the Oracle Fountain's existence and meet him at the Drunken Dragon Inn within one month.

The players then head off towards Ustrect, where they will have to fight off a group of troll Sky Raiders before they find the entrance to the Tomb of Runvir. Unknown to the players, Torvin will also have the characters followed. After crawling their way through the tomb and rediscovering the Oracle Fountain, the players will be confronted by the magician's friends, who hope to gain whatever treasures the group discovered, first by trickery, and then by force. Once the agents of Torvin have been dealt with, the players can return to the Drunken Dragon Inn, meet with Torvin, and complete their mission. Of course, if the players find out what foul game the Wizard was playing, they might have other plans.



# THE MYSTERIOUS MAGICIAN

This encounter starts after the heroes have arranged for rooms at the Drunken Dragon Inn, one of the biggest taverns in the city. The party now sits in the common room, enjoying a mug of ale, when a magician stops by, looking for the heroes to aid him.

## SETTING THE STAGE

You are finally relaxing in one of the biggest taverns of Kratas after locking most of your gear in your rooms. The ale is cool and refreshing, the barmaids are friendly and attractive, flirting merrily with the various customers. The heavy wooden table bears the scars of past customers carving names and sayings into its surface. The crowd is quiet, sitting in groups, playing cards or dice, talking in hushed tones, and drinking ale or wine.

## BEHIND THE SCENES

The Drunken Dragon charges 1 silver to stay in the common room, and 2 silvers to have a private room. The private rooms have one large bed that can sleep up to three people, and a large trunk. The door can be barred from the inside, and the windows have bars on them to prevent people from breaking in.

As for food and drink, average ale goes for 5 coppers and good ale for 1 silver. A bottle of wine goes for 2 silvers. A simple meal of cheeses, bread, and fruits goes for 3 coppers. A meal of pork, bread, cheeses, fruit and a pint of average ale goes for 1 silver. The tavern closes at two in the morning when Klevis, the owner, leaves with the day's profits. Once Klevis has left, the bartender bars the door, and spreads his bedroll out behind the bar.

## At the Drunken Dragon

After a first round of ale, the group notices a human wearing dark robes embroidered in odd geometric patterns enter the inn. He talks quietly with the innkeeper, who then points in the group's direction. The man turns, musters the characters, and approaches.

*"Greetings, travelers. My friend, the innkeeper, has advised me to speak with you. I could use the helping hands of a few brave adepts."*

The stranger seems to be past middle age, possibly in his late fifties, early sixties. His eyes still look clear and lively, and his hands are steady.

*"I have been conducting research into a magical treasure for some time and I believe I have finally learned about its resting place. Now I need someone to go and recover it, or at least verify that it is where I expect it. The journey will take a few weeks, but probably no longer than a month. For this, I can supply a map leading to your destination,*



*should you be willing to undertake this dangerous journey. Are you interested?"*

If the heroes agree, he will ask Klevis for a private room. Once the group has moved upstairs, the magician continues.

*"The item is Named the Oracle Fountain of Myn-bruje. I assume that it is located in the tomb of King Runvir, a troll who once ruled over the ancient lands of Ustrect. He was entombed with countless amounts of other treasure, of which I care nothing for. It would be yours for the taking. The Oracle Fountain is mine, however. If you agree to this, one of you will be required to swear a blood oath with me; the promise will be that you will return with proof of the Oracle Fountain's existence to me, here at the Drunken Dragon Inn, within four weeks. I will promise to supply you with the map in exchange. In addition, I'll try to research and provide as much information as I can find for any magical treasure you bring to me afterwards. Is it a deal?"*



Once the heroes agree to these terms, a Blood Promise will be sworn. This will require 4 points of Blood Magic from both Torvin and one of the heroes. Each must describe his pledged deed, identifying a talent or skill they will use to accomplish the deed. Torvin will swear to use his Item History talent for two weeks after the heroes return. Whatever talent or skill the player picks will receive a bonus of +1 until proof of the Oracle Fountain's existence is returned to Torvin. Torvin's Item History talent will receive a bonus of +1 until he completes his two weeks of research into whatever magical treasure the heroes wish him to research.

Once this is done, Torvin will get out a map showing the location of the tomb and hand it to the player character who made the promise with him. He will then get up to leave, turning to the heroes saying, *"I wish you good traveling, my friends. When you return and meet with me here, the ale will be on me."* The magician turns, and heads out the door into the darkness.

## Spies

Brocher's Brood has spies following Torvin (see **Heading Out**, below), since the Wizard is trying to stake out his own turf close to their own. While the spies will not know what was discussed (they only keep an eye out on the Wizard), but they will report the meeting to their leader, Vistrosh (see p. 32 of the **Gamemaster's Compendium**). That Torvin dealt with a group of adepts will cause the gang to become curious, and a band of his ruffians will try to capture the heroes in order to find out what the meeting was about.

## TROUBLESHOOTING

This encounter should end with the characters accepting Torvin's offer. Even if they do not, Torvin will beg them to reconsider, and tell them he will return the next night to see if they have changed their minds. The conversation with him will cause the ruffians to attack, not knowing that the player characters refused Torvin's offer. This should raise the characters interest enough that the next meeting they should take the offer—maybe at a higher price, Torvin will offer up to 500 silver pieces per character.

If the characters have reservations about the Blood Promise, tell them that nothing will happen if the Oracle Fountain is not found at the location indicated on the map—as long as they return and tell Torvin about it.

## HEADING OUT

After outfitting themselves, the heroes start to head out of Kratas and on their way. As they near the city gates, thugs working for Brocher's Brood ambush them. They are trying to capture the characters alive to learn about Torvin's plans, and will fight to subdue.

## SETTING THE STAGE

You have paid the inflated prices charged by the merchants in Kratas for the supplies needed to make the journey to ancient Ustreet, and are now heading out of the city of thieves. You make your way through the twisting, rubble-strewn streets in the direction of the city gates, contemplating the adventure you are about to undertake. Suddenly, there is some movement in the shadows.

## BEHIND THE SCENES

A group of thugs will attempt to ambush the heroes and take them in for questioning. They will attack quickly and quietly. The heroes will have to make Perception (6) Tests to avoid being taken by surprise for the first round. There are two thugs for each character.

## Human Thugs

### Attributes

<b>DEX</b> (13): 6	<b>STR</b> (13): 6	<b>TOU</b> (13): 6
<b>PER</b> (9): 4	<b>WIL</b> (10): 5	<b>CHA</b> (10): 5

### Characteristics

<b>Physical Defense:</b> 7	<b>Initiative:</b> 6/D10
<b>Spell Defense:</b> 6	<b>Physical Armor:</b> 5
<b>Social Defense:</b> 6	<b>Mystic Armor:</b> 0
<b>Death Rating:</b> 35	<b>Recovery Tests:</b> 2
<b>Wound Threshold:</b> 9	<b>Knockdown:</b> 6
<b>Unconsciousness Rating:</b> 27	
<b>Combat Movement:</b> 26	<b>Full Movement:</b> 52

### Skills

#### Artisan:

Acting (2): 7/D12

#### Knowledge:

Brocher's Brood Lore (2): 6/D10  
Kratas Lore (2): 6/D10

#### General:

Avoid Blow (4): 10/D10+D6  
Melee Weapons (4): 10/D10+D6  
Streetwise (3): 9/D8+D6  
Unarmed Combat (4): 10/D10+D6

### Equipment

Buckler (Phys 1)  
Padded Leather Armor (Phys 4)  
Broadsword (Damage 11/D10+D8) w/scabbard  
Club (Damage 9/D8+D6)  
Dagger (Damage 8/2D6; Range 9-15-18)  
Sap (Damage 7/D12)  
Belt Pouch  
Traveler's Garb

### Loot

30 silver pieces

## LEGEND POINTS

100 Legend Points

### Commentary

These thugs are working for Brocher's Brood and will use the Attack to Stun combat option (see the **Combat** chapter of the **Player's Compendium**, p. 404). Each thug will retreat once he has taken two Wounds. If caught and questioned, the characters will need to achieve a Good result on their Intimidation Tests to make them talk since they have a huge fear of being expelled from their gang. All they know is that their gang leader, Vistrosh, wants them to keep an eye out for Torvin, and find out what the magician is up to.

### Brocher's Brood

A successful Streetwise (5) Test will uncover the fact that an individual Named Vistrosh heads the Brocher's Brood, the second most powerful gang in the Kratas. A Good result will also unveil that Vistrosh is a blood elf intending to replace Garlthik One-Eye as ruler of Kratas. The characters may alternatively use an appropriate Knowledge Skill for this test.

### Torvin

A successful Streetwise (5) Test will uncover the fact that Torvin is a powerful Wizard who is well known for hiring adepts from time to time. An Excellent result will uncover that Torvin is the leader of a small gang, trying to establish their own turf next to Brocher's Brood.

### Thygold

Thygold and his men (see **At the Gates** on p. 14 for more information) will follow the characters, starting their journey only a few hours later. While the thieves do everything to avoid being spotted, the characters may stumble over Thygold and his men before or after meeting the trolls (see **Trolls of the Peaks**, below). If that happens, the gamemaster needs to adjust the encounter accordingly—Thygold will explain who he is and why Torvin sent him, and then wait until the group comes back out of the tomb.

## TROUBLESHOOTING

If the characters are losing to the thugs, have some members of Torvin's gang come to their aid, holding off the attackers while giving the characters time to escape. If the characters question Torvin what all this is about, he will explain that Vistrosh of Brocher's Brood is an old enemy, interested in Torvin's dealings. If the characters have told Brocher's Brood about the details of their mission, Torvin will either remind them of the Blood Promise (if they have taken it already), or tell them that they have now raised the interest of another party. It is their fault and he will expect them to fulfill the mission. If they refuse, Torvin will make sure that their current visit in Kratas will be their last one. Torvin won't deal with the group if they refuse to take the oath. Torvin will offer up to 500 silver pieces per character if money helps to make them seal the promise.

# TROLLS OF THE PEAKS

The heroes reach the outskirts of ancient Ustrect and are attacked by troll crystal raiders patrolling through the area. These trolls intend to take the heroes and make them into *newots* (the troll equivalent of slaves, see p. 48 of the **Gamemaster's Compendium** for details).

## SETTING THE STAGE

You have been journeying for a while; through forests and plains. Now, the majestic mountains that make up the Twilight Peaks rise up in the distance, and the remains of the ancient Kingdom of Ustrect lie before you. You can't be far from your destination, at least according to your map. As you cross through the foothills and head towards the southern slopes, there is the sound of crashing coming through the trees that line the trail. Suddenly, a half a dozen trolls emerge from the woods before you with drawn weapons. One of them strides forward and speaks in broken Throalic.

*"Hold, trespassers. I am Thoris Rockthrower of the Bloodlores. Surrender yourselves and be prepared to serve us."*

## BEHIND THE SCENES

The troll's drakkar (along with the rest of the crew) is anchored in one of the foothills not far away, waiting for a raiding target. The other trolls don't care about the group, but Thoris is trying to earn some reputation with his peers, and seizes the chance to capture a couple of *newots* upon spotting the characters.

A player character who makes a successful Troll Lore (5) Test will realize that a *newot* is about the same as being a slave. A Good result will let the character know that the Bloodlores are one of the more brutal trollmoots. If the characters do not surrender, the trolls will attack, only they will attack to kill, not to capture.

### Thoris Rockthrower

#### Attributes

<b>DEX</b> (13): 6	<b>STR</b> (17): 7	<b>TOU</b> (17): 7
<b>PER</b> (12): 5	<b>WIL</b> (14): 6	<b>CHA</b> (13): 6

#### Characteristics

<b>Physical Defense:</b> 7	<b>Initiative:</b> 2/D4-1
<b>Spell Defense:</b> 7	<b>Physical Armor:</b> 9
<b>Social Defense:</b> 7	<b>Mystic Armor:</b> 5
<b>Death Rating:</b> 40 (64)	<b>Recovery Tests:</b> 3
<b>Wound Threshold:</b> 11	<b>Knockdown:</b> 7
<b>Unconsciousness Rating:</b> 32 (50)	
<b>Combat Movement:</b> 26	<b>Full Movement:</b> 52

#### Karma

<b>Karma Points:</b> 10	<b>Karma Die:</b> 3/D4
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Traveler's Garb

## Loot

10 silver pieces

## Legend Points

195 Legend Points

## Notes

The adept possesses the troll racial ability of Heat Sight.

## Commentary

Thoris Rockthrower is the leader of the trolls and is a Third Circle Sky Raider adept. Thoris has blood-stained, symmetrical horns, a mane of wild dark hair, and a dirty black beard adorned with small bones. He is somewhat larger than the average troll and prefers to fight with a spiked mace and a shield.

## Troll Non-Adept Sky Raiders (5)

### Attributes

DEX (13): 6 STR (17): 7 TOU (15): 6  
PEP (12): 5 WIL (14): 6 CHA (13): 6

### Characteristics

Physical Defense: 7 Initiative: 4/D6  
Spell Defense: 7 Physical Armor: 8  
Social Defense: 7 Mystic Armor: 2  
Death Rating: 38 Recovery Tests: 3  
Wound Threshold: 10 Knockdown: 7  
Unconsciousness Rating: 30  
Combat Movement: 26 Full Movement: 52

### Skills

#### Artisan:

Stone Carving (2): 8/2D6

#### Knowledge:

Bloodlore History (2): 7/D12  
Troll Lore (2): 7/D12

#### General:

Air Sailing (4): 10/D10+D6  
Melee Weapons (4): 10/D10+D6  
Shield Charge (1): 8/2D6  
Streetwise (1): 6/D10  
Tactics (1): 6/D10  
Wilderness Survival (1): 6/D10

### Equipment

Footman's Shield (Phys 3; Init 1)  
Hardened Leather (Phys 5; Init 1)  
Troll Sword (Damage 13/D12+D10) w/scabbard  
Adventurer's Kit  
Carving Tools  
Trail Ration (1 week)  
Traveler's Garb

### Talents

Air Sailing<sup>D</sup> (5): 11/D10+D8  
Avoid Blow (3): 9/D8+D6  
Battle Shout<sup>D</sup> (3): 9/D8+D6  
Durability (8/6) (3)  
Fireblood<sup>D</sup> (3): 10/D10+D6  
Great Leap<sup>D</sup> (3): 9/D8+D6  
Karma Ritual (3): 3  
Melee Weapons<sup>D</sup> (5): 11/D10+D8  
Shield Charge<sup>D</sup> (3): 10/D10+D6  
Unarmed Combat (3): 9/D8+D6  
Windcatcher<sup>D</sup> (3): 9/D8+D6

### Skills

#### Artisan:

Stone Carving (2): 8/2D6

#### Knowledge:

Bloodlore History (2): 7/D12  
Troll Lore (2): 7/D12

#### General:

Streetwise (3): 8/2D6  
Tactics (3): 8/2D6  
Wilderness Survival (3): 8/2D6

### Equipment

Crystal Raider Shield (Phys 3; Myst 3; Init 2)  
Ringmail (Phys 6; Init 2)  
Troll Sling (Damage 11/D10+D8; Range 30-60-120)  
Troll Spiked Mace (Damage 14/D20+D4)  
Adventurer's Kit  
Belt Pouch w/ 15 rocks  
Carving Tools  
Trail Ration (1 week)