

## Notes From a **Birthright Campaign**

Adventures: [Wolf, Where?](#) ; [Guild and Evil](#) ; [Truth on Trial](#)

### Characters:

- **Fenrik Ulf**, King of Dhoesone (half-elven Ranger, NG). Born and raised by elves in neighboring Tuarhievel, Fenrik only recently discovered that he was the rightful heir to the throne of this human nation. His bloodline allows him to communicate with wolves. (Character played by Andrew Waity)
- **Seriena**, aka "Fencing Hawk" (human fighter/thief, Spy kit, NG). The King's Lady High Inquisitor and Guildmistress of Dhoesone has the vision of a hawk and is an expert at fencing and archery. (Character played by David Scheer)
- **Michael Byrmar, Priest of Haelyn** (NPC). Tried unsuccessfully to take over Dhoesone.
- **The Hag, Awnsheghlien wizardess** (NPC). Mysterious menace seen by no man.
- **Sydric** (NPC). Bizarre little boy who lives in the Shadow World and claims to be the Hag's son.
- **Skjada, Jarl of Saerskaap Province in Stjordvik** (NPC). Alluring Rjurik warrior and potential ally.
- **Bern Fytwyr** (Rjurik warrior) and **Hadrien** (Anuirean magician) (NPCs). Fenrik's other loyal lieutenants.

### Adventure Log:

**Adventure: "The New King."** Fenrik Ulf is asked to leave his home in Tuarhievel, and meets up with Lieutenant Branda, Sergeant Orlik, and four nervous-looking Dhoesonean guards. He is informed that he is the rightful heir to the throne of Dhoesone, as the former regent, King Caerwyn, had died a year before. Seems it took a long time to track down the missing illegitimate son, Fenrik. As they ride, Fenrik gets a lot of information about the current state of affairs in Dhoesone from Branda, although Orlik is less than amiable, even going so far as to "accidentally" spit on Fenrik's boots. Fenrik tries to give Orlik a firm talking-to, but Orlik will have none of it. "There's a whole domain full of people with my 'attitude problem.' You might be the half-fairy bastard of our beloved king, but you'll never be my king."

That night, Fenrik talks more in depth with Branda, then goes to bed. In the middle of the night the camp is assaulted by goblins led by a hobgoblin witchdoctor. Though Fenrik manages to kill a couple of goblins on his own, the rest of the entourage is destroyed. Just as the witchdoctor is about to spear the unconscious-and-bleeding-to-death Branda through the heart, Fenrik pulls off two amazing shots with his bow, stunning the hobgoblin. The goblins flee, leaving their leader to be stabbed in the heart by Fenrik, who steals the blooded hobgoblin's blood power.

Fenrik realizes that all of his escort is dead, gets his armor on, and tracks the fleeing goblins to their nearby camp, where he turns their pet wolves on them and finishes them off. He and the wolves set off for Sonnelind.

About five days later, he arrives to find the city a mess and the castle unguarded. He announces his presence and calls a meeting of his loyal lieutenants -- Bern Fytwyr, a Rjurik warrior; Hadrien, an unblooded Anuirean magician, and Shannen Torvenholt, a halfling rogue. The main crisis facing the nation is that a priest of Haelyn named Michael Byrmar has taken over two provinces of Dhoesone, Nolien and Tradebhein, and seems to have the ambitious plan to try to take over the whole country.

The next day, Fenrik is crowned king and gives a powerful speech that wins over the whole province.

**First Domain Turn:** (First three months of the year 552 MR.) Restores castle at Sonnelind to normal readiness. Pays to have court reinstated. Fenrik outlaws harming wolves (to add to his own mystique). Arranges to have Northern Exports & Imports build a road from Giant's Fastness to Sonnelind. Uses Espionage to discover that Michael Byrmar was behind a failed attempt to agitate Hidaele. Successfully agitates Nolien, dropping its loyalty to Michael by one grade. Successfully agitates four of his own provinces, raising their loyalty from low to average. Unsuccessfully tries diplomacy with Michael Byrmar. Moves troops from Sidhuire to Giant's Fastness.

**Second Domain Turn:** (Second three months of 552 MR.) Michael Byrmar successfully agitates four of Dhoesone's provinces, and triples the bounty on wolf furs in his two provinces. Fenrik borrows 5 GB from Stonecrown Coster, with 6 GB due to that guild in one year. Three units of marauders (1 gnoll irregulars, 1 gnoll infantry, and one mercenary irregulars) invade Giant's Fastness. Fenrik responds with his entire army and wins a decisive victory over the invaders. Michael Byrmar successfully contests Fenrik's remaining law holding in Nolien, and fortifies the castle there. Fenrik uses Espionage to see if he can find some Haelyn priests who might be willing to support Fenrik, but he fails at this. He uses Diplomacy to open relations with Stjordvik with the idea that they might have some naval power to lend, but the results are coolly neutral at best. Fenrik meets with a representative of Tuarhivel and is able to get a grant of 4 GB to go toward raising troops. Toward the end of the summer, Michael Byrmar blesses his two provinces and the province of Sonnelind, making sure to advertise the fact that Haelyn's Bastion of Truth is responsible for the unexpectedly rich harvests of fruits there. This has the effect of lowering Sonnelind's loyalty to Fenrik.

**Adventure: "Wolf, Where?"** Responding to a challenge put forth by Gunther, Regent of the Oaken Grove of Aeric, Fenrik and Shannen ride to Giant's Fastness where they learn that a sheep rancher has started offering bounty on wolf skins. Fenrik investigates and discovers that some sort of wolf-men are actually doing the raiding, and that the cause of this problem is a stream which has been poisoned repeatedly over the summer. When wolves or other animals drink from this stream, they die, but when three evil worgs from the Giantdowns drank here they became wolfweres. Fenrik and Shannen discover that the source of the poisoning is a portal that opens every night at midnight, allowing evil waters from the Shadow World to mingle with the fresh water of the stream. Someone in the Shadow World created a dam to divert the stream there to the portal to the real world. Fenrik and Shannen enter the Shadow World, and while Fenrik battles giant flame-shooting skeletal warriors, Shannen is killed by a creature that has taken on the appearance of a little boy. This child, calling himself Sydric and claiming to be the son of the Hag, informs Fenrik that while Fenrik may have solved this problem, Sydric will be back to make Fenrik's life a living hell. Fenrik dismantles the dam, returns to the real world, buries Shannen, makes a tour of the province, and returns to the capital city.

**Adventure: "Guild and Evil."** Seriena, one of Shannen Torvenholdt's underlings, is asked to look into the matter of a grain and weapon shortage while Shannen is off with the King on their adventure (see above). When she talks to the supply master for the castle, he tells her that in addition to this shortage, he has overheard plans made by a scar-faced man regarding an attempt on King Fenrik's life. Shannen scouts out the Stonecrown Coster warehouses, then spends an exciting evening at the Last Call Inn, where she discovers the scar-faced man's accomplice, a Khinasi assassin named Cidro, whom she ends up killing in his room. Her only clue is a note saying, "Ormond, SC."

Seriena returns to the castle and uses her network of informants over the next week to discover that Ormond is indeed the scar-faced man, and that he runs the Stonecrown Coster guild warehouses in the city of Sonnelind. She also has Hadrien use divination magic to confirm that Ormond is aligned against the King. After scoping out the warehouse area again, she hides in a barn on the grounds and gets a good look at the place, before being caught by some warehouse guards and briefly questioned. She plays innocent and they release her.

The next day she meets with both Hadrien and Bern to try to find out if there is a legal way to have the SC warehouses shut down, but to no avail. She again visits the warehouse area, in a different guise, but is recognized by workers there and taken to Ormond. In a back room, Ormond pretty much spills the fact that he hired Cidro and that he is behind the local grain and weapons shortages. As he pounds on a door for a reinforcement, Seriena attacks Ormond. A woman enters the room at Ormond's demand, and Seriena -- apparently feeling outmatched -- flees the warehouse area.

Seriena convinces Bern to accompany her back to the warehouses that night. At the warehouse area, Seriena and Bern witness a pair of SC thugs loading up a wagon with bags of grain and weapons. The heroes make too much noise, attracting the attention of the thugs and the two warehouse guards. Three men chase Bern, while a stocky dwarf attacks the fleeing Seriena, who is hurt by his thrown axe and is pummeled with his rock-hard fists; she kills him at the same time that he knocks her out. She recovers a few minutes later and she and Bern grab a sack of grain and a couple of weapons as proof before high-tailing it away from the warehouse area.

A few minutes later, as they run through the streets of Sonnelind, the sound of galloping horses approaches from behind. Ormond and his woman, a magician, catch up to the pair as they duck into an alleyway. Seriena successfully hides in the shadows, while Ormond and his magician girlfriend pummel Bern. Seriena fumbles a

crucial backstab attempt, leaps up onto Ormond's horse, and attacks him. Bern and Seriena get a couple of good shots on Ormond, and the magician, concerned for Ormond's life, makes him invisible. As the invisible rogue attempts to run away, Bern miraculously slays him. The magician bolts away on her horse. Seriena finds a note on Ormond's body written in code.

**Third Domain Turn (Autumn 552):** Fenrik returns from Giant's Fastness, and on the advice of Hadrien and an interview with her, takes on Seriena "Fencing Hawk" as his new Lady High Inquisitor. Using her information, Fenrik has the Stonecrown Coster warehouses siezed and searched, and discovers that the bad guys have all run off and left their grain and weapons behind. Fenrik returns control of the warehouse to new management sent from Stonecrown Coster, who claim that Ormond and company were thugs working alone without the knowledge of the Coster.

Michael Byrmar does what Fenrik has feared since he took the throne: declares Nolien and Tradebhein to be the sovreign nation of Haelynar, with Michael as High Theocrat. Furthermore, he proclaims, all of Dhosone is a part of Haelynar and will be reclaimed. He also outlaws all religions but Haelyn's Bastion of Truth, with threats of torture and death to those who continue to follow druidic ways. In response, Fenrik proclaims Dhosone a nation of religious freedom, and creates a tariff on trade in and out of Michael's provinces. Gunther Brandt cements his alliance with Fenrik, promising 2 GB per domain turn and the casting of Realm Spells. Fenrik contests Haelyn's Bastion of Truth in Ruidewash, while Seriena uses her network of spies to learn that Mheallie Bireon, the guildmaster of Stonecrown Coster, has met frequently with Michael Byrmar and they seem to have something fishy going on. Also, they both have holdings in Thurazor. Also, Seriena cracks the coded message she found on Ormond's body, which seemed to be instructions to Ormond to arrange for the assassination of Fenrik and the trade shortages. Fenrik receives a magical dagger named Korjal from Jarl Skjada of Saerskaap in Stjordvik, with a message to remember this favor. Stonecrown Coster contests Fenrik's law holdings in Sonnelind and Ruidewash, while Gunther contests Haelyn's Bastion of Truth in Sonnelind. At a critical moment, Michael Byrmar declares war and invades Bjondrig.

**Fourth Domain Turn (Winter of 552):** On the Eve of the Dead, a frightened guard tells Fenrik he's seen a ghost on the top of the central tower. Fenrik and his loyal lieutenants rush up to confront the spectre of the hobgoblin witchdoctor slain by Fenrik almost a year ago. Though the unblooded Hadrien can do nothing but cower in fear, Seriena and Bern help the king defeat this restless spirit.

With lightning quickness, Fenrik musters troop (leaving his new troops in Sonnelind) and moves his army to Bjondrig, where his archers, knights, and cavalry soundly defeat Michael's Anuirean archers, levy, infantry and borrowed goblin infantry.

Michael destroys Fenrik's remaining law influence in Nolien. Fenrik uses his influence to finally destroy Haelyn's Bastion of Truth in Sonnelind, allowing Gunther to establish a second Oaken Grove of Aeric there.

Jarl Skjada asks Michael to visit her in her mead hall in Saerskaap after the new year, to which he responds that he will. He also negotiates the loan of one unit of her troops.

Gunther asks Fenrik to investigate the capture of druids and lay worshippers in Nolien -- they are going to be put on trial and put to death.

Seriena uses Espionage to discover Michael's troop strength. Based on her report, Fenrik declares war and prepares to move some of his troops into Nolien and some into Tradebhein (Declares War).

**War Moves, Start of Fifth Domain Turn, & Adventure: "Truth on Trial"** (Spring 553): King Fenrik sends correspondence to various allies and enemies. He sends off his troops, ordering one unit of cavalry to stop go to Bjondrig to attempt to deal with goblin mercenaries-turned-bandit. Bern and his units make it to Tradebhein and manage to occupy it for the moment, finding no troops to resist them. Fenrik asks Seriena to accompany his troops going to Nolien, and for her to seek him out when she arrives.

The King himself heads off for Nolien under cover of darkness and in disguise, accompanied by two of his personal guards, Galaof and Wicorwen. The first cold night and day of their journey is uneventful, but when they camp the second night, they are attacked by a gigantic spider that attacks, vanishes, then reappears to continue its attack. Fenrik slays the phase spider after it paralyzes Galaof temporarily.

The following day, near the border between Sonnelind province and Nolien province, the King encounters a hunting party wearing the colors of Haelyn. These hunters have a prisoner who seems to be their guide. The leader of the hunters calls himself the Lord High Justice of Haelynar. After hiding from the hunters and letting

his bodyguards do the talking, Fenrik and company follow the hunters. Fenrik rides ahead of the hunters, climbs a tree, and creates a distraction by tossing an exploding potion between the leader and the rest of the group. Fenrik and the Lord High Justice trade arrows, while the bound prisoner makes good his escape. All but one of the hunting party escapes into the night.

Fenrik finds the prisoner, a ranger named Jays who "recanted" his beliefs in Druidism and who was bound into servitude to the Lord High Justice because he couldn't pay the fines from being imprisoned. Jays is very helpful in providing information on the current situation in Nolien -- that druids and lay-worshippers alike have been arrested, that lay-worshippers are imprisoned in cells or in the stocks until they publicly recant their druidic beliefs, that so far two druids have been tortured to death and that five more druids await a big public trial and execution.

Jays leads Fenrik to a recently-raided fort just over the border in Nolien Province, which was home to Jays and other lay-worshippers and druids. The fort, called Crann Bethadh, now serves as a temporary camp for the hunting party. Fenrik sneaks in alone and ends up battling two guards, the Lord High Justice, and a priest of Haelyn all by himself. Fenrik slays one guard and the Justice. The priest, seeing no way out, falls on his sword, and the remaining guard surrenders. Fenrik calls in his bodyguards and Jays, and they stay the night. Jays reveals two hidden treasures of Crann Bethadh -- a handfull of magical berries, a golden sickle and silver bowl for collecting mistletoe, and a cup that shatters when a lie is told before it and reassembles when the truth is told. Fenrik thinks that's cool, but Jays informs him that the cup has to be blessed by a druid before it operates. Jays also gives Fenrik some information about a possible contact in the city of Nolien who might help them -- a bard called Dwirawyn, who can be found at the Rusty Clam tavern.

Fenrik leaves Jays (who has no interest in returning to the city of Nolien) and he and his guards arrive in Nolien at night. At the Rusty Clam, Dwirawyn offers what help he can and a place to stay. He gives them information about a bouncer at a very posh tavern in town, the Double Rose, whose brother is a guard at the Civic Courthouse.

The next day, Fenrik and company buy new clothes and make like they are nobles. The first stop is Three Gold Rings, where Fenrik convinces a dwarven jeweler to give him the password to get into the very exclusive Double Rose. Fenrik stops by the Punishment Yard outside the Civic Courthouse and helps several of the suffering unrepentant lay-worshippers of Aeris by giving up his magical berries to feed several of them. He then watches part of a trial in action, where lay worshippers recant their beliefs and some are bound into indentured servitude.

Finally, Fenrik approaches the Double Rose and is able to talk to the bouncer, Olawyth. The bouncer says that his brother, once extremely loyal to old King Caerwyn, is still sympathetic to the notion of deposing Michael Byrmar, but can only provide limited help. Fenrik asks him to see if a brief visit could be arranged between him and the captive druids, and for any information about the upcoming inquisition-style trial -- when and where it is going to be, security arrangements, etc. Olawyth agrees that he will try to get his brother's cooperation. Fenrik arranges for a room at the Double Rose, and waits for news from Olawyth.

[Can't totally remember what happened during the next session, but the key things were: Fenrik is attacked by a bard who wants to kill Fenrik and become Michael's new Lord High Inquisitor. Talks to Ulessa, the ranking Druid in captivity, after Olawyth's brother sneaks Fenrik in for a short visit. Ulessa tells Fenrik lots about the rumored powers of the Temple -- any lies told are supposed to ring a bell in the Temple. Ulessa convinces Fenrik to travel to Crann Bethadh to harvest some mistletoe so that she can bless the *cup of truth*. Olawyth's brother also has info -- numbers of guards at the Courthouse, the plan for moving the Druids from the Courthouse to the Temple on the eve of the trial, the fact that the Druids will be kept in the subterranean crypt of the Temple that night before the trial. Fenrik, posing as a noble, acquires an indentured servant, a scared girl named Agruven. Dwirawyn gives Fenrik info on a secret tunnel leading to the crypts in the Temple. At Crann Bethadh, Fenrik gathers the mistletoe, but is attacked by the awnshegh monstrosity known as the Boar, which tramples him nearly to death -- fortunately, the ranger Jays, the white stag, and a pack of white wolves comes to save His Highness. Fenrik returns to Nolien.]

Fenrik relocates his operation from his room at the Double Rose to a room at the Rusty Clam. Fenrik, Galaof and Wicorwen explore the tunnel from the sea to the crypt under the Temple. A cave in the tunnel serves as a bandit hideout, where a dwarf, an orog, and a bugbear attack the party -- only the bugbear escapes to fight another day. After bending an old iron gate blocking the way, Fenrik encounters the guardian of the crypt, a naga, who gives Fenrik and company no choice but to attack and slay it. Further exploration reveals the general layout of the crypt, including a secret door from the tunnel right into the crypt itself. They leave without further

incident.

Back in Nolien, Fenrik meets again with Olawyth's brother to discuss more security arrangements before and during the trial.

Fenrik arranges for Dwirawyn to find someone expert at disguise. His plan is to possibly replace one of the captive druids and thus be a part of the trial. He also arranged for Dwirawyn to have horses at the exit of the secret tunnel at dawn on the day of the trial.

On the eve of the trial, Fenrik watches the Druids being paraded through the streets, and picks one he thinks he could replace with a disguise. He then has Dwirawyn's disguise expert stick a pretty fake-looking beard on him, and he and his guards head towards the secret tunnel, arriving at the crypt in the wee hours of trial day.

When they enter the crypt through the secret door, they are attacked by four guards. The guards are taken care of and Fenrik gets into the "bone room" where the druids are chained together. He starts unlocking them, as two priests of Haelyn respond to the noise of the fight and attack Wicorwen and Galaof. Soon, two paladins join the fracas. Finally, after a heroic struggle, Wicorwen is slain, but the Druids, Galaof and Fenrik make it into the secret tunnel.

Unfortunately, the paladins pursue, and the druids -- as weak as they are -- can't move that fast. Fenrik and Galaof decide to make a last stand against the oncoming paladins, and Galaof is taken down. And so is King Fenrik.

When he comes to, a priest of Haelyn is binding his wounds. A familiar voice says, "Leave him here tonight while we decide what to do with him." He is left chained up in the bone room of the crypt under Haelyn's Bastion of Truth.

[Again, missing log notes. In short: Seriena arrives in Nolien and discovers that the druids have escaped and are hiding out in the cellar at the Rusty Clam. They were able to heal Galaof and bring him with them. Seriena does some snooping around, and decides to try to rescue Fenrik from under the Temple. She hires a couple of thugs, and takes Galaof and Ulessa with her to the tunnel under the Temple. The attack is a complete fiasco -- both hired thugs die in melee with guards, and the others are forced to retreat. Meanwhile, Fenrik has very vivid visions of meeting his late father and the god Aerik. His father tells him of a magic axe that rightfully belongs to Fenrik, while Aerik invites him to become a druid. Later that same morning, Fenrik is visited by a "temple guard" -- really, Olawyth's brother from the Civic Courthouse, who sneaks Fenrik a key to his manacles. He punches his way past a priest (knocks him out cold!) and a couple of fighters, and thus manages to escape from his imprisonment. Fenrik makes it back to the Rusty Clam, where he discovers that Dwyrawyn has sent Seriena with the druids to Cran Bethadh. Fenrik rushes to meet with his approaching army.]

[Can't totally remember this next session, but key events were: defeated Michael's army after a couple of different battles and Michael himself was slain after nearly killing Fenrik and Bern in single combat; Andien and Sons guilds were sold to Fenrik, as Andien had died and "son" wanted to become a ship captain; the Hag created a magical warding around Giant's Fastness and built a castle there; Fenrik and Stonecrown Coster continued to exchange blows; a diplomat from the Gorgon "demands" that Fenrik become the Gorgon's vassal -- Fenrik declines the "offer."]

Finally, during the last month of summer, Fenrik is able to receive Nolien in investiture. He also makes a vassalage arrangement with the new regent of the Dhoesone guilds -- Seriena. [I used many of the places described in the *City Sites* supplement for this adventure: the Rusty Clam, the Double Rose, the Civic Courthouse, and the Civic Temple.]

**Seventh Turn** (Fall 553): Fenrik and Seriena are immediately faced with a corruption problem in Nolien, but Seriena's network of spies is able to uncover a guilty party responsible for siphoning taxes in Nolien. Fenrik invests Tradebhein -- Dhoesone is finally reunited. A representative of Talinie announces that that nation will be taking over Michael's Haelyn churches, and asks that they be permitted to continue worshipping in Dhoesone. Jarl Skjada of Saerskaap in Stjordvik requests her unit of irregulars back, which Fenrik sends. Prince of Tuarheivel asks for his archers back and requests troops to help guard his border with Markazor. Both Northern Imports and Exports and Stjordvik Traders offer to buy the former Andien and Son guild holdings. Seriena takes care of a blackmail situation, and Fenrik crushes Stonecrown Coster in Sonnelind.

**Eighth Turn (Winter 553) and Adventure: "Up North":** Finally feeling as though they have a moment of peace, Fenrik and Seriena (and Galaof, of course) take a trip up north to visit Jarl Skjada in Saerskaap. On the way, they are attacked by mephits sent by the Hag.

Skjada's longhouse in Steading Bjalheim, near the village of Draaska, turns out to be a place of all sorts of activity. The two regents of Dhoesone meet not only Skjada, the beautiful and charismatic warrior-regent of Saerkaap, but also her loyal lieutenant, Chief Housecarl Sterna Othmassun; weaponsmith Bjorn Harnotha; and the Chief Housecarl of Namverg, Unferth Petersmar, who apparently has had a long-standing crush on Skjada. Fenrik takes part in an axe throwing contest and makes a very respectable showing (using a well-made axe loaned to him by Bjorn); no one, however, is able to beat the expert Bjorn in the snowshoe race. Finally, the evening is topped with a story-telling "competition." Kennings, boasting, and riddles are the order of the evening, as well as a type of Rjurik haiku. Fenrik tells a humorous hunting story from a wolf's point of view, while Seriena "boasts" of her "hawk eyes." Unferth "boasts" of slaying a white dragon, and Sterna recites a short poem about death that reveals much about the Rjurik way of thinking:

Avoiding death  
takes too much time, and too much care,  
when at the end of all,  
Death catches each one unaware.  
[taken from *The Druids*, by Peter Berresford Ellis]

The next day, Skjada makes her proposal to Fenrik: she wants him to travel to the neighboring province of Udвика and deliver a treaty proposal. She's already sent at least one group who never returned. Unferth, Bjorn and Sterna protest loudly when the announcement is made that Fenrik and Seriena will be making the journey, and both Bjorn and Unferth disappear shortly afterwards.

Fenrik and Seriena (and Galaof, of course) begin their journey, which they estimate may take about a few days. The first night, they are attacked by a small band of well-armed gnolls, who almost make mince-meat out of the two regents. Early the next morning, a druid approaches them and asks for food and the warmth of their fire. He informs them that there are druids in Udвика who might be able to tell Fenrik where the entrance to the dwarven realm is located. The party travels on.

The next day, they discover a snow troll battling with two wounded wolves, and help the wolves defeat the monster. In a nearby lair, the remains of the previous treaty-delivering group is found. The wolves accompany Fenrik and Seriena.

After another day's travel, the party encounters a pair of druids who aren't sure about the dwarves, but point to a fort on a nearby hill. As Fenrik, Seriena, Galaof and the two wolves climb the hill, the party discovers it is being chased by about 20 gnolls led by none other than Bjorn the weaponsmith. The fort turns out to be abandoned, and the party makes a stand inside the only defensible position, a small tower. Seriena partially decodes some runes on a giant horn on top of the tower, and decides to blow it, hoping it will summon help. Seriena, Fenrik and Galaof trade arrows with Bern and various gnoll archers, while wave after wave of gnolls try to break down the door to the tower. A miraculous shot from a crossbow by Seriena slays Bjorn at the same moment that she is critically injured by an arrow. Only Fenrik's prayer to Aerik is able to save her -- Fenrik swears that he will become a druid if Seriena's life is spared.

An hour or so later, a troop of dwarves arrives in response to the blown horn, and leads the party to Jarl Djursund, the regent of Udвика. Djursund is very open to allying with Skjada and with Fenrik as well. Fenrik tells Djursund that he is here to collect a magical weapon that old King Caerwyn gave to the dwarves, the *axe of the wolf*. The dwarves are more than willing to give up the axe if Fenrik wouldn't mind getting it himself -- it seems it's in a long-abandoned treasure room that's "haunted."

Seriena, Fenrik and Galaof descend to the haunted treasure room and discover that the source of the undead creatures inside is a rift opening into the Shadow World. They clear out the monsters, allowing some dwarves to patch up a hole in the wall and closing the rift. Fenrik gains his axe (an *axe of hurling* that detects blooded characters/monsters, drains bloodline points, and can *summon animal spirit* once per week), while Seriena is rewarded with a magic *stiletto of darkness* (improves hide in shadows score, grants immunity to level-draining effects, and allows Seriena to *shadow walk once per week*).

Galaof decides to stay with the dwarves as sort of an ambassador, and a dwarf named Ukar of Udвика joins Fenrik as a kind of ambassador from the dwarves as well as acting as personal bodyguard. The party leaves the

dwarves, and on the way out of Udvika they encounter and slay a young white dragon and rescue a pegasus that takes a liking to Seriena. Back in Saerskaap, Skjada informs them that not only was Bjorn in on a deal to sell weapons to the White Witch's gnolls, but her lieutenant Sterna was the mastermind behind the whole thing. Skjada tells Fenrik that she finds him appealing but that she must save her marriage for a more political advantage. Fenrik, Seriena, and Ukar head back to Dhoesone. [Parts of this adventure were based on "King Oleg's Dilema" by Lee Sheppard, which appeared in DUNGEON #43 and was reprinted in *Dungeons of Despair*.]

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## New Magic Item: *Axe of the Wolf*

The *axe of the wolf* is a +2 *axe of hurling* which contains the spirit of a noble wolf. It has the following powers:

- **Hurling:** the axe can be hurled up to 180 feet, and it will return to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6 vs. S or M, 2d4 vs. L), with the weapon's magical bonus added thereafter;
- **Detection:** can detect blooded characters and awnsheghlien within 100', communicates this through empathy, can relay whether the blooded character has a stronger or weaker bloodline than the owner of the axe;
- **Special purpose: to slay awnsheghlien** -- drains 2d10 bloodline points from the victim on a hit; if bloodline reaches 0 the awnsheghlien dies;
- **Extraordinary power: *summon animal spirit*** once per week -- the wolf spirit can manifest itself physically, as per the priest spell from *Spells and Magic*:

### Summon Animal Spirit

Range: 100 yds

Duration: 10 rounds

Summons a free-willed animal spirit who can be controlled by the wielder of the axe by instantaneous telepathic communication; axe wielder need not concentrate and can perform other activities; spirit is ghostly and incorporeal and can pass through solid objects; in combat, it has these stats: **MV 24; AC 4; THAC0 15; hp 20; Dmg 2d4; SA can injure monsters only hit by +1 weapons; SD only hit by magic weapons; SW can be turned or dispelled.** If the spirit is "killed" (i.e. reduced to zero hit points), turned or dispelled, the axe wielder must save vs. spell or be stunned for d4 rounds. If it is ordered beyond the 100 yd range, it instantly disappears.

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## New Magic Item: *Stiletto of Darkness*

This is a +2 *stiletto* made of a lusterless black metal that seems to dim the light around the wielder, creating shadows wherever it is drawn. It has the following powers:

- the shadows created by the drawn stiletto improve hide in shadows skill by +15%;
- wielder is immune to level-draining effects of undead or spells;
- wielder can assume *wraithform* once per day for up to 6 rounds;
- wielder can slice open a doorway to the Shadow World once per week and walk through it, as per the 7th level wizard spell *shadow walk*, for 12 turns (at a rate of 7 miles per turn). Up to three other beings may accompany the owner of the stiletto. However, there's a chance that a dangerous undead creature could step through each time the Shadow World is pierced.

In general, a stiletto has the following characteristics: wt: .5 lbs, D d3 vs S-M, d2 vs Lg, gains +2 to hit vs. plate mail, ring mail and chain mail.

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