



The Dawning of Adventure

This adventure will be the starting point for a group of four 1st level players into the world HARP adventure. It takes place in the land mass of Nebeauter as part of the Forgotten Lords campaign.

Character begin play in the city of Therionar, a city of about 10,000 souls.

Introduction

Select one player with a well-thought out character concept and background story to be the focus of the adventure dynamic. Something in his description will be his Major Personal Goal. It will fall into one of three categories.

Honourable: He will want to attain a state of respectability by fulfilling a goal like rescuing a relative or the protection of a charge or the retrieval of a sacred item (see below), perhaps even the capture of an individual.

Knowledge: Usually the aegis of spell casters who want accelerated learning over years of cloistered reading, they may be after a volume of lost lore. This could also revolve around a cleric looking for possible apocrypha or heretical teachings.

Item: Not the simple acquisition of wealth, but an item of significance, usually historical or emotional.

Keep a note of what the goal is here: -

Whatever the goal, it is something that he will need to achieve himself as others have no interest

in doing so, be it from jurisdictional prejudice, previous failure, or some other negative influence.

The focus character will then need to convince the other characters as to why they should accompany him on his trek. While it is up to the player (as the character) to do the parleying, don't let the other players dictate or try to rip him off, mercenaries only get about 3 sp per day. This is enough for 1 person to purchase lodging, food and drink with some left over. If a player is being really bothersome, they don't have to come, but that's where the story is.

The Major Party Goal will be to complete the focus character's Major Personal Goal.

Resources and Information

The object of the quest, if a discrete item, was known to be in the hands of goblin marauders, whose whereabouts are currently unknown and may possibly not be in the area. Characters may question a variety of sources for further information.

City Guard: They know very little of goblins as they tend not to attack the city. What few do try usually invade via the sewers.

Rangers: They scout the countryside and try to keep incursions of hostile humanoids from the city. They tell that over time they have seen goblin bands from time to time. This begs the question "which band in particular are you looking for?"

Magical Revelations: The party may be able (for a price of course) to gain access to magical resources. The dreams spell will show a vision of a raven digging a burrow.

The characters will be told by a couple of sources about Cherlaine the Seer. On the one hand they will be told of her remarkable powers of clarity and vision, and on the other how strange and costly she is. Either way, it would seem that Cherlaine

is the party's only hope to find their goal. Directions to her are easy enough, northeast to the foothills and look for a large tree with white bark.

The Road to Cheralaine's

Cheralaine's hovel is about 2 and a half days march north east of Therionar. The first day's travel is through rural, moderately populated, benign terrain (see encounter explanations pages 131 – 132). At the end of this they can stay at the inn (average lodging max) of a small village.

During the second day they will be travelling through rural, lightly populated, benign terrain. At the end of this they can find another small inn (poor lodging only) at a farming village.

On the third day they will be travelling through magical (why Cheralaine is here) wilderness.

The Hovel

Cheralaine, a gryx, lives in a cave in a hillock surmounted by a large tree with white bark (similar to a ghost gum). The roots of the tree help form the chambers of her hovel.

She will greet the travellers and ask what they want from her. If someone makes a smart reply that she should already know that she will respond that she prefers not to waste her powers on foolish tasks, or people.

Cheralaine will listen to the characters and then ask them in payment to do as she bids.

1. They must weed around the large tree and collect any fallen wood.
2. They must hunt and kill a large animal for food.
3. One of the characters must sleep with her, ugh (preferably the strongest).

Once all this is done she will go about her ritual that night to allow her to divine the location of the

quest object. The ritual will last throughout the night. Strange noises will be heard, and strange sights may be seen. One character will even believe that he sees a dragon's wing, while another sleeping one will dream of large eyes staring at him from the shadows.

In the morning she will come from her hovel (the characters have to camp outside) and reveal the destination they are to seek, an abandoned shrine of a forgotten orc god Corvin. Luckily, Cheralaine also knows the whereabouts of the shrine and direct the orcs to where it lies.

If any of the characters have the wild idea of attacking Cheralaine then she will be protected by the large, white-barked tree.

Tree Guardian: Lvl 10; Size H; BMR 0'; Init 4; DB 80; Hits 200; Attacks 150 L-Krush; Outlook Prot.

If Cheralaine is treated well she may become a regular source of information, though the prospect of sleeping with her again may put off some.

Travel to the Shrine

The shrine is not far, just north of Cheralaine's hillock, but travel through the wilderness will impede the characters. The first and second days will be spent wandering through magical wilderness.

The Cairn

In the afternoon of the first day, as the characters are wont to rest, they may notice through the trees a dolmen in the distance. Get them to make a Light Perception roll. If they are successful then the regular lines of the crafted dolmen stands out for them to see.

On approach two gnarled, winged figures sweep down and assert themselves in front of the dolmen about 50' distant from the group.





They move in a swaggering gait between the dolmen and the characters as if protecting it. If fired upon they will retreat to place behind the dolmen from where they can charge the party if they approach too closely.

Gargoyles: Lvl 5; Size M; BMR 12'; Init 4; DB 70; Hits 80; Attacks 70 L-Slash, 60 M-Puncture; Outlook Prot. From the outside (even with the gargoyles there) the characters can see that the structure looks like an ancient Elven cairn. Any character can make a Very Hard (-40), Mundane Lore: Religion roll to know that elves curse certain evil individuals with undeath to stop them from being part of the natural cycle of birth/death/birth (Very Hard: what they want everyone to know they make such monsters?)

Of course the gargoyles may also be a natural occurrence. A Hard (-20) Arcane Lore: Magical Creatures roll will determine that these creatures, while initially created by now unknown magics, are free roaming and have a preference for ancient structures. They may also be there to deter intruders (probably the most likely belief).

Once the gargoyles are bypassed the characters can explore the cairn in more detail. Runes set on the entrance stone in the ancient elven script of Friana state that this is the tomb of Inoreal Doomsinger. Cursed for spreading his odes of lament through the length and breadth of the lands and enslaving hapless individuals to soulless servitude.

Bolder characters may try to move the entrance stone, which requires a Very Hard (-40) Strength roll. Up to four characters can help try this roll.

1 – The Antechamber: With the entrance stone rolled aside the characters will note a short passage leading in to the cairn with supports of solid stone slabs lining the sides and roof. All bedecked in protective sigils. The sigils work to the effect that anyone crossing them suffers from a +47 Harm spell for 3d10 damage. This repeats every 5th round.

Beyond the initial corridor is a 30' by 30' room with three exits. In the centre of the room is a plinth bearing a plaque stating "Inoreal, Inoreal/His twisted words would drain your soul/his golden tongue, ripped from his head/is what he'll crave now that he's dead".

2 – The Chamber of Dedication: Leading from the room of the plinth and having a two exits, this 30' by 30' room held libations for the departed. A table holds a dozen flacons of the cheapest wine, now vinegar and a plate of candies have been polished off by bugs.

3 – The Chamber of Works: This 30' by 50' room contains a record of the works of Inoreal. Anyone who makes a Singing roll as a lore skill can tell that the author had some serious issues.

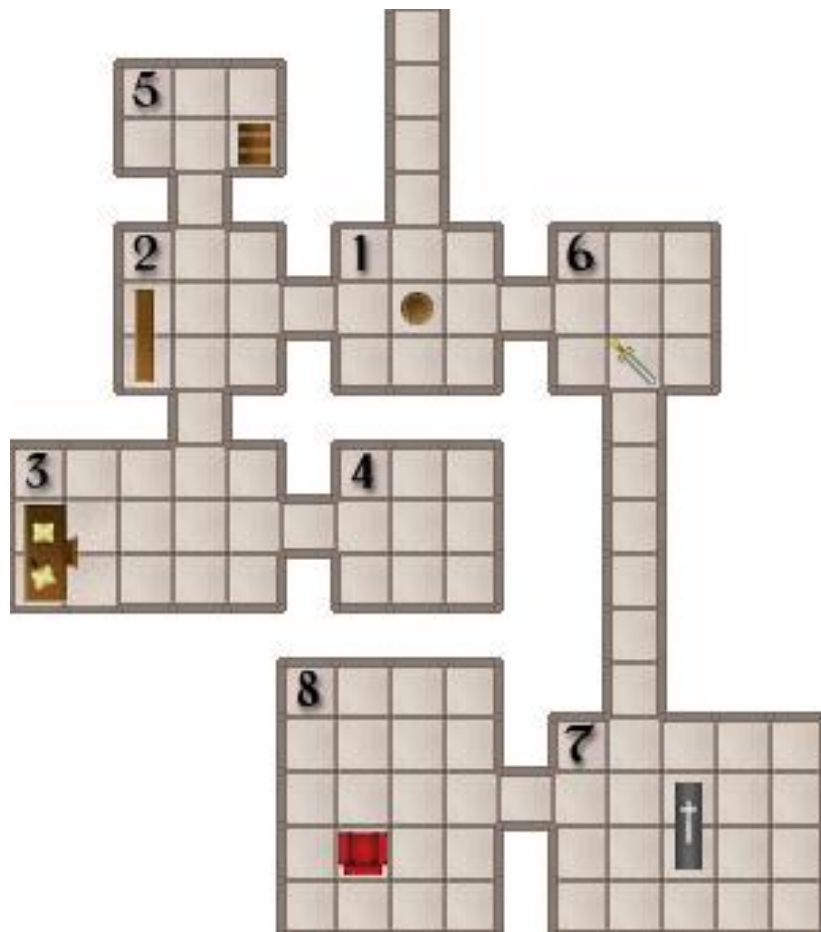
4 – The Chamber of Artifacts: This 30' by 30' room has a collection of items of a personal nature.

There is: a cutlass, a set of monarchy (chess-like boardgame), an arras showing a glade (worth 5 sp), a set of noisy tops (worth 3 sp), a quiver, an herb case with 6 doses of Baraloc, some rope (+5 to Climb rolls), a wall shield, and a light bedroll.

Due to the age of the gear it is all worth 3 times its normal value to a collector.

5 – The Chamber of Wealth: Least utilised of all, this simple room has a but a single coffer with 20 sp.

6 – Trap Room: This 30' x 30' room has a trap designed to keep



The Cairn

things from getting out, rather than letting people in.

On the North wall is a scribed glyph that works as a +30 turn undead spell.

Added to that is a scything blade trap on the corridor leading south. It has on OB of +120, and causes a Large Slash. From the room it is Medium (0) maneuver to detect and Light (+20) maneuver to disarm. Anyone doing so will determine that the trap is set primarily against those entering the room from the south (i.e further in the tomb).

7 – Death’s Repose: This large 50’ by 40’ room has a stone sarcophagus (on the squares where the number 7 is). Squeamish characters need not worry about who is going to open it as the top has already been removed and lay in shards on the floor.

8 – Chamber of Laments: This last chamber of 50’ by 40’ dimensions, is the new home of Inoreal Doomsinger, interred here 100’s of years ago by an outraged people.

Seeing intruders, Inoreal with his taught, sallow skin all gray and flaky, will initially be very pleased, asking how things have changed since he died. He will then get on to thanking the characters for freeing him from his unjust incarceration and make to leave.

Characters wanting more information will be told that he was falsely accused by fellow guild musicians who were jealous of his talent. In truth they thought his Dominate spell repulsive and evil, especially the use to which he put. If the need arises he will try to charm first





and then dominate opponents in the room. Failing that he will take a swing at them and if things are going real bad he will quaff his potion of flying and try to fly out of the cairn entirely.

If Inoreal makes his escape then he will lay low for a while until he gets his bearings in the new world. After that he will set up an eternity cult and study necromancy and charming and dominating any members he attracts. Characters may come up against his handiworks in later adventures.

Inoreal DoomSinger (Harper); Lvl 8 (level II Undead); **Size M;** **BMR 10'; Init 14; DB 80*;** **Hits 112; Attacks +77 Cutlass or +4 Longbow or spells plus fear 20' r plus 1 Con drain; PP 153, Charm (18) +77, Sleep (9) +56, Dominate (9) +56**

Armor +33, Attunement +19, Climbing +9, Duping +70, Herbcraft +56, Mundane Lore: Local +15, Perception +25, Riding +5, Runes +22, Singing +69, Stalking/Hiding +10, Swimming +8, Tracking +15 St 53 (+1), Co 63 (+3), Ag 60 (+3), Qu 82 (+10), Sd 41 (-2), Re 72 (+6), In 83 (+9), Pr 92 (+13).

Inoreal carries a cutlass and wall shield, wears soft leather over faded and tatty troubadours clothing and has a potion of flight on him.

The Patrol

As the characters near the shrine they will come upon a goblin patrol belonging to the marauders. The characters can make a Perception roll, the difficulty of the manoeuvre being dependant on their attitude. If they are striding forth without a care in the world it is a Hard (-20) manoeuvre. If they are being careful (50% movement) then it is a Medium (+0) manoeuvre, and if they are being sneaky then it is a Light (+20) manoeuvre. This will determine whether the party is

surprised by the goblin patrol (who are being careful) or not.

Goblins (7): Lvl 1; Size M; BMR 6'; Init 4; DB 75*; **Hits 30; Attacks 35 short sword, 35 short bow;** **Outlook Greedy.**

One of the goblins carries the medical supplies bearing: Alaf, Alcatan, Afran, Amelin, Delvar, Hargon, Haruut, Jada, Loneri, Lorc x 2, Mur, Pekari, Rafa, Sarpal, and Tarin.

All wear a gauze eyeband that is treated to reduce sunglare. They only get a -25 penalty for being in the sun.

Felguf - Goblin Chief: Lvl 3; Size M; BMR 6'; Init 8; DB 80*; **Hits 55; Attacks 65 short sword, 65 short bow;** **Outlook Greedy.**

The goblin chief wears gloves of agility (bonus factored in) and chain/plate. He also carries 3 gp, 10 treasure maps (mostly loot he has stashed around the country side) and an ancient treasure map he uncovered with the ancient cartographers kit (+10, 35 pp) that he also carries.

If undetected the goblins will fire 4 arrows, from cover, at the feet of the party (keeping 4 ready to be fired) and ask the party to surrender. If they refuse the 4 held arrows will be loosed aiming to hit this time.

If the party is incapacitated or surrenders then the goblins will ask them to drop their weapons and valuables.

If at any time the party want to parley then the chief will listen but will see no reason to bargain unless the party is offering a considerable amount for what they are after.

Felguf wants to fleece the party but will try not to wear his patrol down with undue combat. He will retreat from superior combatants, his goblins trying to escape if they take 50% or more hits.

The Goblin Camp

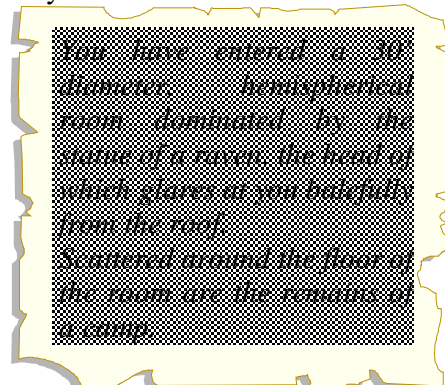
Having either defeated the goblin patrol or talked their way into being led back to the camp, the characters may approach the shrine of Corvin.

Their hopes of finally getting what they are after may be shattered as the goblin camp has been destroyed. The fire has been scatted, the troops left behind to guard it have all gone, but most importantly of all, the loot has disappeared as well.

The Shrine of Corvin

The shrine of Corvin has an impressive stone entrance flanked with majestic columns topped with a decorative lintel. Upon the lintel is statuary of Corvin's namesake, the raven. The columns are decorated with pictures of orcish people clad in cloaks sneaking around doing various misdeeds.

1 – Sanctified Entrance: Read the passage below to characters when they first enter this room.



The head of the raven hovers menacingly above the centre of the room. Between the feet of the raven is a small altar for leaving devotions. This altar has a lid that opens into a small cubicle for depositing valuables. When the lid is closed the bottom of the cubicle drops out and slides the items into room 2.

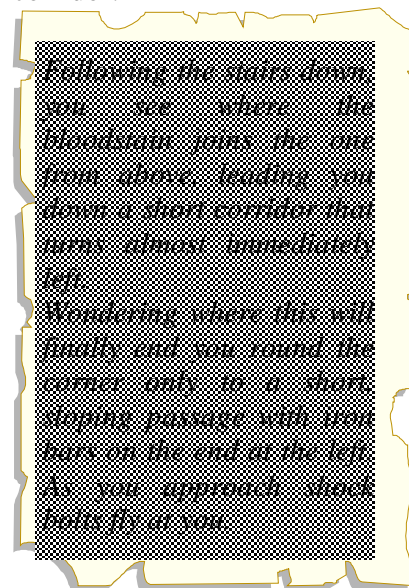
The floor of this room is stone flagged with 16 rows of stone radiating out from a central 10' diameter mosaic of a stooped figure lurking around a door. When activated, each row drops 8" to form

a 10' high spiral staircase. This staircase is activated by sliding mosaic tiles into a set pattern and requires an Extremely Hard (-60) Locks & Traps roll.

Strangely enough, the stooped figure in the mosaic holds a key in his hand, is a player asks if there is some way of getting the key tile to the door then the Locks & Traps roll drops to Medium (0).

Characters making a Light (+20) Tracking roll will notice that in the general confusion that there is a blood stain showing drag marks leading to the last flagstone but then disappearing. Also, a pitcher of water has spilt and made an arc pattern on the floor (as it followed the drop of the stairs). If the Tracking roll was good enough to pass a Hard (-20) penalty, then the character would hazard a guess that the floor is hollow.

2 – Fortification Room: Read this when the characters first enter the corridor.



The sloping corridor is 40' and ends in a wall with an iron portcullis on the left. Anyone charging the wall to hide between the arrow slits will be attacked with polearms through the portcullis.





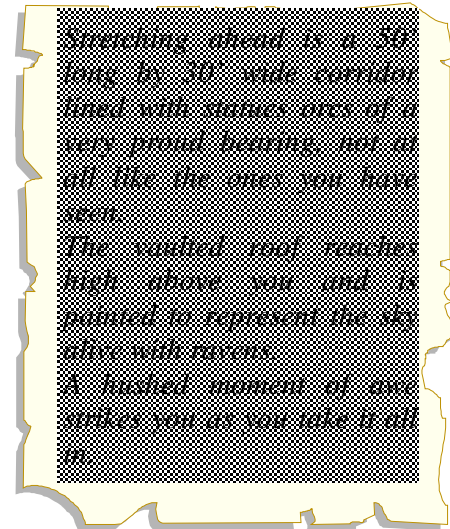
Class I Demons: Lvl 2; Size M; BMR 12'; Init 4; DB 70; Hits 50; Attacks 55 M-Krush, 40 elemental Bolt (electrical), 40 Polearm; Outlook Berserk. One of the spitting demons has a rod of smiting.

Hideous beyond belief, these Ardromaur have dog-like faces sporting goats horns, a torso like a gorilla and stumpy, cloven legs resembling that of a rhinoceros. From their muzzles they can bark shock bolts that deal Tiny electrical criticals 9 times a day. There are 4 in the room.

The iron grate is locked and requires a Light (+20) Locks & Traps roll. This is generally quite hard if you are being poked with polearms or zapped by shock bolts. These demons have been stationed here by their master to protect the entrance and do general guard duty. The goblins have been camped upstairs for about 5 days, more than the demons wanted to wait but were forced to before losing control and gleefully slaughtering the lot.

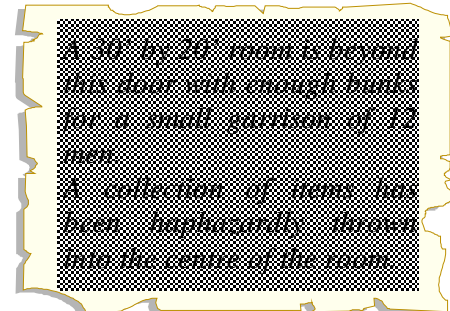
For the hell of it they looted the room as well.

3 – The Hall of Grandeur: An impressive hall leads from the fortification.



There is nothing threatening in this room. The statues are of heroes of the Cult of Corvin and their names are born on the pedestals that they rest on.

4 – Guards Barracks: A non-descript room.



In this room can be found the goblins equipment and loot as well as any item the focus character may be searching for.

The goblins equipment consists of: a wall shield, herbs x 16 *determine randomly), household item x 2, outdoor gear x 3, furs (20 pp, 15 pp, 16 pp, 12 pp), finished clothing x 3, toys x 4, normal equipment x 3, cartographers kit (+10) x 3, blank lockable book x 2, artwork (20 pp, 11 pp), quill pens, lute, ancient herbs (rare), blank books x 2, ancient toys, leather bracers, ancient soft leather vest, cuirboulle breastplate, juggling balls

5 – Privy: Not much can be said about this room.

You have entered a small triangular room with ablution facilities.

This triangular room has two stalls for the process of biological waste elimination.

6 – Kitchen: Read the text when the characters first enter this room.

Beyond the door is a 20' by 40' room with a hearth in one corner and a bench across the back wall. The pungent smell of cooked flesh permeates the room infuriating your goblin companions. Hanging from the roof by their feet are three bodies.

The demons cooked some of the goblins alive for the sake of it. The bodies hanging from the roof are goblins, unless the focus character's object was a person, in which case they are the third. All are unconscious and in a bad way, having suffered many cuts and contusions from the fight with the demons.

As a kitchen it is as well stocked as any decent tavern, however it style ancient

makes the items 10 times their normal value.

7 – Mess Hall: In this case the room name is the literal truth.

This room is 20' by 40' with a large table and bench dominating the center of it. A room across the room are bits of goblin and various amounts of blood and viscera. Crawling over the mess are several large rats.

The rats, having entered the dungeon from a miscellaneous crack in the wall, have entered a feeding frenzy when presented with this repast. Each round the players are in the room there is a 20% chance of being bitten by an over excited rat.

Giant Rats: Lvl 3; Size S; BMR 14'; Init 12; DB 80; Hits 45; Attacks 60 S-Puncture, 50 S-Slash; Outlook Hungry.

The remaining goblins have been feasted on with a fervour unseen in recent times. Sometimes it is hard to recognise individual pieces.

If the goblins are with the players then they will immediately try to clear the rats away and then grieve for their dead (in their own way, monsters they are but they were still friends).

8 – Training Room: Read the text when the characters first enter this room.

This semi-triangular room has been set up for training purposes with a weapons rack and benching square. Rush mats once covered the floor.





The weapons on the rack are all wooden practice weapons and are valueless. Bits of rush matting, now mildewed and decayed beyond use, cover the floor.

9 – The Library: Read the text when the characters first enter this room.

The door leads from the corridor into an irregularly shaped room. Along the walls at the back of the room are bookshelves. Standing reading maybe a book is a creature from your darkest nightmares.

The creature is Lamalech the Wretched, a demon of wicked intent who wrested the location of this shrine from past transgressors that ended in his tender care. He has come with his retinue seeking knowledge and power to make himself greater.

Lamalech, Class III Demon: Lvl 8; Size M; BMR 15'; Init 8; DB 65; Hits 120; Attacks 90 L-Krush, 60 spell, 30 Weapon; Outlook Cruel.

He carries a gnomish hammer, a light pouch, and a rune scroll with sleep, haste, and earthen transmutations.

The books on the shelves contain volumes on Mundane Lore dealing with skills from the Combat, Subterfuge and Mystical Arts category. Each book can be used to learn the skills therein without recourse to a teacher.

One book will provide knowledge of a heretofore lost training package: the wings of night.

Wings of Night

This is the special training that devotes of Corvin had access to, teaching them to be stealthy, yet deadly.

History: Corvin is actually a giant with power over avians. When he saw the adoration of the dragons he took to surreptitious action to counteract dragon worship, not destructive action like Suda the boar lord.

He taught his disciples many things including magic but was eventually all but wiped out when the dragons scourged the lands of orcs.

Skill	Ranks
Contortions	2
Move Silently	4
Mundane Lore: Corvinism	2
Poisoning	3
Sniping	2
Traceless Passing*	3

This is considered part of the characters base list if he has the Mystical Arts Skill category.

There are also a group of books dealing with Corvin's teachings that would allow in intrepid individual to reprise his religion (see room 11 though).

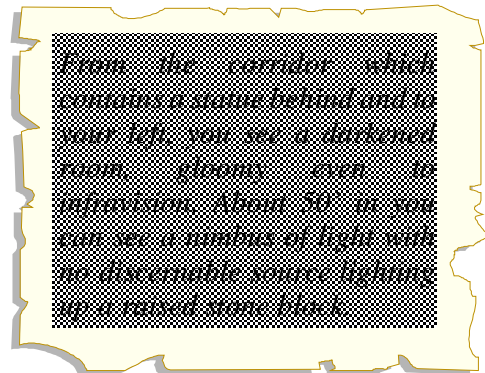
These books also outline the base spell list: Air Wall, Boost Reasoning, Control Animal (ravens only, cost 3), Cure Disease, Darkness, Dreams, Fear, Fly, Harm, Haste, Holy Symbol, Intuitions, Invisibility, Major Healing, Locate Food, Nature's Tongue (always crows), Quiet Ways, Resist Damage, Summon Animal (crows only, maybe flock), Traceless Passing.

10 – Priests Quarters: Read the text the first time characters enter this room.

You have entered a 30' by 30' room with a small alcove and divided into six smaller cubicles with beds and footlockers.

The beds and footlockers have been affected by dryrot more than mildew. There is nothing here to loot

11 – Corvin’s Temple: Read the text the first time characters enter this room.



One of the last remaining temples of Corvin, it is still a place where he keeps his ears open in the event that one day he will have minions again.

Anyone walking towards the altar will seem to take longer than expected and end up walking about 250', a magical distortion of the distances involved.

From inside the room can be heard the fluttering of wings and the occasional low squawk. The nimbus of light has no discernable source.

Once here characters can start to commune with Corvin. He will question the characters as to their motives, dreams and desires and try to suggest ways that they can accomplish these things as either adherents or priests.

Corvin is the god of ravens, the carrion bird. He is said to be the herald of death and finder of lost things. He offers training as per his assassin's guild (see room and 9) and has advantageous spells.

As a special boon for a character that decides to follow Corvin's path he will offer him to bond with a raven (giving him access to the Familiar Talent).

Corvin also has some other fun attributes.

A character out of Fate points (or who just doesn't want to use them) can call upon Corvin for succour who will help the character just as if he had spent a fate point. The flip side to this is that he gains 1 raven (not a familiar).

For each raven that a character accrues he gains a +5 bonus to a special Antipathy roll. The Antipathy roll

comes in to effect whenever the character is in a social environment (really, almost always). The GM makes a percentile die roll adding his current bonus. If the result is 101 or more then a situation will occur due to the raven's presence.

Some examples are: ravens start attacking people in the character's vicinity; a mysterious sickness crops up in the area; items start to disappear when the character is around; spell casters lose control of spells (never beneficially). Whatever the situation, people will believe the character is to blame (the term witch may be used, especially if he weighs the same as a duck!) and lynch mobs may be formed.

A true adherent of Corvin is a wanderer so this would not be too much a problem.

A spell caster may use Summon Animal to call ravens to heal him. When they do they flock over the character providing the benefit of Major Healing (non-scaled). However they pass a piece of their essence on to him. From then on, whenever he is under stress there is a +5 chance per healing that he will transform into a giant raven (using the rules from the Shapechange Talent). If a character fumbles this roll has another +20.

A character in giant raven form gains a L-Puncture (beak) attack and M-Slash attack (claws). Their OB is equal to that of Studded Leather (+30 no penalty) and their Qu bonus. He can also fly as per the spell.

