

DOOMSTONES V: GRAEME'S SYNOPSIS

PLOT SUMMARY

Our Heroes have all four Doomstones. The Crystals suddenly mesh together into a Supercrystal, and a lot of weird things begin to happen. Clearly the Supercrystal is a Bad Thing. The adventurers need to find out how to disarm this magical time-bomb, so they have to find an ancient Dwarf Loremaster who has some of the original records of the four Crystals' construction. He figures out the way to stop the Supercrystal destroying the world - and how to destroy the Supercrystal itself which is to take it to a certain point in the Chaos Wastes and drop it down a certain deep, dark hole. This hole is in fact a rift in reality, a wormhole leading directly to the heart of Chaos, and dropping the Supercrystal down it will not only get rid of the thing and save the world but it will also do the cause of Chaos a certain amount of damage by shutting off one of its pathways into the world.

Of course, the adventure isn't quite that simple. By now, various minions of Chaos are aware that the four stones have been found, and are very interested in getting hold of them. Also, there are factions among the Dwarfs of the World's Edge Mountains who regard the Crystals of Power as Dwarven property and insist on their recovery. And lots of other stuff.

The adventure itself - discounting preliminaries like introduction and background chapters and appendices like profiles, experience and what have you - breaks down into eight phases, each of which can be viewed as one chapter. These phases are as follows:

1. The formation of the Supercrystal; initial strange events.
2. Adventurers' attempts to locate someone who knows how to turn the thing off. Weird events get weirder and more frequent.
3. Having heard of the Loremaster, the adventurers travel to his abode, amid more strangeness and the first attempts by Chaos to stop them.
4. The Loremaster takes the Supercrystal away for analysis and a small Chaos army is seen bearing down on the place. Help hold them off until he finishes his tests -

and convince those Dwarfs who want the Crystals back that this really wouldn't be a good idea.

5. Borrowing a steam-powered zeppelin from the Dwarfs, the adventurers (possibly taking the Loremaster with them?), head off into the Wastes. Weird events continue, but are not so frequent or so bad - thanks to the zeppelin's airspeed, the Supercrystal isn't in one place long enough to create anything really wacky. However, there's plenty to keep our Heroes busy.
6. Arrive on the edge of the Wastes. From now on, the environment is stranger than the Supercrystal, so its power to create weird events is reduced. Deeper on into the Wastes, where things are really strange, it may even become a power for stability. For now, there is random weirdness, plus organised Chaos followers trying to get the Supercrystal. The zeppelin is lost, and the adventurers have to make the last leg of the journey on foot. However, they find some peculiar allies.
7. Finally, the adventurers reach the Rift. The Opposition has outguessed them and is massed here, and we all know that This Is It. The Rift is at the end of an enormous chasm, and the adventurers have to make it to the end and drop the thing down the hole. Given aerial transport, this could be similar to the Death Star Trench sequence in Star Wars.
8. Bingo! The Supercrystal goes down the hole, both crystal and hole are destroyed in a massive flare of pure magical energy, and they all live happily ever after. Except that there are a couple of things left to think about, like you're still in the middle of the Chaos wastes and you've just pissed Tzeentch off something rotten.

SECTION ONE

The adventurers have all four Doomstones.

Include a few quick bits of staging just in case they don't actually have all four - with stern instructions to go and buy the rest of the series immediately, of course - but say if they have three out of the four, then maybe there can be a piece of dramatic staging to make the fourth appear, drawn by the call of its brethren. You know the sort of thing. After a certain time in close proximity to each other, the four Crystals begin to merge together, pulling irresistibly towards each other until they make up the Supercrystal.

If the adventurers don't have any of the Doomstones, not having played any of the first four adventures, make the GM feel suitably guilty and then give him a short

piece of staging which allows the already-formed Supercrystal to fall into the adventurers' hands.

The Supercrystal - after a period of attunement by the user - is found to have some really serious extra powers. These are dealt with in an appendix on the Supercrystal itself, but should be mentioned at this stage.

There's only one problem: the Supercrystal is even more unstable than its component parts. It may even start going off by itself. And the more you use it, the more unstable it becomes. This will be a running theme throughout the adventure, which is set up at this stage - from time to time the adventurers will have no option but to use the Supercrystal to save themselves., knowing that each time they use it they are making it more dangerous. In this section there will be a small chart (repeated in the back of the book as a GM aid) which links frequency of use, time elapsed since merging and seriousness of random effects.

As well as the random flarings of energy from the Supercrystal itself, things start to become distinctly strange around it. Another simple time-elapse system is set up here, generating weird Fortean events which begin to happen as soon as the Supercrystal is formed. This is because of its Chaotic nature - now that its time is approaching, the Supercrystal is beginning to spread Chaos around it...

All this is fairly abstract and aimed at the GM. The rest of this chapter provides some actual adventure strands against which the power-flares and Fortean events can play themselves out. Some of these threads will run throughout the adventure, and others will simply help move things on to subsequent sections.

Firstly, if the campaign has been played in the correct sequence, the adventurers are now standing somewhere not far from Kadar-Gravning, with a Dwarven civil war building up around them. Whoever actually won any skirmishing at Kadar-Gravning, you can bet that the other side is sending reinforcements and that both sides will be very interested indeed in getting hold of the Supercrystal. Not only does it look like a very nice Ultimate Weapon, but it's also known to be of Dwarven manufacture, which means it's the rightful property of the rightful Dwarf monarch. So both sides want it, and they're not about to take 'No' for an answer. Protestations that the Supercrystal is too dangerous to hand over will be ignored - after all, that just sounds like the adventurers want to keep it for themselves - and the adventurers might have to make a swift exit pursued by at least one Dwarf army. Or they might find themselves having to destroy a Dwarven army in order to keep the Supercrystal from destroying the world. Great moral dilemmas of our time...

Ideally, events at Kadar-Gravning should force the adventurers away from the area. Partly they'll be afraid of being forced to slaughter innocent Dwarfs to keep the Supercrystal out of their hands, and partly they'll be afraid of the Supercrystal itself.

Another complication, as the adventurers flee through the mountains, is that Radzog's Orc army is still around, scattered in various remnants after Radzog's death in Death Rock. A born-again Radzog in a new body wants the Supercrystal as much as anyone, and the adventurers could find themselves fleeing from a Dwarf army right into the arms of an Orc army. If things get too sticky at this point, a pursuing Dwarf army could be used as a *deus ex machina*, charging slap into the Orcs and allowing the adventurers to escape under cover of the battle.

By now, the adventurers should have come round to the idea that keeping hold of this crystal is bad for their health, it may well end up destroying the world and looking for the 'Off' switch would be a very good idea. If they're slow in reaching this conclusion, the crystal does something spontaneous and deeply worrying - it's about time that the severity of Fortean events stepped up a notch anyway. But what to do? Our Heroes are stuck in the mountains with very few ideas and two whole armies after them.

...Two? No, three. When the Supercrystal formed, some tremendous prodigy or portent took place which has brought everything you can imagine pouring out of the Twisted Lands. The Minions of Chaos are joining the hunt.

The Crystal keeps ticking, the Weird Stuff gets weirder, and the number of people who'd like to take the Crystal away from Our Heroes is increasing by the minute. They'd better do something, and fast...

SECTION TWO

The adventurers have decided that they ought to turn the Supercrystal off before it does something really unfortunate. So they set about finding the information they'll need to do this. Essentially, the GM needs to steer them towards the Loremaster who will play a major part in Section 4, without making things look too stage-managed. And at the same time, the Weird Stuff will keep on developing.

The players might well despair at this point - they have no idea what they're dealing with, none of them has any expertise in this field, and help isn't exactly crowding in on them in the mountains. HELP!

But it's not as bad as all that. Honestly. Here are a few things the adventurers can do in order to scare up some leads:

1. Revisit some old sites in the Yetzin valley: - Hadrin has some notes with him in the Waterfall Complex back in Fire in the Mountains, and it was from these books that Torgoch learned to use the Crystal of Fire. So revisiting the Waterfall Complex and/or the Stone Circle Complex might lead the adventurers to find some remains of Hadrin's writings which might point to Zhufbar and the Loremasters Brokk and Sindri. - Eyrie has a very fine library, with some books that were written by Yazeran himself. It's also got a chapel to Verena, which is a good place to pray for enlightenment when you're locked in a desperate battle with the Unreason that is Chaos. If our Heroes did particularly well in Death Rock, they might be able to call in a favour on Verena - and then there's Yazeran's ghost, who is well established as a *deus ex machina*. - Kadar-Gravning may have some information of use - ancient texts newly-deciphered by Sundrim's scholars, for instance. Or Sundrim himself may know something of the Crystals of Power. More than likely he'll know of Brokk and Sindri of Zhufbar, and their interest in the Crystals. - Kadar-Helgad might be a good place to pray for guidance, having a particularly strong link with earthmagic even before the Crystal was hidden there. If the shrine could be re-dedicated, a grateful Grungni or Smednir (with a possible appendix detailing this cult) might oblige with some info.
2. But I know a man who can. If the adventurers think very hard, they might be able to come up with a few people they can ask for help or guidance. There may well be some differences of opinion over this, which the GM can sit back and enjoy as all the while the Crystal keeps on ticking. - Cailission would want the matter referred to the Elven wizards of Loren. So might Fathirial, although he'd want to consult his own teacher first. - Borgin would want to go to the greatest Dwarf Loremaster of Zhufbar or Caraz-a-Carak. Rogni might agree, or he might simply wander off. - Klaus would want to consult with the Eldars of the Old Faith. - Guiseppi and Anders would want to know if the thing could be made safe without destroying it; it looks as though it could be worth a bob or two... - Lars and Oleg wouldn't really have much to add in the way of suggestions.

In addition, there are the famed Wizards of Middenheim, the Grand Theogonist of Sigmar at Altdorf, and others who might be consulted. If the adventurers have played *Something Rotten* in Kislev, then Sulring Durgul might spring to mind - if anyone knows how to deal with this, she (or rather he, in his current body) should.

Clever adventurers might even think of trying to get Zuvassin the Undoer to deactivate the Crystal, although they ought to know better really.

This chapter presents brief notes on all these possibilities, but will be kept short, referring GMs to the appropriate other products. After all, if the adventurers think of a particular option which references another adventure, then it's reasonable to expect that they have actually played it, in which case it's reasonable to expect that the GM will have it.

Whatever course the adventurers end up taking, they will be pointed towards Zhufbar, home of the famed Loremasters Brokk and Sindri. These two are the last survivors of the Dwarven clan which made the Crystals in the first place, and have what notes still remain; the clan has been dogged with bad luck ever since making the Crystals, and is on the verge of dying out. In fact, when these two go (and unknown to the adventurers one of them already has), that's it.

It seems likely that this stage of the adventure will involve a certain amount of travelling as the adventurers hunt for a lead. Therefore, the final part of the chapter will be a series of extra Fortean events, building in intensity from those described in the first section. These will be 'specials', fully staged and described, and to be used in addition to those thrown up by the generation system given in Section 1. Plus, there will be a couple of menu-style optional encounters, including - for the first time - encounters with followers of Chaos and other interested parties.

SECTION THREE

The adventurers are heading for Zhufbar, with things getting stranger around them and a horde of pursuers, quite apart from the normal hazards of travel across rough and trackless mountains.

The precise route the adventurers take to Zhufbar is left to the GM; after all, the adventurers could be heading there from a number of places. There will be a few notes on possible routes from the more likely places, but that's all. The bulk of this section will be taken up by the actual descriptions of encounters and events. Here is a sample:

1. **Beastmen:** By now, the Crystal is emitting a kind of signal which makes it like a magnet to creatures and follows of Chaos. Wherever the adventurers go, Beastmen won't be far behind in the wild areas.

2. Cultists: For the same reasons, Cultists will crawl out of the woodwork every time the adventurers stop anywhere vaguely urban.
3. Acquisitive Wizards: We could do with at least one of these. Hopefully this character can be introduced early as a potentially helpful NPC who will accompany the party for a while in exchange for being allowed to study the Crystal. All this power will corrupt him though - but maybe not for a couple of chapters - and he'll turn nasty in the end.
4. Witch Hunters: As soon as rumours of weird events get out, the adventurers will find one or more Witch Hunters dogging their tracks. They are the source of Chaos, so they must die, and nothing will convince the Witch Hunters otherwise...
5. Assassins: While lesser wizards and cultists might follow the adventurers personally, the more powerful will send agents. All sorts of people will be offering all sorts of money for the deaths of the adventurers and the recovery of the Crystal.
6. Military and Special Forces: These people will see the Crystal in much the same way as military forces of thirty years ago saw nuclear weapons - it makes a real big bang and that's all they want to know. The adventurers have a patriotic duty to hand the thing over, and if they refuse to do so they will be classified as terrorists, traitors, commie pinko faggot liberals and quite possibly Orc-lovers. In the interests of the Empire, certain military types will make it their business to acquire this super-weapon and teach the adventurers a lesson in patriotism.
7. The Nurgle Demon: He hasn't got a name yet, but think of Sidney Greenstreet. The Crystal was made by his master's arch-enemy Tzzentch, and represents a great threat of upheaval and change and sundry other unpleasantnesses. In order to maintain entropy and support the levels of decay which Nurgle favours, the Crystal must be destroyed. The Daemon - unlikely as it may initially sound - is willing to do all in his power to bring this about. But will the adventurers trust a Daemon's word? We'll hear more of this character later.
8. The Dwarfs: Wherever the adventurers go, there will be Dwarfs who will demand the Crystal's return to Dwarven hands where it rightly belongs. They won't be interested in debating the matter at all - this is Dwarf business and Manlings had better keep their noses out. The world's going to be destroyed, you say? Hmph. Just hand it over and if the world does by some chance get

destroyed, then it's a Dwarf matter and Dwarf responsibility. In the meantime, please return that stolen property while you still have hands on the ends of your arms. The Crystal is rapidly becoming famous and is widely seen as a racial treasure. This may impel the party more quickly towards Zhufbar, and if they go there with the avowed intention of handing the Crystal over to the Loremasters, then every Dwarf they meet will cooperate with them fully. Except those who belong to one side or the other in the civil war, that is - both sides still want the Crystal for themselves.

No doubt, in the course of writing, more encounters and interested parties will come to light and be added to this list, along with the usual 'menu' of optional events, special strangenesses and what have you.

SECTION FOUR

The Heroes get to Zhufbar and make contact with the Loremasters - or rather, with the one who still lives. After surviving a few traps and ambushes, they manage to hand the thing over, and off goes the Loremaster to examine it. All the adventurers have to do is sit and wait while he comes up with the answer. Honest.

The chapter starts with the adventurers coming within sight of Zhufbar. A little bit of sidebar-style information is included to give a quick overview of the place, plus a general map - something like the treatment of Altdorf in *The Enemy Within*. Key locations will be added as we go along.

Word should have got to Zhufbar ahead of the adventurers, and Dwarfs will be turned out to meet them. Some are happily welcoming the repatriation of a racial treasure, and others have axes to grind in the civil war in the south. There are a few Chaos cultists, acquisitive wizards, secret agents and various other hazards to liven the party's day.

After some bureaucratic bumbling about and the opportunity to cause deep offence to Dwarven civic dignitaries by not sticking to protocol, the adventurers finally get to Brokk. Sindri died a few days ago in a bizarre gardening accident and strange things have been going on in Zhufbar of late. In fact, the first Brokk the adventurers meet is actually a cultist in disguise, trying to trick them out of the Crystal. The real Brokk is tied up in a cupboard somewhere, and the adventurers have to find this out and set everything straight before they can go any further.

Anyhow, they tell their story to the Loremaster, and then off he goes to examine the thing and dig out some ancient documents. All the party have to do is sit and wait and make sure that he's not disturbed.

This, of course, is sunset, when secret agents, assassins, cultists and revenue agents start infesting the place. It turns into a siege, and the party have to hold everything off while the Loremaster finishes his research.

As the sun comes up, things don't improve. Infiltration more or less ceases, but news arrives that an army has been seen approaching. No, make that two, um, three armies... Four armies?

You guessed it. By various routes, the two Dwarf armies from the south have reached Zhufbar at more or less the same time as Radzog's Orcs and the Chaos Horde from the Twisted Lands. One Dwarf army will get inside Zhufbar, whereupon the other side assumes that Zhufbar has gone over to the opposition and lays siege to the place. Then the Orcs arrive and lay into any Stunties they can find. Then the Chaos Horde arrives. Much of this goes on in the background, although the adventurers may have to fight for their lives on a couple of occasions.

Finally, the Loremaster emerges. He's found the answer - there is a hole in the Chaos Wastes leading through to Chaos itself. Well, actually there are several, but this one's closest and it's about the right size. Drop the Crystal down it and the two will negate each other, destroying the former and sealing the hole and cutting Chaos off from some of its substance. Elegant, no? Zhufbar is about to fall, and it's a run through the streets (a bit like the fire of Rome in *Quo Vadis* or the Apocalypse section of *Shadows Over Bogenhafen*) to a convenient pinnacle housing - yowsah! - the Steam Zeppelin.

(If it's absolutely necessary to split this adventure over two volumes, then this is the logical place to do so.)

SECTION FIVE

The party travel in the zeppelin to the edge of the Wastes. Although they leave many of their pursuers behind them on the ground, the journey is not without incident.

A route is plotted northward, following the World's Edge mountains right up into the Wastes. The zeppelin comes with a full crew, so the party are passengers for this part of the trip. Brokk does the navigating, working from some arcane tomes he's

brought with him. One of this might even be the Liber Malefic of Marius Hollseher, as mentioned in *Realm of Chaos*.

The bulk of this chapter, following a guided tour of the craft, will be an encounter menu, with the usual bunch of Special Weird Stuff at the end to supplement the Fortean events generated by the system in Section One. Here's a hatful; more will be added during the writing.

1. Winged Followers of Chaos: Winged Beastmen, Chaos Warriors on Griffon-back, followers of Tzeentch skysurfing on flying discs. Imagine the scene as WWI, a zeppelin being attacked by biplanes. You get the idea. This introduces a hit location system for the zeppelin, maybe even a small tactical display-cum-board and some simple dogfighting rules. Our Heroes have to man the Lewis guns or run around putting fires out.
2. Nastier Winged Followers of Chaos: A Changer of the Ways would keep the party busy for a round or two, and aerial combat with a Greater Daemon is not something players will forget in a hurry. Other heavies could include Air Elementals summoned by a sorcerer on the ground - dare they use the Crystal to deal with them?
3. Dragon: The adventurers have a big, shiny gem. It also happens to be very magical indeed. Dragons happen to like big, shiny gems. They also like magical treasure. Nuff said.
4. Orc Wyvern Riders: Yes, Radzog still hasn't given up the chase. The wyverns might drop dagger-armed Snotlings onto the balloon, and Our Heroes have to clamber up the rigging and deal with them before the gas cells are irreparably damaged.
5. Dwarf Gyrocopters: One or other of the Dwarf armies should have been able to scare up a few gyrocopters from somewhere, especially since Zhufbar is supposed to be the centre for Dwarf engineering. Tally ho!
6. Lone Wizard: With some kind of magical item allowing flight, boards the zeppelin secretly and tries to steal the Crystal. He'll be subtle, using stealth, illusions and the like, but he won't balk at murder.

... and so on. As I said, some kind of tactical display would be nice here, and maybe some stripped down mechanics to handle the massed action faster.

SECTION SIX

The section starts as the party cross the fine line that divides the Wastes from the rational world. Actually, of course, no such line exists - things just get stranger and stranger as the one merges into the other.

After a couple of encounters, which might be back-referenced to the previous chapter (“If there are any encounters you haven’t used yet, throw in a couple of them now...”) it becomes apparent that Something Is Up with the zeppelin. It’s losing both speed and height, slowly but steadily. Nothing seems to be able to stop this process - the adventurers can throw out anything they like, but it doesn’t make any difference.

At this point, we could throw in a couple of Chaos Terrain descriptions like those given in Doomstones 1/2, just for colour. A couple of them might actually be able to affect the airship - the crater that spits liquid rock into the air, for example. But anyway, the zeppelin finally grounds, or it is decided to abandon it so that it can turn around and its crew get out of the Wastes before it finally does hit the ground. The reason for all this trouble is simple: in the Wastes, the zeppelin is simply too rational to work.

So it’s footslogging from here on in, with lots more Chaos terrain and followers of Tzeentch everywhere. And if you want to really worry people, everyone will have to make a check once per day to see if they pick up a mutation. The Wastes will have their effect on all who venture therein...

We can use followers of Nurgle as the deus ex machina if the party are too hard pressed by enemy forces, and somewhere in here it would be nice to have a fortress of Nurgle, where the adventurers are grabbed and taken by a large force of Nurglesque beasties. Here they meet the Daemon again and he repeats his offer.

The fortress could be described in some detail - let’s face it, it could probably become a 64-page book on its own - but it doesn’t need to be for the purposes of this adventure. This time, the party might be more inclined to listen to the Daemon. He’s on his home ground, and they are at his mercy. Besides, he really is serious about wanting rid of the Crystal. So he’ll provide help and the adventurers can take or leave it.

This help takes the form of transportation. [[Mike prefers rusty Moorcock-style mechanical eagles, but Graeme likes oversized Carrion.]] Nurgle is a logical patron for these things anyway, and they could easily be made big enough to take a Human-sized rider. Maybe each Carrion comes with one of the little Spectres as a pilot or

mahout, leaving the PC free to direct and act as air gunner. [[JW note: check recent GW army books to see if they've done anything about Nurgle flying units.]]

Off again, through more terrain and more encounters - like the earlier stuff but different - and through some innate sense which enables them to navigate through the Wastes, the Carrion finally come into sight of the Rift. A quick repulsion of an attack by the Tzeentch Air Force and then it's on to the climax of the adventure.

SECTION SEVEN

The party have won through all sorts of perils and peculiarities to reach the Rift. Now all they have to do is drop the Crystal down it.

Although this part of the adventure shouldn't take more than half an hour to play, it has a section of its own for several reasons. Firstly, in terms of plotting it's the climax of the entire campaign. There is a logical break-point in the plot when the adventurers come into sight of the canyon. Secondly, although the actual play-time and game-time of this sequence isn't very long, it requires a deal of set-up information and in terms of word count it is far better treated as a chapter on its own.

No matter where the party have been, what they've seen and what they've done, this will be a first for them, something they'll never ever forget. Flying along the canyon and dropping the Crystal down the hole at the end.

As with the zeppelin travel in Section Five, it would be very nice indeed to have some kind of tactical display here, perhaps with stripped-down rules to enable this section to be played over and over as a boardgame.

Be that as it may, what we have is: - the canyon - the hole at the end - the massed forces of Tzeentch, drawn up to prevent the destruction of the boss' shiny toy

There are ground-based forces with missile weapons and magical attacks, and there are flying defenders including winged mutants, wizards and lesser Daemons on flying discs, and winged Greater Daemons. Our Heroes have to get through it all on their iron eagles/Carrion, protecting whoever has the Crystal and covering for him as he approaches the hole and drops the Crystal down it.

SECTION EIGHT

Well, first there's this great multicoloured KWABOOOMMMM! as the Crystal and the Rift sort out their differences. Maybe all the forces of Tzeentch in the area have to

make Ld or Cl tests or run like buggery. Or maybe there'll be something more streamlined that will give our Heroes a little space to savour their moment of triumph. Next, we have two basic options, depending on space.

The Short Option is to have everything fall apart, over and over and inside out in the explosion. This is a disastrous positive feedback loop as Chaos feeds on itself, cancels itself out, and generally has a serious meltdown. A few paragraphs of really wacky random incidents and then the party find themselves Back Home Facing Into the Sunset. All their mutations are gone, perhaps they're standing above the point in Winter's Teeth where they first found the body of the Dwarf messenger that sent them into Fire in the Mountains. And they all live happily ever after.

The (Preferred) Long Option may be more difficult to carry off. Our Heroes have a little while to savour their victory, but then a few uncomfortable truths begin to sink in. For a start, they're still in the middle of the Wastes and it's a long way home. Second, they left a certain amount of ill-will behind them - Witch Hunters who want to burn them, Imperial agents who think they're traitors for not handing over the 'superweapon', wizards who will never believe they actually destroyed this great treasure, Orcs who are going to kill them whatever they say, and not forgetting a Dwarven civil war in which they have already become involved. Zhufbar was falling just as they left, remember. All in all, it's a pretty kettle of fish, and something really ought to be done to iron it all out.

Firstly, getting them home. This isn't too much of a problem, courtesy of the friendly Nurgel Daemon. The Great Unclean One will be enjoying a good gloat ("one of the few small pleasures permitted to one of my infirmity - these trifles come to mean a great deal, I'm sure you understand...") so if the party act fast and talk faster they'll be able to get a few favours out of him. The Carrion/eagles will take them back to his fortress, being programmed that way, and he may well be so overcome with joy at his success that he forgets to infect our Heroes with anything before sending them back to the Old World. The creatures can drop the party anywhere in the northern half of the World's Edge mountains, but not anywhere too public. Good guys don't ride Carrion and the locals wouldn't understand.

Next comes the difficult stuff. Actually, not so complicated.. Certainly, there are enough threads here to weave a whole new campaign, and the GM will be given this option. But a few paragraphs of notes should be sufficient. For those who want to draw down the curtain here, there is no problem. Providing the party don't go around advertising their part in the largely misunderstood sequence of events that makes up this adventure, they'll be fine. Oh sure, from time to time a Witch Hunter

of Dwarf Assassin or whatever might pop up and bother them, but this possibility can be covered, again, in a few paragraphs of notes. There was an old WD Treasure Chest article on arch-enemies and recurring NPCs that can be plagiarised to cover this very nicely.

And there you have it.

NOTES: SIZING

It's difficult to say exactly how big something's going to be when it's as complex and full of possibilities as this beastie. So this is more of a statement of intent than a firm plan. Personally, I don't have any problems in contemplating a 144pp finale to the campaign.

The fixed costs are as follows:

Contents/Credits 1pp

Frontispiece picture: the Great Unclean One?

1pp Intro and How to Use this Book; 2pp Doomstones Background; 2pp Experience & Fate Point awards; 2pp Profiles; 8pp Appendix: the Supercrystal; 4pp Appendix: the cult of Smednir; 2pp Sample player characters; 10pp* Crystal model 4pp* Monster/treasure rosters 2pp*

total 20-38 pp

* means they are optional and may not run to that length even if used. Either way, that leaves the following space for the meat of the adventure:

(In 144 pages) around 106-124 pages for the body of the adventure, or 13-15 pages per section on average. In 112 pages, there are 74-92 pp of body, or 9-11pp per section. For the sake of comparison, Blood in Darkness comprises 44pp of 'meat' in 5 chapters from 5-12 pp and averaging 9pp each.