

lake. The passage to the north leads back up into Thaalís's chamber.

The Khoroshen have covered a 10-foot stretch of the mineshaft to the north with caltrops to discourage Kheshebik from leaving. Any PC that succeeds on a DC 20 Spot check notices the caltrops before stepping on them.

Creature: If the giant crocodile is not held by Thaalís, it splashes around in frustration near the tunnel leading to area 11. If it notices the PCs, it attacks immediately.

Kheshebik, giant crocodile: hp 62, *Monster Manual* 271. Kheshebik is blind, but he knows the feel of the water and the sounds in his cavern so well that he effectively has tremorsense and the Blind-Fight feat.

11. CHAVER'S HIDING PLACE (EL 4)

Chaver (male LG human expert 1/warrior 2, 12 hp [currently 3], speaks Draconic) cowers against the wall here, still bound with reeds and wounded by Kheshebik's tail. He is overjoyed to see the PCs. As soon as he's untied, he grabs the closest PC by the shoulders and begins shouting.

"We have to get word to Nesmé," he says, starting to shake. "The Khoroshen are leading a troll army against the town! They could already be on their way."

Ad-Hoc XP Award: If the PCs return Chaver's ring and locket to him, give them a CR 2 experience award. If they

escort Grimham this far, he thanks them and swims off into the Underdark, earning the PCs an additional CR 2 award.

RETURN TO MORACH TOR

The fastest route back to Nesmé takes the party past Morach Tor, where they find the base of the tor packed with more than sixty trolls. If Uhndek escaped, he is up on the watch post issuing commands. Whether Uhndek is there to command them or not, the troll army lumbers out onto the moors as the PCs draw near.

CONCLUDING THE ADVENTURE

The troll army follows the long road to Nesmé. If the PCs hurry and take the shortcut through the lowlands, they can make it back before the meandering trolls in sufficient time to warn the town. Alternately, if they investigate the emptied Morach Tor, they have the option of sending a warning via one of the ravens in area 3.

If warned by the PCs, Nesmé is able to muster its riders and defend itself adequately, though Lady Tessarin is quick to accept the party's aid, in which case you should consider adding a wall-top encounter with a troll (or Uhndek, if he escaped earlier).

If the town survives and the PCs save Chaver, Tessarin pays them as promised, adding an additional 1,000 gp bonus each for the advance warning

SCALING THE ADVENTURE

"The Muster of Morach Tor" is designed for a group of four 4th-level characters. If necessary, you can adjust the adventure for a higher- or lower-level group as described below. Be sure to adjust experience and treasure appropriately.

2nd–3rd-level parties: Halve the number of Viperkin. Uhndek is only a level 2 druid with a Medium viper animal companion. Thaalís becomes a level 2 cleric.

5th-level parties: Add several wandering troll encounters and give all Viperkin a level of fighter. Uhndek gains 3 levels of druid and has a giant crocodile as a companion. Thaalís gains 3 levels of cleric and Kheshebik becomes a five-headed hydra.

about the trolls, as well as an offer to make them Riders of Nesmé. She needs more soldiers as she faces the daunting task of reclaiming the moors, and she may have a new enemy in the remaining Khoroshen. Tessarin is also happy to recommend the PCs to High Lady Alustriel of Silvermoon for service in the Argent Legion.

Russ had fun reviewing parts of this adventure with non-D&D players at a local Wisconsin writer's workshop—"Now this is for what magazine, again?" He'd like to thank his playtesters, Alex, Andy, Justin, Darryl, Eric, and Stuart.

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