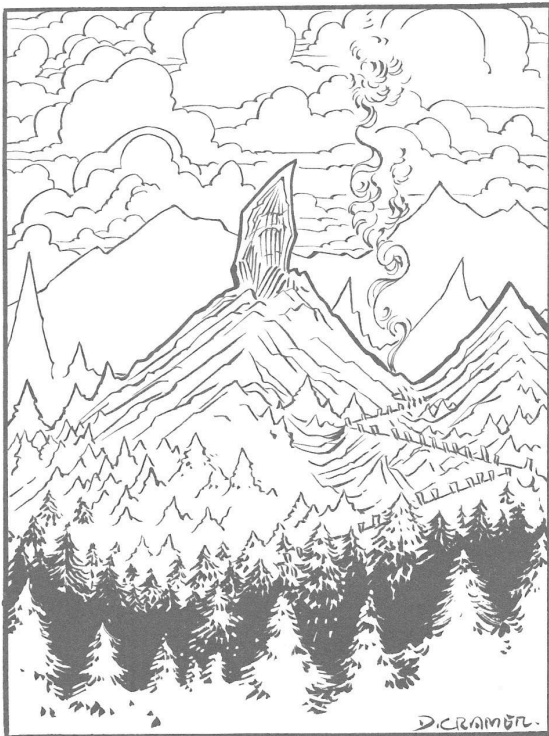


The Forge of Fury

Two centuries ago, the great dwarf smith Durgeddin the Black and his clan were driven from their home by a horde of fierce orcs and trolls. They plundered the dwarves' ancestral halls and slew all they could catch. Fleeing his enemies, Durgeddin led the destitute remnants of his clan in search of a new home. After years of wandering, the dwarves discovered a great cavern system beneath the Stone Tooth: a rugged, forested hill crowned by a bare rocky crag. There Durgeddin and his followers founded the stronghold of Khundrukar.



About a century ago, a member of Durgeddin's clan was captured by a powerful orc tribe during a raid, and the orcs learned of their enemy's hidden stronghold. The orc chieftains raised a great army and marched on Khundrukar. In a hard-fought siege lasting months, the orcs tunneled around the dwarven defenses. When they finally stormed the place, they put all within to the sword, then carried off wagon loads of booty.

In the years since the great battle, various creatures have occupied the stronghold and used the place as a base for their raids. At other times, the caverns have lain empty except for the mindless and bloodthirsty monsters that haunt such places. Today legends of Durgeddin's Vengeance (or the Smith's War) and the extraordinary blades the dwarves forged in anger still surface from time to time in the lands near the Stone Tooth.

Vanquish the Orc Raiders

In the mining town of Blasingdell, the characters learn that orc raiders have been pillaging isolated farmsteads and camps in the hills north of the town. The local militia captured an orc warrior left for dead by its comrades and brought it back for questioning. Under the influence of a charm person spell, the orc divulged the location of the monsters' lair, a lonely mountain called the Stone Tooth.

The mayor offers a bounty of 25 silver pieces per orc, dead or alive, and the gratitude of the townsfolk to any who can permanently end the threat. If the chieftain can be slain, a bonus has been promised.

You have also heard rumors that not everyone has been killed in the raids, and some survivors might have been brought back as prisoners.



Your treacherous journey will start on the way to the Stone Tooth, multiple days away from town, with two mules to carry your burdens and a dwarven sherpa called Hickey.

Seen below: Hickey.

