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Guild Companion Publications

Đón Crú



Dún Crú

(Horseshoe Fort)

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A Guild Companion Publication

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(Horseshoe Fort)

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Introduction

Hello and welcome to the Dark Woods and the ruined fortress of Dún Crú. This is the sequel to the *City of Archendurn* setting module.

Within these pages you will find maps of the western portion of the Dark Woods region of the kingdom of Archendurn, as well as the floor plans to one of the small ruined fortresses that are scattered throughout the Dark Woods. This fort, being a little over a day away from the main road between the city of Archendurn and the city of Libintat, has become a hideout for a small group of bandits that prey on travelers along this somewhat busy road. However there are other dangers within this old ruined fort besides the bandits. Some say that the spirits of the men who perished when a minor plague swept through the area haunt it. Others say that the lands around the fort are filled with evil goblins. Still others claim that some evil spirit resides in the ruined tower. But will the adventurers find their way in to solve the larger mysteries of Dún Crú?



This module is written in such a way as to make it easy to place it in any existing campaign. As a layout note, you will see that some suggestions have been placed in various parts of the text, all of which appear in *Italicized* type. These suggestions are meant to aid GMs in altering the information for use in their own setting. It is compatible and consistent with *City of Archendurn*, and GMs wishing to use it in other settings may wish to increase the monetary treasures listed to fit the economics of their settings.

This module will not provide a detailed history of the Archendurn Kingdom as that is only relevant to the World of Aernth setting, and it is likely that most GMs will use this module within their own settings. Anyone interested in reading more about the World of Aernth should purchase the **City of Archendurn** module or visit the Guild Companion ezine archives.

The Archendurn kingdom is set in a temperate climate with warm summers and cool winters that result in light snowfall. It is primarily a sparsely populated and heavily wooded semi-wilderness area. There are pockets of cleared farmland around the numerous villages

that are spread throughout the kingdom. The largest of these is the city of Archendurn, which also serves as the primary trade and governmental center. It has a population of about 6,500 people living within the city walls, and another 14,800 living in the surrounding countryside (within two day's walk). Most of these people live on small to medium-sized farmsteads. There is a standing army of 500 soldiers.

The entire population of the kingdom is some 130,000 persons spread out over an expansive area with large tracts of woodlands between them. About 85% of the population belongs to the native Archendurn peoples, 5% are dwarves and a further 3% are Firbulg. The remainder is very diverse in race and cultures of origin. The current Archendurn kingdom extends east to the shores of the great Clearwater Lake and north to the Grey Mountains.

There is also a large tribe of Goblins that uses a system of natural caves in the Hoarsbey Canyon as their base of operations. There are also several smaller bands of goblins and a couple of small groups of orcs that live amongst the wilderness of the western Dark Woods.

Scaling the Encounter Difficulty

The goal here is to make the adventure as challenging as possible without making it impossible to complete. It should be noted that the two ghost encounters should present a very tough challenge to defeat in combat, and that if they are defeated that they should rematerialize relatively quickly so as to encourage the characters to do what is needed to set things right.

RM: The original adventure was intended for a group of about four to six characters with an average level around 6th to 8th. This level range is usable with any version of Rolemaster (RM Classic or RMSS/FRP).

HARP: Suited for a group of four to six characters of around 4th to 6th level.

As the number or level of the characters increase, some of the encounters can easily be increased in difficulty so that the adventure is still suitable simply by increasing the level of the primary creatures encountered or by increasing the difficulty of various aspects of the adventure as explained within the module. These “scalable” encounters include the Bandits (by increasing their numbers), the Living Stalactites (by increasing the number of creatures), the two Ghost encounters (by increasing the levels of the Ghosts, although in an outright fight they should already present a serious challenge), the rats and bats in various locations by increasing their numbers and the difficulty of various “traps” and locating/noticing various items.

Archendurn Kingdom

As explained in the Introduction (above), the kingdom is a large (in area) nation that is sparsely populated throughout a largely wilderness region. The city of Archendurn is the population and governmental center of the area, and is located near the southwestern corner of the kingdom. Here the River Hoarsbey joins the Clearwater River.

This module deals primarily with an area about midway between the cities of Archendurn and Libintat, just north of the Hoarsbey Canyon and west of the wilds of Tir Ceobhránach (the “Misty Mire”), which is an extensive wetlands area.

The Archendurn people tend to average 6’ tall for males and 5’ 5” for females. Average weights are about 200 pounds and 140 pounds respectively as these people are fairly stocky. Hair tends to be light brown or reddish brown, with both men and women wearing it long. Beards and moustaches are common among the men, while women frequently wear their hair tied back in ponytails or braided.

The clothing usually worn by the Archendurn people is wool, with flaxen and hemp also being common. It is often woven into various plaids or solid colors using greens, reds, blues, grays, and browns. Most of the material is dyed using various natural dyes resulting in somewhat drab colors (the colors are not normally very bright looking). Wide leather belts are also common. Hooded cloaks are the

primary protection in harsh weather. Leather is also used for soft-soled boots, often with fur lining during the winter months.

Another group of people that are native to the region, despite being very few in numbers and living primarily in the wilderness areas between the fiefdoms, are the Firbulg.

The Firbulg are a somewhat barbaric race of hunter-gatherers who live in small nomadic families. They are often times thought of as giants by most humans due to their incredible stature, with 8 feet tall being common for males and 7’ 6” being average for females. They typically weigh several hundred pounds due to their stocky build and incredible height. Large amounts of grayish-brown body hair also add to their imposing and barbaric look. Spears are their preferred weapons, although some do learn to use bladed weapons such as great axes or swords (although their idea of a broadsword is about equivalent to the human two-handed sword). As a race, they have incredible strength and are surprisingly agile for their massive statures.

They primarily dress in animal hides, which are stitched together with thin strips of leather or sinew. They do not usually build any sort of dwellings (even temporary ones), but will sometimes winter in the crumbling stone remains of their ancestors’ villages. These huge monolithic structures are amazing to behold despite their ruined condition. Little is known about the builders, other than the fact that they were the ancestors of the Firbulg, from the observation that the doorways and ceilings are all very high. Even when the Ruglund Empire expanded into the area over a millennium ago, the Firbulg were already living under the forest canopy for most of the year, indicating these massive stone structures must be truly ancient.

There are a few people of the elven and dwarven races present in the Archendurn Kingdom, with most of the Dwarves tending to live in the northwestern area, where mining activities are extensive. Those of elven heritage are very few but are spread fairly evenly around the kingdom.

Dark Woods Flora & Fauna

The Dark Woods, as the locals call them, is a thick and mature stand of primarily hardwoods with some softwood mixed in here and there.

The name comes from the fact that the canopy formed by the mature trees tends to lend a dark appearance when within its confines, as well as its foreboding wilderness feel. Some locals even claim that a curse exists that creates an unsettling feeling of gloom and oppression upon all who enter. These rumors are strengthened by the fact that the former nobleman, who held sway over the area in the earlier days of the Archendurn Kingdom, had much of his lands and people wiped out by a plague that swept through the region over a century ago. While the plague also hit much of the rest of the kingdom and other nearby lands, it seemed to have the greatest effect on the people of the Dark Woods area of the kingdom.

As the controller of the storyline, it adds a lot to the mystery and feel of the game if you play up this “feeling” of oppression by describing

to the characters the cold and damp feel of the air and depressing lack of sunlight that breaks through the forest canopy. Make them feel like there is something evil out there somewhere beyond the realm of sight. Be sure to describe the sounds that can be heard in the distance, like strange screeches (actually birds in the distance or the wind blowing through the canopy), sounds of irregular footsteps in the distance (branches of the trees hitting each other in the wind or animals in the distance). In the deeper and more remote parts of the Dark Woods, eerie things do actually lurk.

Oaks, maples, beeches, and elms, as well as a few cedars and willows in the low-lying wetlands, dominate the landscape, which is comprised of rugged but low rolling hills and a few rocky escarpments that are present where old fault lines created a rugged topography many millennia ago. These cliffs are now worn and weathered, but they are still somewhat sheer in places where the underlying stone is hard enough to resist the effects of erosion.

The few areas where the underbrush grows thick are dominated by various berry bushes (raspberries and the likes) and sumac. Poison Sumac with its whitish velvety berries (treat as being a minor poison that causes considerable skin irritation if not resisted) is common along riverbanks and other moist areas with thick underbrush.

RM: Treat Poison Sumac and Poison Ivy as a 5th lvl contact poison with a RR failure of 1 to 35 as a -15 penalty to all activities, RR failure of 36 to 70 as a -30 to all activities, and a RR failure of more than 70 results in a -50 to all activities. The incubation period for the irritation to manifest is typically 24 to 48 hours after contact. This starts out as simply itchy skin and then develops into a red inflamed rash, and in severe cases can even develop pussy-running sores. The irritation will last for 4+1d6 days.

HARP: Both Poison Sumac and Poison Ivy use the Cascading Resistance Roll style of effects as detailed:

CRR 100: no ill effect

CRR 75: itching skin, -15 to all activities

CRR 50: burning skin rash, -30 to all activities

Failure: itching/burning skin rash with pussy-running sores, -50 to all activities

The incubation period for the irritation to manifest is typically 24 to 48 hours after contact. This starts out as simply itchy skin and then develops into a red inflamed rash, and in severe cases can even develop into pussy-running sores. The irritation will last for 4+1d6 days.

Low wet areas (swamps, bogs, and such) tend to be dominated by cedar, tamarack, hemlock, willow, and spruce trees, with occasional corkwood and a few other varieties of trees appearing.

Along riverbanks and lakes the dominant growth is poplar, black walnut, bitternut hickory, butternut, elm, sycamore, and silver maples.

Hilly and other drier or well-drained areas tend to be dominated by a variety of pines, birch, oaks, elms, maples, ash, beech, chestnut, and walnut. Dwarf sumac (having reddish velvety berries) and wild

berry bushes (raspberries, blackberries, blueberries, huckleberries, etc.), ferns, leeks, as well as various types of thorn bushes form the undergrowth. Under the canopy of the trees will also be found various mushrooms, mosses, ferns, wild onions and various other plants that can do well in shaded and leaf-covered moist soils. At the GM's discretion various plant encounters can be added in addition to those covered here. Bás Lóchrann should be quite rare to encounter, and Poison Ivy or Poison Sumac, though common, should be relatively easy to spot for those who are watching for it.

Poison Ivy can also be found in both the wet and dry areas (see above notes) as well as a rare and dangerous plant called **Bás Lóchrann** (or "**Death Lamp**") [Base Loke-ran]. This short and sprawling bush-like plant has extremely dark green leaves (almost black). During the day, the leaves heat up considerably due to the direct sunlight in the area, away from larger canopy forming trees, in which it grows. At night this plant has flower-like buds, which open up from just beneath its thick leaf canopy (this usually occurs away from the plant edges) and give off an iridescent glow, attracting insects to the plant. These buds are coated with a fast acting poison that is easily absorbed through skin or insect exoskeletons, causing the insect or any other animal touching them to go into a convulsive state (it is a nerve poison). This usually results in nearly immediate death to the insects, and can sometimes even kill larger animals. Any character walking into the large growth is likely to come into contact with the poison (see below for how to handle this situation).

This mechanism results in the soil under and immediately around the plant being constantly replenished with nutrients. The plant also tends to choke out any other plants next to it thanks to its extremely thick foliage. Despite the plant having an incredible growth rate, it is rare, due to the fact that the buds that produce seeds are rarely ever transported away from the parent bush. As most insects and animals that come into contact with it do not get very far away from the parent plant, it spreads to new areas relatively slowly. In areas where it is established, it can easily choke out other small and medium plants, often only leaving mature trees. These trees tend to grow to very advanced ages since the Bás Lóchrann's presence protects the trees from any other threats other than weather, and indirectly provides them with nutrients. There have been occasions where people, who are unaware of the plant's nature, have been drawn to it at night, thinking that it is a camp in the distance, with fatal consequences.

RM: Treat as a 15th level nerve poison, with a RR failure of 1 to 20 resulting in dizziness (for 2d6 hours), 21 to 75 in unconsciousness for 6+1d10 hours and a temporary 1d10 reduction in Agility for 1-4 days, and RR failures of more than 75 causing death in 2-12 hours if the poison is not neutralized.

HARP: Contact with Bás Lóchrann results in using the Cascading Resistance Roll style of effects as detailed:

CRR 125: no effect

CRR 105: dizziness/lightheadedness for 2d6 hours

CRR 50: unconsciousness for 6+1d10 hours and a temporary 1d10 reduction in Agility for 1-4 days

Failure: death in 2-12 hours if the poison is not neutralized

Fauna of the area includes the common animals of a temperate climate, such as black bears, deer, rabbits, various rodents, wolves, medium sized cats (bobcats, etc.), wild boar, and other common woodland creatures and insects. A few species of snakes are present but very few are poisonous. Species of birds present around the Archendurn Kingdom vary widely and can be found in large numbers, from ravens, owls, and hawks, to blue jays, robins, seagulls (near Clearwater Lake to the east and along the river banks), turkeys, grouse, pheasant, and many others.

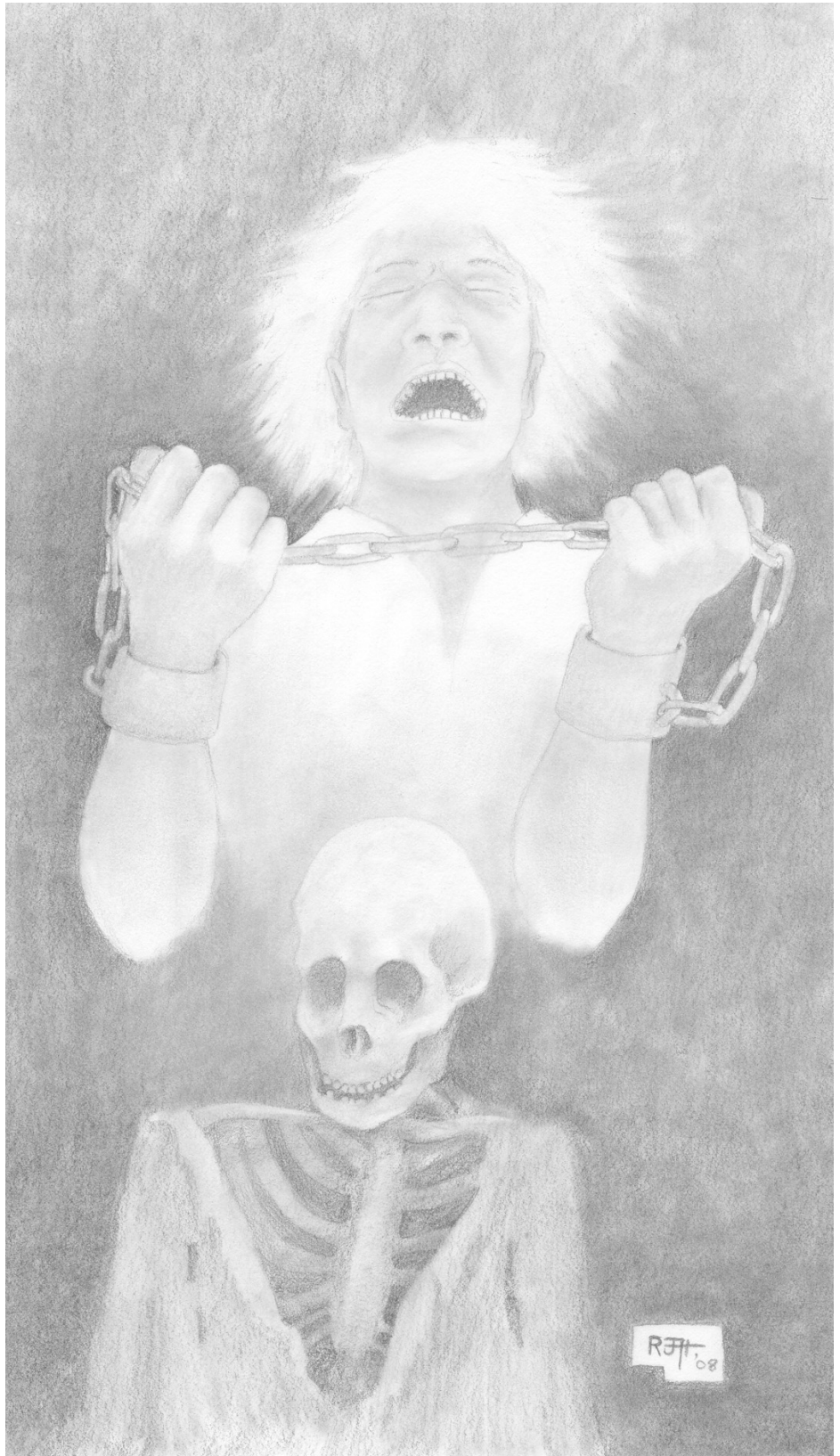
Numerous small streams wind their way through this semi-rugged landscape. The map on the following pages shows the location of Dún Crú relative to other natural and man-made features. The light green indicates farmlands (fields, pastures, etc.), while the dark green indicates woodlands. Grey lines indicate roads, while rivers and lakes are shown in blue.

The primary river flowing through the area past Archendurn and Libintat is the Clearwater River. This is the trade route for much of the goods that travel to and from the kingdom. The river drains the great Clearwater Lake (which covers an area of about 26,500 square miles (68,635 square kilometers). The river flows down into a large gulf on the coast of the sea about 500 miles (800 km) to the south of the kingdom. The currents of the river are very strong as the massive flow of water makes its way to the coast. It often reaches a half-mile or more in width (almost a kilometer) with no bridges along its length. However there are ferries at or near most cities along its shores.

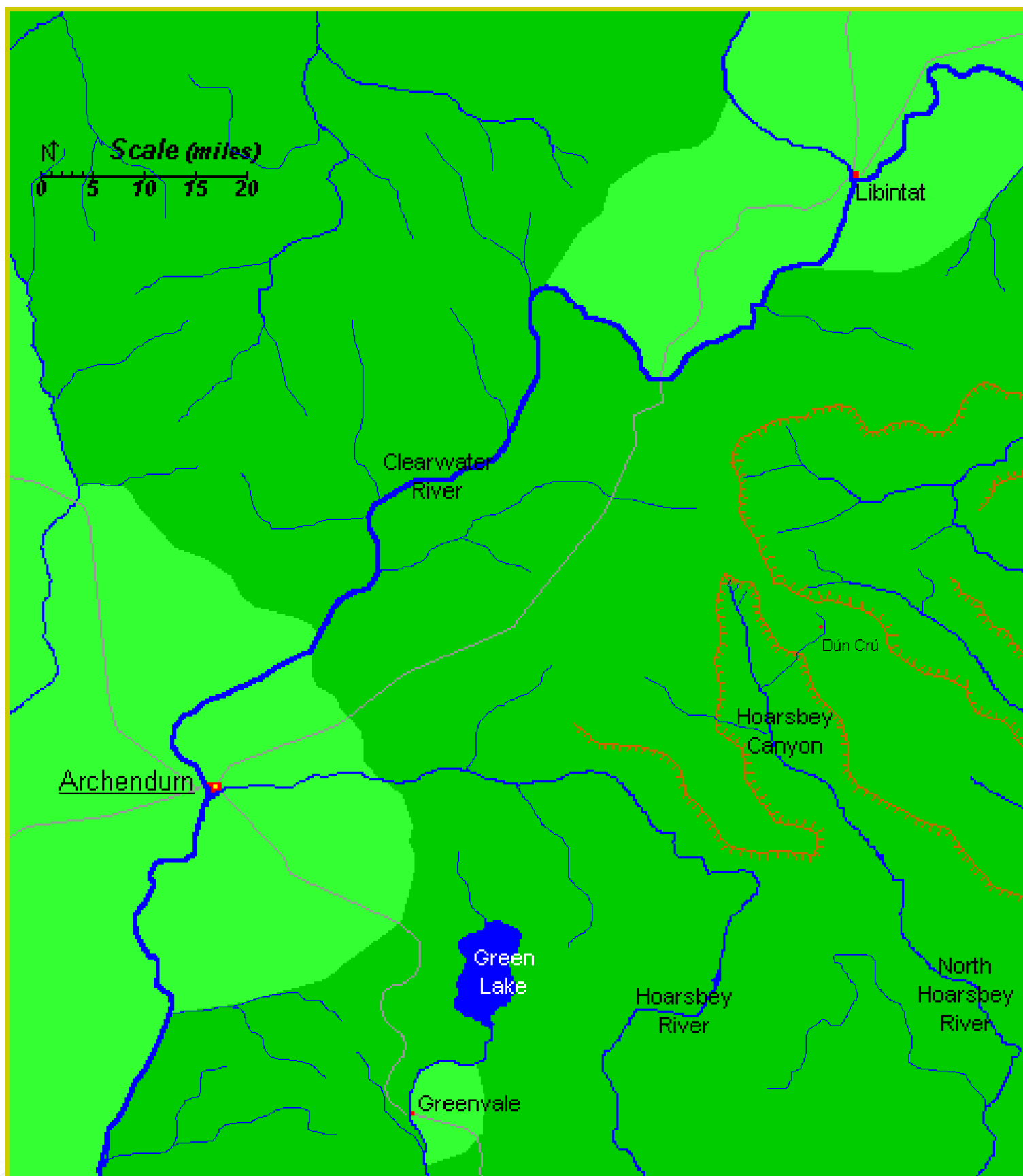
Other hazards among the Dark Woods are the various denizens that populate the lands. These include goblins, orcs, a few ogres and trolls in the more eastern wilderness, snakes, common vermin, a large and poisonous breed of spider called the Althic Damhán, and many other creatures. It is highly recommended that the GM develop a random encounter table that is appropriate for the level of characters involved and that incorporates the creatures that the GM feels comfortable using.

It has been my experience over the years that it works well to have slightly increased chances of encounters, but allow the characters or the “other side” the opportunity to avoid contact in one way or another. This can add to the excitement, especially when the creature encountered is considerably more powerful than the characters.

This is a good way to make them sweat as they try to avoid that fearsome beast that they know could easily take them out. After all avoiding a nasty critter can be as exciting as fighting lesser beasts.



Dún Crú and surrounding lands



History of Dún Crú

The fort known as Dún Crú (or Horseshoe Fort), sits a little less than 20 miles (32km) to the east of the midpoint on the road between the cities of Archendurn and Libintat. This structure was built several hundred years ago, and has not fared very well against the ravages of time. It had been built as an outpost fort for a noble family who had previously ruled the area to the east of the city of Archendurn. The later dealings of the ancestors of the builders caused the family to lose favor with the king and eventually they lost their fiefdom (and their lives). This area, known as the Dark Woods, has since become largely overgrown and has turned back into a thick wilderness area. Even when it was settled, it was less tame and safe than most of the rest of the kingdom.

The fort itself actually fell into disrepair prior to the collapse of the fiefdom. This was brought about by a strange sickness that spread through the lands about a century ago. This sickness was a plague of sorts, which only seemed to strike certain areas, with the residents of Dún Crú being completely wiped out by it. Since that time, the fort was believed to be cursed and was thus avoided for nearly a century. After many years had passed, a group of adventurers decided to risk entering it to discover what, if anything, of value still existed within the ruins, but the story told by the local bards is that these adventurers found the place to be not only cursed but also haunted and infested with plague-ridden zombies.

In recent times, a small group of bandits has taken up residence in a part of the fort. They have done a very thorough job of concealing their location, and have gone to great lengths to make it appear that they camp out in the wilderness away from the fort to throw off anyone looking for them. These bandits, knowing the rumors about the fort have made it a point to avoid entering the main tower. In fact they have only entered the old smithy and stables and the living quarters of these parts of the outbuildings.

They have never entered the tower for fear of unleashing the rumored undead and angering the restless spirit that resides there, and in the process have never been bothered by the spirit or the undead (which are all too real). Little do they know that there is a second restless spirit within the fort and that the unfinished business of the two is closely related. The restless spirits are actually Ghosts. As ghosts, the only way to defeat them permanently is to help them fulfill or complete their unfinished business in this world.

The ghost that is tied to the 3rd level of the tower was a spell caster in life, named Troelion. He served as the advisor to the fort's commanding officer. Right before his death from the sickness, Troelion discovered that one of the prisoners, a farmer named Garamon, who was being held beneath the tower was innocent of the crime for which he was accused. However Troelion fell sick and on his deathbed made an oath that he was going to free Garamon, who had been falsely accused of committing a brutal murder a couple of months prior to the sickness' arrival. Troelion had planned on releasing Garamon and setting the record straight, but his early death prevented this and his guilt over his failure meant that he became a

ghost, wandering near his place of death and unable to complete his last urgent mission.

The ghost haunting the dungeon levels of the tower is the restless spirit of Garamon, the wrongly imprisoned and vengeful farmer. During his incarceration, he swore to get out of the dungeon and seek revenge on the one who had murdered his fiancé, set him up for the murder and stole his prized family heirloom. This ancient family heirloom is a silver chain and medallion with a topaz set in the middle, and is of great importance to Garamon. The guilty party in this was actually one of the soldiers who were stationed within the tower during the sickness.

This soldier, Hioreon, had been sent to a small farm owned by the Tolminar family about one day's travel to the east from the fort (between the fort and the ducal manor) to try to locate a fugitive who had attacked the Duke's tax collector. There was a rumor that this fugitive had been hiding out at this remote farm, about a quarter day from the Garamon's farm. Garamon had been courting Tolminar's daughter. It wasn't known at that time, but the fugitive was the younger brother of Tolminar, and had been hidden in the hayloft of the barn.

When Hioreon arrived with two other soldiers, he took up watch in the woods away from the farm while his companions made their move. They walked up to Tolminar and began to pressure him into revealing the whereabouts of the fugitive. When Tolminar refused, they began to beat him, at which time Garamon's fiancé came running out of the house to help her father. One of the soldiers saw her; they grabbed her and started to perform unspeakable acts, while her father lay there dying next to her. (Little did they know or care that the fugitive that they sought had already fled the area a day earlier.) Hioreon came out of the woods and joined his comrades in their sport.

About this time Garamon approached and saw what was going on. He immediately grabbed a large chunk of firewood and used it like a club to crush the skull of the soldier who was assaulting his fiancé. He then proceeded to beat the second soldier to a pulp, but was attacked by Hioreon. Garamon's fiancé finished the job that Garamon had started, by killing the second soldier with a nearby rock to the skull.

Hioreon knocked Garamon unconscious with a blow to the head. Hioreon then grabbed the girl and held a dagger to her throat and forced her to do as he wanted. Afterwards he killed the girl, and finished off her father. He then tied up the unconscious Garamon and loaded him on a horse for the return trip to the fort. Hioreon also stole the medallion and chain that hung around Garamon's neck while tying him up.

Upon returning to the fort, Hioreon reported that he stopped to help someone on the road with a broken cart wheel, and that when he reached the farm that he found his two companions dead along with the farmer and his daughter, and that Garamon was having his way with the dead farmer's daughter's body. He also claimed that

Garamon had admitted to him in their ensuing battle that it had been him who had attacked the tax collector in the town the month before.

Once back at the fort, Troelion questioned Garamon and Hioreon but took the words of Hioreon as the truth. Nevertheless parts of the story did not sit well with him. When the sickness first hit the fort (a couple of months later), one of the people to fall ill early on was Hioreon. Troelion had just learned a way to magically tell if someone was lying and decided to use it on Hioreon before he passed from the realm of the living. Troelion quickly fell ill himself and was unable to do more than make a couple of notes in his journal before he succumbed to the illness himself (the following day).

Troelion had recorded much of the story that was told by both men concerning the occurrences of that day at the farm, including the fact that the family heirloom of Garamon had disappeared. He also recorded Garamon's threat to throw Hioreon out of a window. While Troelion knew about the medallion, he was never able to find this heirloom. Hioreon had hidden it for nearly a year, then started to wear it underneath his tunic. By the time that Troelion found out the truth, he had forgotten about the medallion, so it still hangs around the neck of Hioreon's skeletal remains in his private chambers where the plague took his life (area 30 on the fourth level of the fort). Selected text from Troelion's Journal can be found (and copied to show to the players) in the section of the same name towards the end of this product.

Restless Spirits & Setting Things Right

As explained above, there are two "restless spirits" (ghosts) and a horde of plague-ridden zombies that reside within the ruined fort of Dún Crú. While it is recommended that the GM focus on the Bandits as the biggest concern for the characters traveling to and exploring Dún Crú, and the zombies pose their own dangers, the biggest threat to the characters safety is the existence of these ghosts. When building up to the characters going to the fort, the GM should drop hints of it being haunted and/or cursed. But try to present this as a rumor not as fact. The intention here is to provide a little mystery to the entire adventure.

Due to the nature of ghosts and restless spirits, they cannot be "killed" the way most other creatures are. They are incorporeal spirits that can pass through solid objects and as such cannot affect the material world in the way that other creatures can. If they are defeated (damaged to the point where other creatures are brought to unconsciousness), their ghostly form disappears. The spirit will return within a couple of hours or so (or sooner if the GM deems it appropriate).

To truly defeat a ghost, one needs to find out why the spirit is restless and doesn't accept death or refuses to move on to the afterlife. This creates the need for the characters to research and solve the mystery behind the existence of the ghosts. Then they must take the necessary steps to set things right so that the ghosts can make their final journey to the afterlife (whatever that may be, based on the religious beliefs of the being when it was still alive). In the case of the ghosts of

Troelion and Garamon, the cause of their restlessness can be discovered by reading the Journal on Troelion's desk in his chambers (area 25, text of the journal is on **pages 39 to 46**).

Both ghosts are restricted to within about 30 feet of their place of death. Thus Troelion's Ghost is capable of being in the northern part of area 27, area 26, the northern part of area 25, the southern part of area 22, and the northern end of the Hay Loft (area 7, *although it is recommended that he not be seen here*). He will generally only be encountered within areas 25, 26, and 27. Meanwhile Garamon's Ghost is capable of moving in areas 56b through 56f. The first time he will be encountered only in area 56d. Once the door to area 56d has been opened then he will move freely within his allowable range, trying to follow the characters wanting their help. While the ghost is free to move around even when the door to his cell is locked, he will remain in the cell. The idea here is that the spirit will not rest but does not realize that he can pass through the walls and door. *It is up to the GM to determine if their point of wandering can be moved via moving their bones.*

To set things right, and help the spirits to move on to their final resting place, the characters will have to open the cell that Garamon was being held in (this will result in Troelion's ghost moving on into the afterlife, due to the wrongly accused being set free). Then the characters will need to find the medallion and return it to Garamon's ghost as well as toss the remains of Hioreon out a window or off the roof of the fort. Once Garamon's ghost has the medallion and the other needed tasks have been performed, his ghost will also make the trip to the afterlife.

A few days later, the character that actually handed the medallion to the ghost will find it lying next to them when they wake up. It now has an enchantment that provides its wearer with a bonus to resist the effects of life, energy, and level or ability drain from any undead encountered while worn.

RM: Provides a +10 to RR's vs. any type of undead drain or fear attacks.

HARP: Provides a +10 to RR's vs. any type of undead drain or fear attacks.

Dún Crú

The GM should decide ahead of time the reason for the characters visiting Dún Crú. This will determine the situation concerning the bandits when the characters approach the fort. It is advisable for the GM to thoroughly read the entire module prior to running this adventure location. The following paragraphs are intended to suggest some possible reasons and the consequences. Also note that all of the following floor plans use the same 5 feet per square scale, despite the first one showing the main floor and the surrounding area being diagramed smaller.

One way is to have the characters traveling between Libintat and Archendurn. You will notice that using standard movement rates that it is about a two-day trip, and as such there is a common camping site that is used by these travelers. This camp site is located on the southern side of the smaller tributary that feeds into the Clearwater River. The road between Libintat and Archendurn fords the river at a wide spot where the river is shallow. The river is about 18 feet wide at this point but is only about 2 feet deep with a very slow current and thus is easy to cross. The camp site is comprised of a clearing that is roughly oval and about 120 feet running north-east to south-west and about 80 feet to the south-east side of the road. There is a large fire-pit lined with stones about 30 feet off the road near the center of the clearing. Along the edges of the road can be seen where the clearing is slowly increasing in size due to travelers cutting down the trees along the edges of the clearing for firewood. Some travelers will cut more than needed and leave it piled for the next travelers to use, thus there may be some already cut firewood piled near the fire-pit. The bandits that use Dún Crú as their hideout occasionally raid travelers either at this camp site or while they are traveling along the road within the wooded area. The campsite is located where the small creek that feeds into the Clearwater River crosses the road about midway between the two cities. If the bandits attack at the campsite, they will try to wait until everyone is asleep to sneak in and steal whatever they can easily grab. If this is done there should be something of the characters that the bandits can make off with to create the desire to follow the bandits.

The bandits do not sneak into the campsite very often as otherwise people will get wise to their routine and will stop camping there. They also sometimes work with a bard named Brand the Red who travels back and forth between these cites. If he is present at the campsite and watches are set to protect the camp at night, he will utilize his spells to put the sentries to sleep so that the bandits can ply their trade. Of course he will also claim that something of his own is stolen in the morning to prevent any suspicion falling on him.

The characters should be given the opportunity to track the bandits to their temporary campsite about two miles to the west. They use this site to throw trackers off, by traveling in the opposite direction from their actual base. From there, the characters may be able to track them south for several miles then back to the east towards Dún Crú. They cross back over the road at a location that makes it difficult to tell, as there are a couple of natural game trails (used by deer and other wild animals to travel through the thick underbrush

that lines the edges of the road). They then tend to head back to the north after they are about a mile or so from the road until they reach the same stream that the common campsite used by travelers sits on, then follow it upstream towards its headwaters, again to reduce the ease with which they can be tracked. Once they reach the headwaters of the creek, they turn south-east and travel along the ridge that runs between Hoarsbey Canyon and the large valley that lies to the north of the canyon, usually following roughly along the southern edge (along which there is a rocky hillside and in many places a small cliff that is a couple of hundred feet high). They follow this route until they approach the small creek that runs past the ruins of Dún Crú, following the creek towards the north. Around this area it may be noticed that there is an old and overgrown roadway that is only going to be discernable by someone with the correct skills that heads generally in a south-easterly direction towards the ruins of the former castle of the duke that used to rule over the Dark Woods duchy of the kingdom.

RM: Successful Tracking rolls with the following difficulties will be needed at each of the listed stages:

To temporary campsite (2 mi west) => Light (+10)

South several miles to the “game trail” =>
Hard (-10)

East along “game trail” and back over the main road => Medium (+0)

North to the creek => Hard (-10)

Following the stream to its headwaters => Extremely Hard (-30)

South-east along the wooded ridge => Hard (-10)

North along creek to Dún Crú => Medium (+0)

HARP: Successful Tracking rolls with the following difficulties will be needed at each of the listed stages:

To temporary camp site (2 mi west) => ML (+10)

South several miles to the “game trail” => MH (-10)

East along “game trail” and back over the main road => Medium (+0)

North to the creek => MH (-10)

Following the stream to its headwaters => Very Hard (-40)

South-east along the wooded ridge => MH (-10)

North along creek to Dún Crú => Medium (+0)

The bandits, while familiar with movement through the woods, do not generally worry about being tracked due to the distance to their lair at Dún Crú, and the infrequent raids that they perform. If the characters who will be traveling to Dún Crú are of higher level than that recommended for this adventure at its base design and the bandits are the reason for the characters traveling to the ruined fort, then the GM should feel free to increase the difficulty of tracking them through the woods as well as throwing in some encounters along the way.

In either case, if the characters are quick, they may be able to catch the bandits before they get very far away or at their temporary camp to the west. The total travel time should be around half a day or longer due to the roundabout route and the travel through the woods, the vast majority of which is not on roads. This camp to the west is

used to throw off any attempts at trying to figure out where the bandits are operating from. The bandits do not always use the same route back to the fort to avoid making an overly obvious trail. If the bandits are attacked and one is captured then the characters may be able to get him to reveal the whereabouts of the fort. If it seems the bandit will be let go if he reveals the location of his comrades, then instead of giving directions to the fort, he will mislead them. He will provide them with directions to the goblin warrens in the Hoarsbey Canyon coming in from a direction where the goblins will be able to ambush the characters.

The characters may have also heard about the rewards that the King is offering for dealing with the various bandit groups that are creating problems along some of the roads in the kingdom. If this is used as the reason, then the characters may want to patrol the road until they come across the bandits, or until they find evidence of the bandits that will allow them to track the bandits back to the fort.

Another possibility is to have the characters hear rumors of the old ruined fort in the woods. The rumors are several and can be heard in most of the taverns in Archendurn and Libintat. It will be up to the GM to decide if the characters hear about the bandits, or treasures that may be there, or some item of interest.

If the characters have tracked the bandits to the fort in an effort to deal with the problem of attacks on the road from Archendurn to Libintat, then the entire group of bandits will be at the fort. If the characters have come to the fort either exploring the countryside or for exploring the fort itself, then there is a 20% chance that the majority of the bandits will be away from the fort (and on a raiding mission along the road between Archendurn and Libintat). They perform one to two raids per month, and with travel time to and from the road being a little over a day in each direction, they are typically gone for four to five days at a time.

If the bandits are away on a raiding mission, there will be three to five members of the group present in the fort guarding the ruins from any unwanted intruders. This will make entering the fort much easier. When the rest of the group is away, the remaining bandits will take turns on lookout from the wall above the gate. If the characters do manage to take the fort when the majority of the bandits are away and are able to deal with the other encounters within the fort without too much difficulty, then it is recommended that the rest of the bandits return while the characters are there.

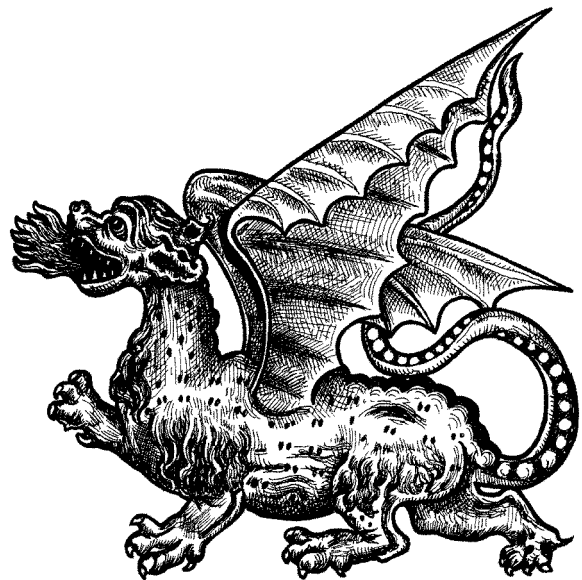
If the characters take any time to watch the fort from the woods, then they are likely to see some sign of the inhabitants. *As GM, you should use your best judgment in determining the chances of this based on how long the characters watch and their vantage point, in combination with the game system being used. It should be remembered that the bandits know the layout of the lands around the old fort and may notice anything out of place. They also cut the nearby trees for firewood, used for heat in the winter and for cooking all year round.*

If all the bandits are at the fort, then it should be fairly easy for the characters to determine this, as there is likely to be a fair amount of activity, whether it be feeding the horses in the small clearing that surrounds it, or gathering water from the stream a short distance away. Sometimes small groups of bandits (typically 2 to 4 at a time) will come out of the fort to hunt in the surrounding lands. The chances of this are about 20% during the day (but unlikely at night), as their food supply needs to be replenished regularly. They will hunt for rabbit, deer, or various fowl with most of these excursions yielding at least one to two carcasses.

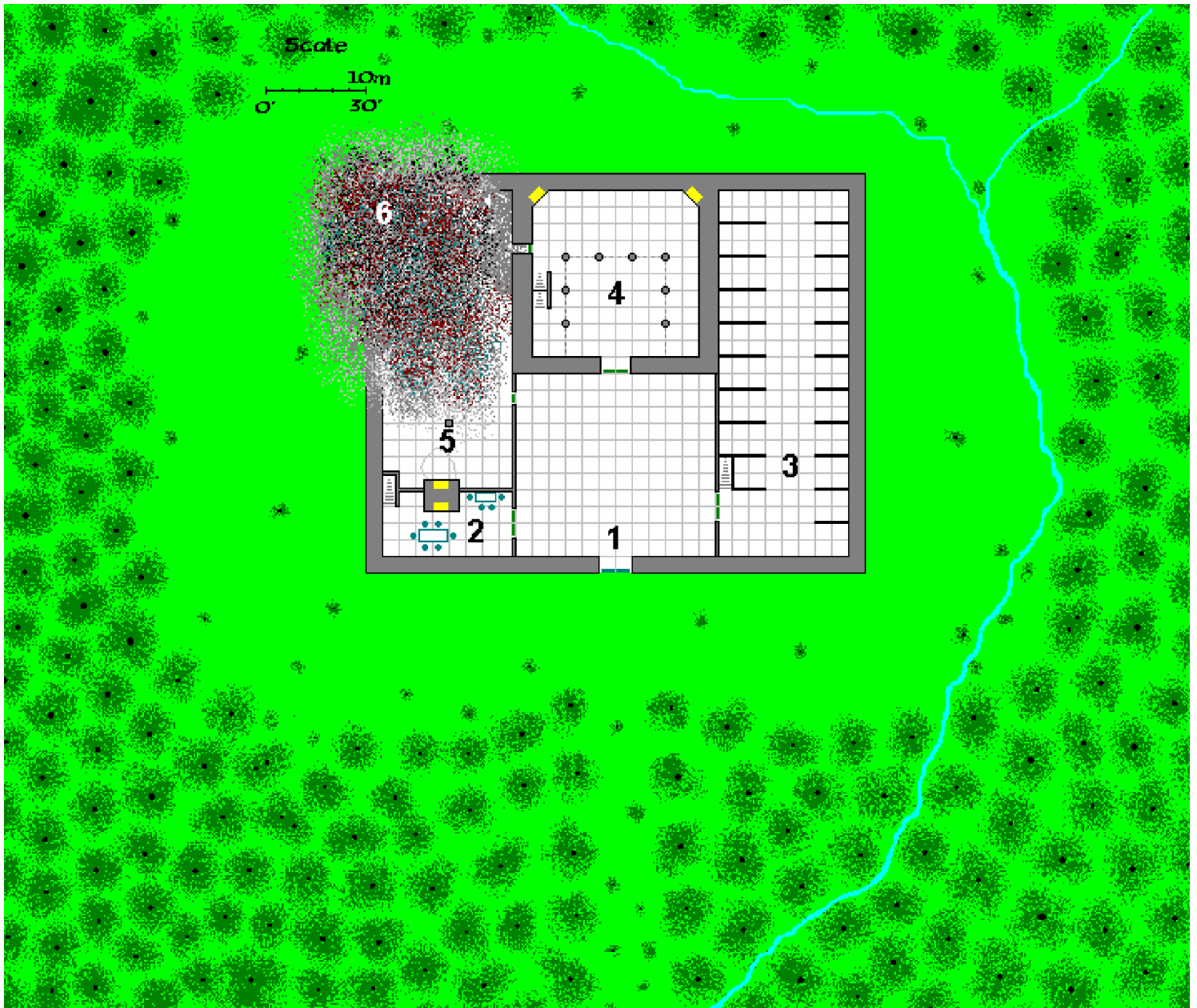
If the characters march up to the fort without paying any heed to any possible inhabitants while the bandits are home, they will encounter an ambush as they walk through the gate.

The northwest corner of the fort has collapsed, and the characters are likely to notice this (depending on their angle of approach to the fort). If they choose to take this approach, they will be unable to approach without creating an alarm, as they will rouse a pair of wolverines that make the massive pile of rubble their home. *See area 6 below for details.* It may be noticed (if the characters watch the bandits for any length of time) that the bandits avoid that corner of the fort.

There is an old and overgrown trail that heads off into the woods to the south of the fort. This trail leads about one mile to the south then branches off to both the east and west. Each of these trails then fades relatively quickly as the forest has since covered the former traces of men.



Dún Crú- Ground Level



Fortress Tower Entry notes:

There are a number of ways for characters to get into the fort, but none of them are easy. These include: climb to the roof of the tower and go in through the stairs from the roof; climb to the balcony and try to get in through those doors (note that the balcony doesn't support much weight - stress this and its rotted condition when the characters look at it from the ground); break through the ceiling of the hay loft (although this should also be difficult due to the weak floors there and the height of this ceiling being about 10 feet above this weakened floor); break through the roof above the stables to get into the attic lab (area 27); or go down through the chimneys along the northern corners of the tower. If going through the roof, it is

recommended that the GM describe to the players that the roof over the two wings of the building is constructed of fired-clay tiles over top of planking, as this can be broken through with significant effort.

1. Courtyard

The bandits use the central courtyard as a place to sort through their ill-gotten gains, and as such will have a variety of damaged boxes, crates, barrels, sacks, and other containers lying about. Many of these wooden containers are used during the colder months as firewood for heat. This may also clue the characters to the fact that the fort is occupied (if they didn't already know). *See #2 for details of Bandits.*

There is nothing of value here (unless of course any of the bandits have been slain here, in which case their equipment is here). At a minimum, a single bandit should be encountered here (on the wall overlooking the gate), at most (if the alarm is raised), half of the group should be encountered here.

There is also a 25% chance of encountering **Rats** here among the refuse spread about the courtyard. Anyone rummaging through the refuse looking for valuables is likely to be attacked by the rats. The rats will not attack during combat with the bandits, unless the characters (or bandits) flip over or move the refuse in an effort to create cover. Use your best judgment as a GM to determine how many rats are encountered.

2. Smithy

The smithy is the central living quarters used by the bandits. They utilize it now as their kitchen and common living area, while using the rooms above as their sleeping quarters. If the characters have not yet met up with the bandits on the road (see Adventure Ideas) then the Bandit Leader Nelion Drondas will be located here or in the courtyard unless it is late at night, in which case he will be sleeping in room 9 above.

If it is daytime and the characters manage to get this far without raising an alarm, then half of the bandits that are within the fort will also be found here. If it is late at night then anywhere from one-quarter (possibly playing cards or dice) to none (if it is extremely late) of those present in the fort can be found here. *Use your best judgment as the GM in deciding how the Bandits are distributed through the fort. Remember they are moderately intelligent and will be making at least a feeble attempt at keeping watches. If they suspect that anyone is nearby, they will increase their attentiveness.*

The Forge is used only to heat up food and for warmth, so during the summer it will not be kept lit except around meal times. In the winter months or on cold nights it will be kept burning with the smoke possibly alerting the characters of inhabitants from a short distance away.

Most of the smithy tools have either been removed or are in very bad shape, so the only items of value here will be the equipment of any bandits that are located here and a mis-matched assortment of kitchen utensils, including pans, silverware (actually iron and wood), mugs (fired clay), and the like.

3. Stables

The front part of the stables (near the entrance) is used by the bandits for their horses, with one horse for each bandit present. If the characters have followed the bandits after they pulled a raid along the road, the bandits will have made every effort to steal the horses of their victims and these horses will be found here if the bandits have returned to the fort.

There is a stairway leading up to the loft just inside the exterior sliding door. This hangs from a set of rollers on a track that runs along the top of the doorway and an equal distance to the north (thus it slides to the north when open).

4. Tower Commons

The twin doors to the ground floor of the tower is made from heavy iron-bound timbers, and are barred from within using both a huge wooden beam set in brackets on the inside of the door as well as iron bars that are lowered into holes in the floor thus holding the bottom of the door in place. Needless to say, it should be very difficult to gain access through the main door. Due to the way that it is sealed; it cannot be picked or broken down (although the characters can try, not knowing how sturdily it is barred from within).

The best way to gain entrance to the tower is by climbing up to the roof or the door that used to lead to the now missing balcony part way up the front of the tower, or to burn down the main doors (which should be a very time consuming process due to the thickness of the doors). *Note: While wood easily burns, thick pieces of wood such as those used in the door and for heavy structural timbers, tend to char up on the outside (typically only burning the outside inch or two of the wood) and in the process prevent the fire from burning completely through the bulk of the wood. Thus burning the doors will not make it easy to get in, but will weaken the doors enough that it may be possible (with considerable effort) to break through them.*

The tower's ground floor has been closed up for the last 120 years and as such the entire room is covered in a layer of dust as well as bat guano. There is a door in the west wall that used to lead into the now collapsed portion of the west wing of the fort. There are three human skeletons lying in semi-mangled positions on the floor near the twin exterior doors, with weapons lying on the ground next to the scattered bones (as if there had been a struggle). There is also another skeleton still intact at the bottom of the stairs leading to the balcony above (a single dagger is in a half-rotted leather sheath on a belt in similar condition).

The remains from the struggle are due to the creature(s) that hang from the ceiling, which may or may-not be noticed by the characters.

RM: A successful Alertness roll will allow the character to notice the Stalactites hanging from the ceiling above (they should get a +20 bonus if they enter the room from above and spend much time on the balcony). A result of Absolute Success results in the character realizing the true nature of these creatures.

HARP: A successful Perception roll (All-or-nothing) with a difficulty of Hard (-20) results in the characters noticing the stalactites hanging from ceiling above (consider this to have a base difficulty of Medium (+0) if walking into the room from the stairs from above and thus entering on the balcony level). If the adjusted roll was 150 or higher then the character realizes the significance of these creatures.

The creature(s) are **Living Stalactites** (see appendix for details/stats),

which are creatures who have an outer skin that looks very much like stone that they utilize to surprise their unsuspecting prey (although stalactites within a fort of this age should raise suspicions anyway). They are creatures with long tentacle like appendages (6 to 8 of them) with thick webbing that runs nearly the full length of the 1 to 2 yard (meter) long tentacles. They hang from a large foot like structure that secretes a sticky and goopy substance that allows them to stick to nearly any surface until they want to drop on their prey. They typically wait, unmoving upon the ceiling of a cave or similar spot and cover most of the body with the webbing that runs between their tentacles, either extending down to look like a stalactite or in a ball like shape to look like a rock formation.

The GM can add bats to the mix if more creatures or confusion is desired within this room (see notes regarding area 38). If this is the case, they will be more of a nuisance than an actual threat and won't start flying around and adding to the confusion until the larger occupants of the room drop from the ceiling. It is also recommended that the GM consider the possibility that some characters may (due to being startled) drop torches or other light sources, which with the dust and bat guano can pose a fire threat.

It is recommended that the GM adjust the number of these creatures such that they present a reasonable challenge to the characters, as this is intended to be one of the larger encounters (unless of course the characters manage to avoid it).

The Living Stalactites attack by dropping from above and spreading their tentacles such that they entangle/grapple their prey within the webbing and then apply pressure as well as releasing a slightly acidic mucous that softens up the tissue of the creature attacked.

5. Kitchen & Dining Hall

This room was once the kitchen and dining hall for the residents of the fort, but much of the room is currently in ruins due to the collapse of most of the east and south walls and the floor above. The large hearth complete with rusted and deteriorated cooking hardware and hearth tools is along the southern wall of the room. The most southern part of the room (about 20 to 25 feet wide) still has an intact ceiling. However the next 10 to 15 feet of ceiling is in shambles and leans to the floor with twisted and mangled timbers as well as stone and tile (from the collapsed roof above), and the remains of rotted furniture and the skeletal remains of a few people mixed in the ruins.

The remainder of the room is inaccessible without digging through the rubble, as it has completely collapsed. The door leading in from the courtyard will only open part way due to the ceiling and other ruins being in the way.

A thorough search of the area may result in the finding of a ring and/or a pouch accompanying the skeletal remains within the rubble. Roll for each character searching and if more than one character is successful then decide who found which item based on the difficulties shown below. The ring is a simple silver ring of modest value with intricate patterns etched into it. The pouch is attached to a leather cord and had been hanging around the neck of a long

deceased person. It contains some coins (details below) and a tiny metal vial with a stopper on it. The vial contains a thick and foul-smelling liquid (potion of healing). There is only one dose within the vial.

RM: Use a Perception (RMClassic) or Observation (RMSS/FRP) roll with the difficulty of Very Hard (-20) for the ring and Extremely Hard (-30) for the pouch. The pouch contains 6 sp. If the potion is imbibed, it will immediately heal 3d10 concussion hits.

HARP: Use a Perception roll with a difficulty of Hard (-20) for the ring and -40 (Very Hard) for the pouch. The pouch contains 6 sp, while the potion is a Potion of Minor Healing (heals 2d10 hits).

6. Rubble

The northwestern corner of the fort has collapsed due to a combination of minor structural defects and a lack of maintenance during the last century and a half. This rubble includes large timbers used for the structural framing of the fort's western wing, smaller wood members used for framing and sheathing of interior walls and broken furniture, stone from the outer walls and support columns, as well as the broken remnants of the tile roof. Much of the wood has rotted and is soft and spongy while the bulk of the stone and tile is broken and jagged. Thus the pile is a dangerous place to move around on.

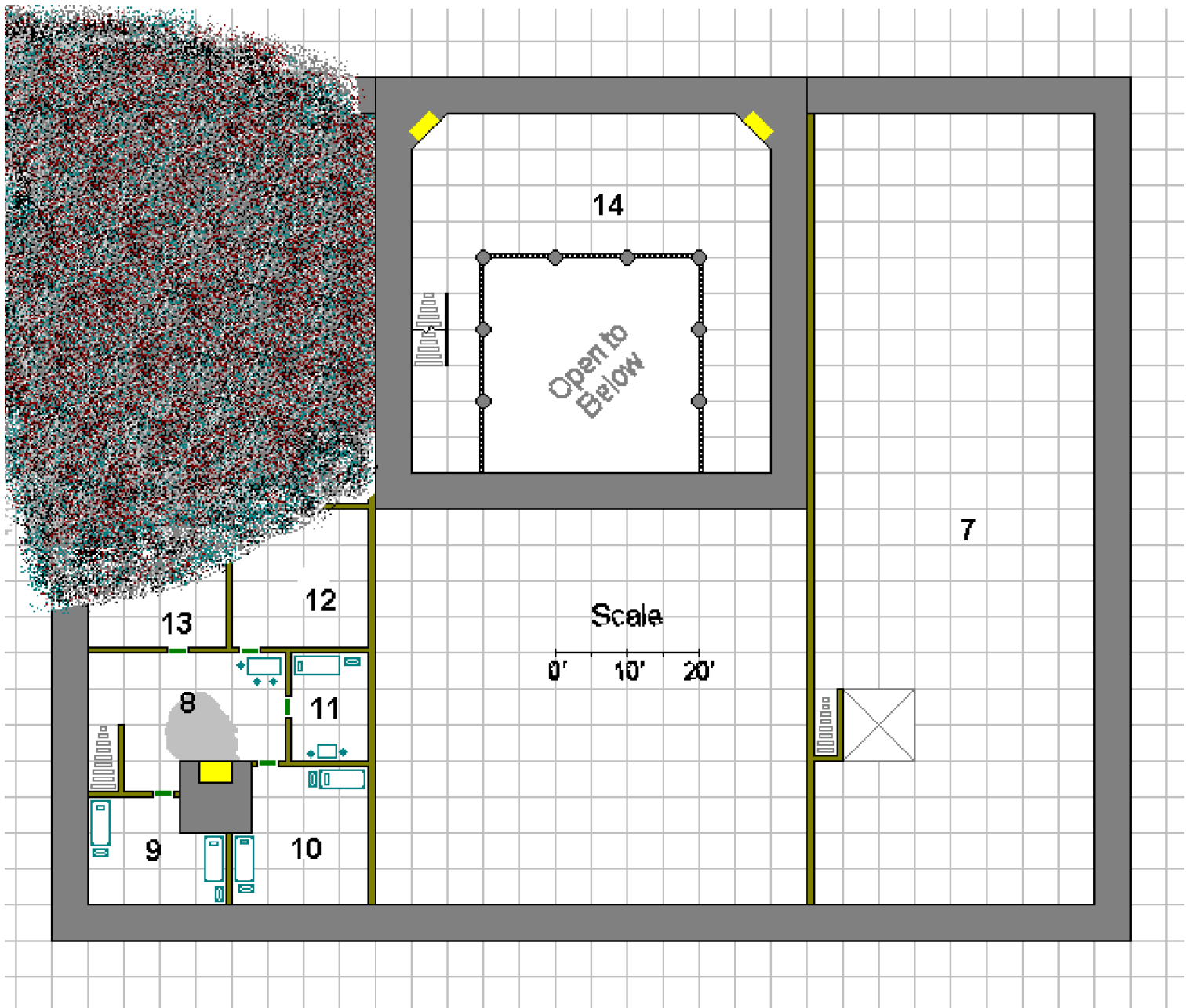
Any character who is moving around on the rubble should check to see if they slip on loose pieces or become injured.

RM: Movement across and over the rubble pile should be performed by making a Movement and Maneuver roll using a difficulty of Extremely Hard (-30) to determine the distance traveled and chance of an injury occurring.

HARP: Characters need to make a Maneuver roll to move around on the rubble using the Percentage column of the table and with a difficulty of Very Hard (-40), with any result of 10 or less resulting in a roll on the Condensed Fumble Table. Any result of more than 10 is applied to the table to determine the distance that the character is able to move that round as a percentage of their normal movement rate.

To make matters worse, there is a 10% cumulative chance per round that the characters are searching or moving around on the pile that the pair of Wolverines (see Appendices for stats) will be roused. These Wolverines reside within a hole in the tower wall along the ruins about half way up the pile (where a large wooden timber that supported part of the upper floor of the west wing used to rest). The Wolverines will also attack anyone who comes within 10 feet of their home. Be sure to continue with the movement rolls as detailed above, and adjust the characters' attacks and defense accordingly based on the results of those rolls. The wolverines do not suffer such penalties.

Dún Crú- Second Level



7. Hayloft

The bandits do not use the hayloft, as they let their horses graze in the clearing that surrounds the fort as well as feeding them grain, which they sometimes loot during their raids along the road. The floor of the hayloft has started to rot in many places and is thus somewhat unsafe to walk on. Each round that any character is walking around on the hayloft a roll should be made with a 1% chance per 5 pounds

that the character weighs (including any carried equipment) over 100 pounds. Thus a character that with equipment weighs 240 pounds would have a 28% chance of walking over a weak/rotted spot per round of movement. Any character that steps on a weak spot will have the opportunity to try to avoid falling through the floor. Once a weak spot has been determined using the above system, the GM should note it on the map for future reference so that if anyone else nears this same spot, they risk falling through as well.

RM: Characters can use Acrobatics or Tumbling skill (Medium difficulty) to avoid falling. Characters without either of these skills make an avoidance roll adding the characters Quickness and Agility bonuses to the roll (if using RMSS/FRP) or averaging the Ag and Qu bonuses (if using RM Classic), with a result of 100 or more indicating avoidance of a fall, and a failure resulting in a Fall/Crush attack with a +10 to the attack roll.

HARP: Characters may make All-or-Nothing Acrobatics/Tumbling maneuvers to avoid falling. Success means that they were able to jump away from the collapsing floor without falling through. A failure results in a d100 roll on the Crush Criticals table.

If a character falls through the floor, keep track of the location on the map and any other character that comes within 5 feet of that location has an additional 10% chance of falling through (in addition to the base chance explained above).

Observant characters may notice that the ceiling of the hayloft does not run all the way to the peak of the roof as would normally be expected, but instead only rises up to a height of about 10 feet. There are heavy timbers that stretch across between the rafters and support a wood plank floor above. Thus there is a floor above the loft, but it is not accessible from the loft area. The only access to this floor is through a secret door through the bookshelf along the eastern wall of the library (see area 26).

RM: A successful Alertness (RMSS/FRP) or Perception (-20) (RM Classic) roll will be needed to notice the floor above the loft area (and recognizing that there is an attic area above it).

HARP: A successful (All-or-nothing) Perception roll with a difficulty of Hard (-20) will result in the character noticing the floor/ceiling above (and recognizing that there is an attic area above it).

8. Common Room

This large room had been used as the common room for the former smiths who equipped the residents of the fort many years ago. Now there is a large hole in the floor in front of the hearth caused by the leaky roof and the rotted floorboard that resulted. There is a large but rickety table located here with three stools around it. The table is piled with a variety of broken and worthless loot that the bandits have captured during their raids.

9. Bunk Room

This room was the sleeping quarters for the smithy apprentices, but is now used as the sleeping chamber for four of the bandits. A pair of bunk beds is located here, as well as two old and battered chests used for storing clothing and the other personal goods belonging to the bandits. If the characters avoid raising an alarm and it is late at night, as many as three of the bandits may be sleeping here.

10. Bunk Room

This room served as the sleeping quarters for one of the blacksmiths who operated the forge below. It is now used by some of the bandits, as can be seen by the pair of bunk beds now located here, as well as the two old chests that they use for their personal goods and equipment.

11. Bandit Leaders Room

This room was once storage for the fort's blacksmiths, but is now the sleeping chambers of the bandit leader. An old and heavy bed is in one corner, as well as a chest for his personal belongings, and a small table with two stools.

RM: This chest is locked. The key is in one of the pockets of Thom McGaith (the Bandit Leader). The lock is of Very Hard (-20) difficulty to pick if the characters lack the key. This chest contains: 7 gp, 20 sp, and 30 bp in small pouches concealed in several sets of sturdy clothing. :

HARP: This chest is locked. The key is in one of the pockets of Thom McGaith (the Bandit Leader). The lock is of Hard (-20) difficulty to pick if the characters lack the key. This chest contains: 14 gp, 40 sp, and 50 cp in small pouches concealed in several sets of sturdy clothing.

12. Ruined Bunk Room

This room was a sleeping chamber. It is now in ruins due to the collapse of the northern half of the west wing. The floor tilts slightly towards the ruined part of the wall and the rotted and broken furniture has slid into the rubble pile. Due to how the rest of the building has collapsed, there are openings that a character can squeeze through to get onto the outside of the rubble pile. There is nothing of value located here.

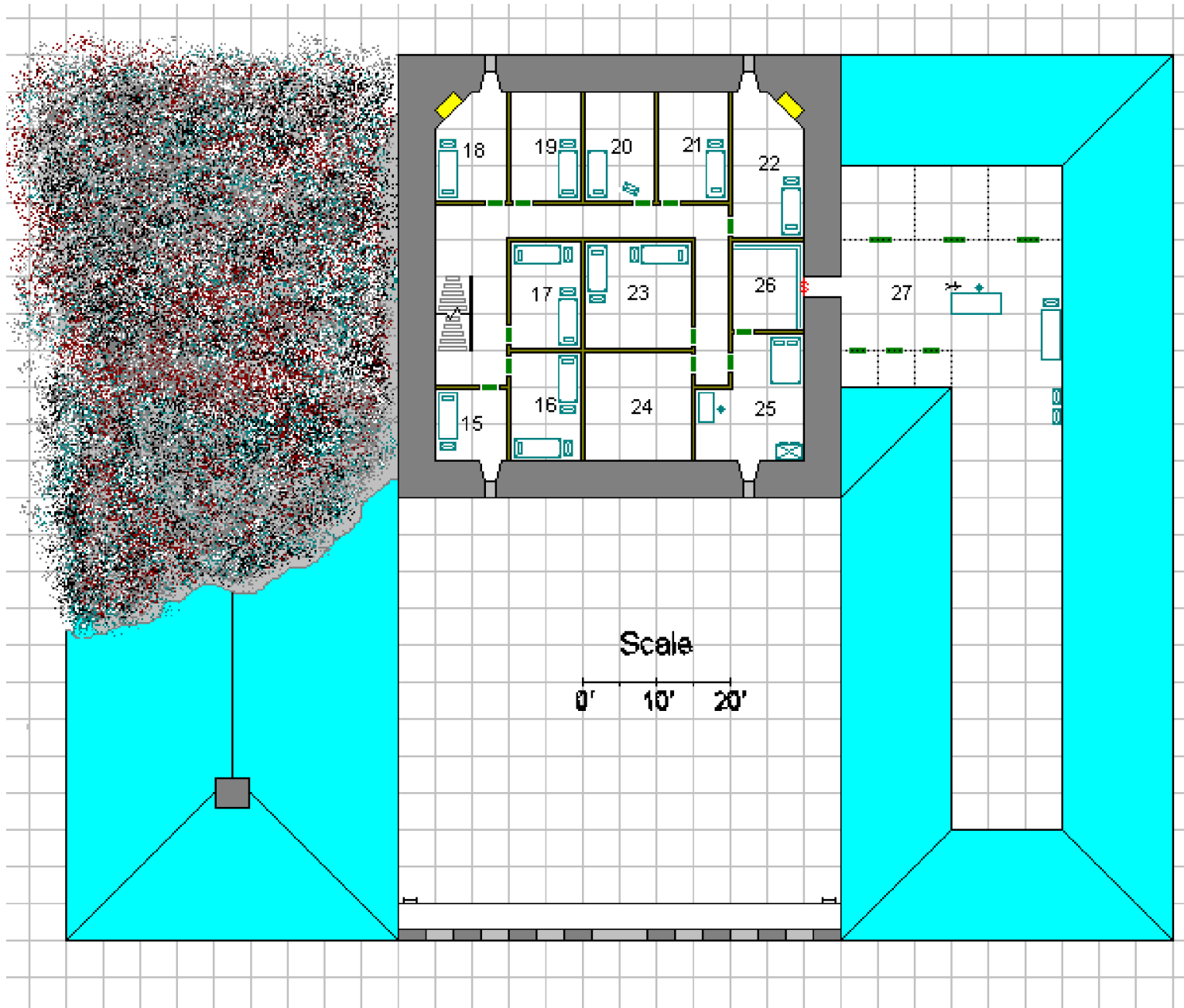
13. Ruined Bunk Room

This room has suffered even more damage and is in much worse shape than the room to the east (area 12). There is nothing here of value.

14. Tower Commons Balcony

This area has a thick layer of dust covering most of the room and there is little here of interest except some old and damaged paintings, rugs, and tapestries. The **Living Stalactites** (see location 4) are hanging over the area open to area 4 below. They may be able to attack a character who is close to the balcony railing. The balcony railings are weak from age and will not support much weight. If the characters notice the Living Stalactites, this is the best way to reach them other than using ranged weapons to attack them (if they realize what these creatures are).

Dún Crú- Third Level



15. Sleeping Quarters

This room was the sleeping quarters of one of the fort's lower ranking officers and as such has a single bed. The skeletal remains of the man are still lying in the rotting tatters of his clothing and the bed itself. The wood of the bed is weak but not falling apart (yet). A small deteriorating chest sits at the foot of the bed. It contains the tattered and rotted remains of several changes of clothing, a shirt of chainmail that is still in fairly decent shape (just needs a thorough clean to restore it to good working order). There is also a very fine looking dagger, inlaid with silver and semiprecious gems, in a leather sheath.

RM: This dagger is of +10 quality.

HARP: This dagger is of +10 quality.

There is also a fine looking pair of leather boots here. They are of such poor design, however, that even if they fit (and they should only fit a male character of slightly above average size), they will prove uncomfortable to wear over long periods.

16. Bunk Room

This room had been used during the heyday of Dún Crú as a bunkroom for some of the soldiers who guarded the fort and patrolled the surrounding lands. There are two sets of bunk beds located here with three of the beds containing the skeletal remains of the last men to rest there. As with most of the fort's inhabitants, they died from the plague that swept through the fort.

Two chests for personal goods are also located here, and are of the same design and size as most of the chests within the fort. These personal goods include several changes of severely deteriorated clothing for the men who shared these chests. Also inside are various very rusty weapons (six daggers and four swords), and the unusable remnants of leather armor.

17. Bunk Room

This room contains two pairs of bunk beds, as well as the skeletal remains of one of its former inhabitants. The top bunk in the corner nearest the hallway has collapsed onto the lower bunk. The skeleton that had been on the top bunk is now lying in disarray. A heavily tarnished green copper ring is around one of the fingers of this skeleton.

The other two inhabitants of this room have transformed into **Disease-Cursed Zombies** (see Appendix for details/stats). Both will attack anyone who enters this room. One of the zombies has a worn and partially rusted key attached to a small iron key ring hanging from a partially rotted leather cord around his neck. This key is one of the cell keys for the dungeon area below the fort.

There are also two chests, containing an assortment of deteriorated clothing, armor, and minor weapons. One chest contains a small

leather pouch with a few coins. Inside the other is a fine looking silver dagger and an old and tattered leather scabbard. This dagger is of a ceremonial nature but is fairly well constructed. There are engravings of a tree on one side of the blade and of a woman on the other side.

RM: Coins: 14 bp and 19 cp. Dagger is +5 quality.

HARP: 16 cp. Dagger is +5 quality.

18. Officer's Room

This room, which is about 10 feet by 15 feet in size, has a small hearth set in the northwest corner of the room and a narrow window in the north wall from which an archer could defend the fort. It contains a single bed and chest, both rotten due to water leakage from the damaged outer wall of the west side of the tower. The contents of the chest (clothes, rusty broadsword, two daggers) are damaged beyond use. A rotting short bow and quiver with a score (20) of arrows lie on the floor in front of the window. The original inhabitant has become a Disease-Cursed Zombie (see Appendix)

19. Bunk Room

This room contains a single bunk bed and a chest. The bed has collapsed while the chest is open and has the remains of clothing and other useless equipment (deteriorated weapons and armor). The skeletal remains of its two former inhabitants are lying mixed with the partially rotted wood from the bed frame.

20. Bunk Room

The door to this room is locked.

RM: The lock on the door to this room is Very Hard (-20) to pick. It can be broken open by slamming into it with one's body and making a successful Strength roll with a difficulty of Very Hard (-20). The Strength bonus added will be 3x the character's St Bonus if using RMSS/FRP, or 1x the character's St bonus if using RM Classic.

HARP: This lock is Hard (-20) to pick using the Locks and Traps skill, or can be broken open with a successful Percentage Maneuver roll using 3 times the character's Strength bonus with any result of 100% breaking it open.

This room contains a single bunk bed and a chest, just like the rooms to either side of this one. This chest has been pushed over in front of the door, partially blocking it. It will need to be forced out of the way if the lock was picked or can be climbed over if the door was broken open. Thick cobwebs cover much of the contents of the room, including the skeletal remains of two men. One has several broken bones and is lying on the floor in the northeast corner of the room, while the other is lying on the lower bunk among the rotted linens of the bed. A small leather pouch attached to a leather tether appears to have once hung from around the neck of the man whose remains are

now lying on the bed. This pouch contains a copper ring that would be fine looking if the corrosion is cleaned up, and few coins.

RM: Ring value: 2 sp. Coins: 5 cp and 1 sp

HARP: Ring value: 2 sp. Coins: 1 cp, 1 sp

The cobwebs are the result of many years of **Althic Damhán** spiders residing in this room (see Appendix for details/stats). These very small spiders are very poisonous and very quick. While they are web-builders they are also quite accomplished at jumping and fast movement, and thus present a minor threat despite their tiny size. It is up to the GM how many to include in an encounter here, but it is recommended that 1-3 spiders attack any character that disturbs the webs or anything in the room that has spider webs attached to it.

21. Bunk Room

As with the other rooms on this floor, it was once a bunkroom for soldiers. The furniture of this room is still standing and does not show as much evidence of rot as most of the other furniture on this floor, but it is still in poor condition due to its age. The cloth is tattered and the chest is locked.

RM: The lock on the chest is Extremely Hard (-30) to pick

HARP: The lock on the chest is Hard (-20) to pick.

This chest contains several changes of wool clothing (several trousers and tunics) that have a slightly musty smell but are in surprisingly good shape despite their age. They will slowly fall apart if worn for a day or two. There is also a book written in some strange language. This is a historical reference, of value to someone with an interest in the early history of the Archendurn Kingdom.

22. Bunk Room

This room is larger than most on this level of the tower. It contains a single bed that appears fairly sturdy with a large iron bound chest at its foot. There is also a large hearth in the corner of the room opposite the door, as well as a tall opening overlooking the backside of the tower. This opening serves both as a window and as a position to fire arrows out at any attackers. The skeletal remains of a man lies on the floor in front of the hearth, with his clothes tattered and nearly rotted away. There is a leather sheath and belt that are still in good shape. The sheath contains a fine looking broadsword with no signs of corrosion or age.

RM: This is a +10 quality Broadsword

HARP: This as a +10 quality Broadsword

23. Bunk Room

This bunkroom contains two sets of bunk beds, two plain looking chests. The furniture is rickety but still standing, with all the cloth

and equipment in poor shape due to deterioration. There is nothing of value here – unfortunately two of the room’s former residents have become Disease-Cursed Zombies (see Appendix for stats).

24. Storage Room

This room was originally intended as a bunkroom, as can be seen from the bunk beds that are piled with crates. However these beds have long since collapsed as has much of the contents of the room. There is so much stuff piled within this room that it is difficult to get very far into it without pulling half rotted crates or bags of useless stuff out into the hallway. Sadly the contents have degenerated beyond use.

25. Bed Chamber

The door to this room is made of heavier wood than the rest of rooms on this level, and is locked.

RM: The lock on this door is Extremely Hard (-30) to pick. It can be broken down by making a successful Strength roll with a difficulty of Extremely Hard (-30). The character’s St bonus is added to the roll if using RM Classic, or 3 times the St bonus if using RMSS/FRP.

HARP: The lock on this door is Very Hard (-40) to pick, or it can be broken down by making a successful Strength maneuver at Hard (-20) difficulty.

Before the characters are able to inspect the finery of the room, they will see a wispy shape seem to come out of the eastern stone wall of the room. As it approaches slowly, the characters will see that it is a vaguely human shape, except that instead of possessing a solid physical form, it appears as an almost fog-like apparition. This apparition is the **Ghost of Troelion**, (see Appendix for stats). See also **History of Dún Crú** and **Restless Spirits & Setting Things Right** section of the module for details on how to defeat this ghost. The ghost will approach the characters to seek their assistance, but due to the ghost’s incorporeal state, it cannot communicate and will inadvertently cause drain attacks on the characters when it gets too close. It will avoid fighting other than to defend itself. If it is “killed” it will disappear temporarily, but will re-appear at full strength at a later time and again seek the characters’ help.

This room, unlike the other rooms of this floor with their very Spartan amenities, is rather extravagant. There is a very large rug with intricately woven multi-colored patterns covering nearly half of the floor in the center of the room. A tall narrow opening in the wall allows light in from outside as well as offering a view of the courtyard below that can be used by archers to defend the tower during times of attack. A large heavy wooden desk sits in one corner, with a small but overstuffed chair with intricately carved arms and legs and a high back sitting up to it. There is also a large Armoire with the paneled doors painted to depict a nature scene and brass handles on the doors and the drawers below.

A fancy canopy bed with carved posts stands in the northeastern corner of the room. While the linen and canopy of the bed are deteriorated, and a bird nest has been built in the upper framework, it is still a very fine looking piece of furniture.

The Armoire has two drawers in the bottom, but a search may reveal that the bottom of the drawer can be removed to allow access to a space beneath it

RM: For RMSS/FRP, discovering this false bottom to the drawer requires a successful Locate Hidden with a difficulty of Hard (-10) or an Observation with a difficulty of Very Hard (-20). For RM Classic, a Very Hard (-20) Perception maneuver is required.

HARP: A successful Perception roll with a difficulty of Hard (-20) is needed to notice the false bottom of the lowest drawer and to access the space beneath.

This space contains a small iron box that is locked. This box can also be opened if the characters recover the first key from the remains in area 27.

RM: This lock is Very Hard (-20) to pick. The contents are a potion that when imbibed will heal 2-20 (2d10) concussion hits, another potion that will give a +20 bonus to influence based skills for 3 hours after drinking, as well as a small belt pouch containing 20 sp and 5gp.

HARP: The lock on the small iron box is Hard (-20) to pick. It contains a Potion of Minor Healing, a Potion of the Politician, and a small belt pouch that contains 20sp and 5gp.

A large and heavy ornamental table sits against the western-most wall, almost behind the entrance to the room. This was the desk that Troelion used for reading and some of his studies. This should be obvious to the characters, as there is a somewhat ornamental chair with a padded seat and an intricately carved back setting in front of the desk/table. Upon the table are three inkbottles and several quill pens in a small wooden rack. There is also an ornamental brass lamp with a leaded glass globe. Three moderate sized tomes and a pair of scrolls are lying on the desk. The first is a history book, the second is a record book for the fort. The third book is a journal kept by Troelion to document various happenings at the fort, including both the developments of the plague and with Garamon (**see Troelion's Journal, starting on page 39 for details**).

RM: One of the scrolls has the details of the Question spell from the Mind Control spell list (Mentalist Base). The other scroll has the Sleep spell (also Mind Control, Mentalist Base)

HARP: One of the scrolls has the details of the Truth Reading spell (Mystic Circle). The other scroll has the Hypnotic Globe spell (Mystic Circle)

A wooden door is in the north wall next to the canopy bed. This door opens into area 26.

26. Library

The walls of this small room are completely lined with shelves, which are nearly filled with ancient tomes and scrolls. The GM may include several spell tomes in the collection at their discretion. The bulk of the volumes should be historical in nature and have value to collectors.

It should be noted that there is a section of the shelves that, if pressure is exerted correctly on them, will unlatch and swing into the next room (area 27). This is a concealed door and should be difficult to detect.

RM: A successful Locate Hidden with a difficulty of Very Hard (-20) or an Observation with a difficulty of Extremely Hard (-30) to notice this door due to the ingenious way that it is concealed.

HARP: a successful Perception roll with a difficulty of Hard (-20) is needed to notice that a section of the book shelf also serves as a concealed door. Once it is recognized, it can be opened trivially.

27. Lab

See area 26 for details of the Concealed Door that leads into this room.

The narrow door built into the shelves of room 26 opens into a low and narrow passage through the five-foot thick stone wall of the tower, which then opens into a very large "L" shaped room. The former occupant of areas 25 and 26 (Troelion) used this large room as a laboratory for testing out various magical and non-magical experiments. There is a wide variety of strange and unusual equipment located here.

Along the northern wall are three very large cages with solid iron plated floors and ceilings. The walls of these cells are comprised of 1 inch thick (round) iron bars spaced about 6 inches apart with 1 ½ inch wide flat-bars spaced every 2 feet horizontally from the bottom to the 8 foot high ceiling. A four-foot wide and six foot tall door of the same construction opens into each cell.

The other side of the north end has three smaller cages that are five-foot cubes of similar construction, except for the bars being about half the diameter and the spacing being about two inches for the verticals and 8 inches for the horizontals. The doors to these smaller cages are three feet square.

A large rectangular table made of heavy timbers and planks sits near the middle of the northern portion of the room. The surface of this table is covered with pieces of yellowed parchment, most of which will crumble when they are touched due to their age. There are also several half-rotted cords tied in small loops (similar to the way that herbs are often bunched for drying purposes, but all of the herbs have since rotted away). A variety of small stones are also scattered around the table.

There is one stone that is considerably larger than the rest with a rough and almost flattened egg like shape. It is roughly six inches by four inches by ten inches, with a large nodule sticking off of one section that extends out another two inches. This nodule is very rough and covered with a thick greenish flaky coating. This large stone is also unusually heavy, weighing nearly 70 pounds. If any of the characters have a background in metallurgy or mining they will likely recognize the greenish flakes as corroded natural copper. Roughly 55 pounds of this is actual copper (roughly 99% purity if the conglomerate stone is removed).

RM: The copper nodule is worth 15sp

HARP: The copper nodule is worth 15sp

There are also several small semi-precious gems, 4 onyx and 3 amethysts.

RM: Each onyx is worth about 2 sp and each amethyst is worth about 5 sp.

HARP: Each onyx is worth about 2 sp and each amethyst is worth about 5 sp.

The remains of a person are lying on the floor on the north side of the heavy table. If the skeletal remains and tattered clothing is searched, it should be a simple matter to locate a fine silver chain that had once hung around the man's neck. The chain has five keys and a ring hanging from it. One key is for a small heavy iron box that is hidden beneath the bottom drawer of the Armoire in area 25, one is to open the locked chest sitting at the end of the table located in area 27, a third is for a lock box that is no longer in existence (thus it is useless), the fourth key will unlock any of the cells located in area 27, while the fifth fits the lock on the door between area 25 and the hallway. There is also a ring of ivory around one of the bones that had been a finger many years ago. This ring is a thin band with an intricate design carved into the outer edge.

RM: RMSS/FRP: This ring is a +2 Mentalism spell adder. RM Classic: This ring is a x2 Mentalism power point multiplier

HARP: This ring is a +2 spell adder.

There is also a large wooden table sitting against the eastern wall of the room that is bare except for 30 wax candles that are stacked on their sides (and have partially fused together due to sitting in contact with each other for more than a century). There is also a thick layer of dust on the table, as well as on everything else in the room.

Three chests are sitting on the floor along the eastern wall. The one at the north end of the table is locked. The second key from area 25 will unlock it, or it may be possible to pick the lock.

RM: The lock on the chest is Extremely Hard (-30) to pick. Inside are two sealed potion bottles, clearly labeled as Potion of Passing (treat as 14th-level Passing, Closed Mentalism Movement) and Potion of

Invisibility (treat as 4th-level Invisibility, Closed Essence Invisibility Ways) respectively, and a silver armband (+10 magical bonus to archery attacks when worn).

HARP: The lock on the chest is Very Hard (-40) to pick. Inside are two sealed potion bottles, clearly labeled as Potion of Ghostwalking and Potion of Invisibility respectively, and a silver armband (+10 magical bonus to archery attacks when worn).

Each round that any character is walking around in the southern half of area 27 a roll should be made with a 1% chance per 10 pounds that the character weighs (including any carried equipment) over 100 pounds. Thus a character that with equipment weighs 240 pounds would have a 14% chance of walking over a weak/rotted spot per round of movement.

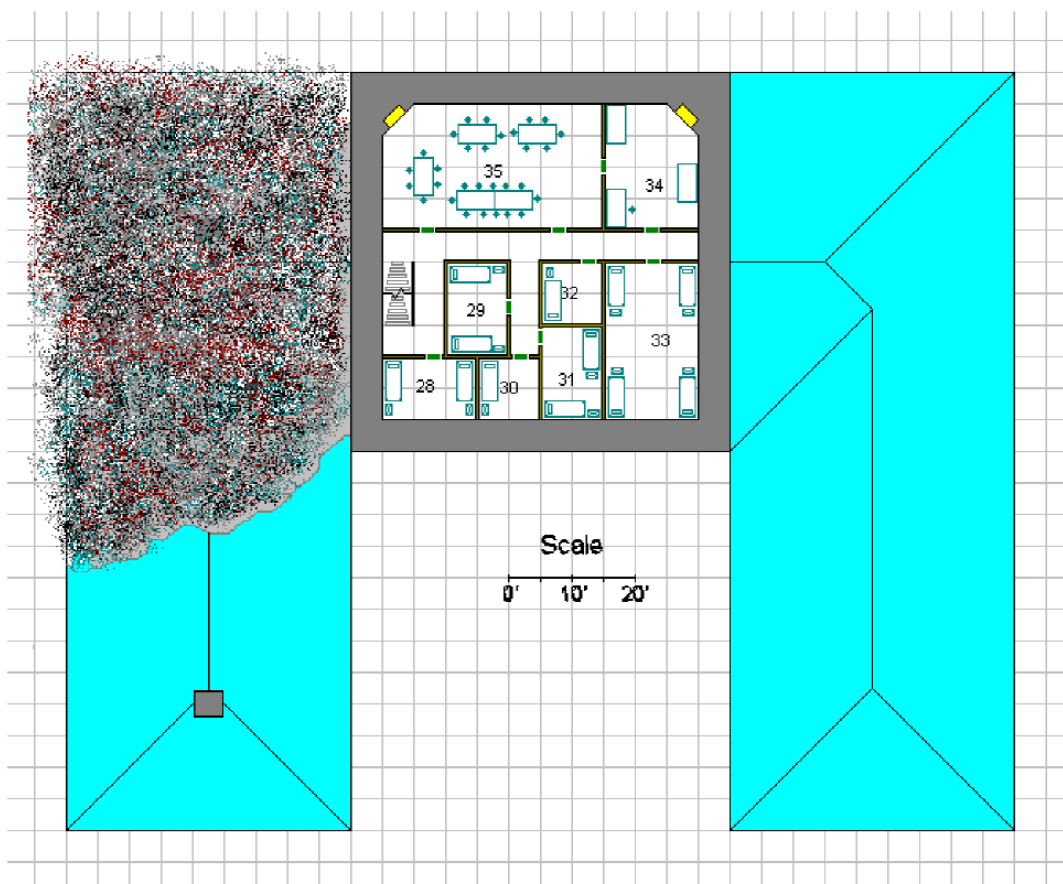
RM: Characters can use Acrobatics or Tumbling skill (Medium difficulty) to avoid falling. Characters without either of these skills make an avoidance roll adding the characters Quickness and Agility bonuses to the roll (if using RMSS/FRP) or averaging the Ag and Qu bonuses (if using RM Classic), with a result of 100 or more indicating avoidance of a fall, and a failure resulting in a Fall/Crush attack with a +20 to the attack roll.

HARP: Characters may make All-or-Nothing Acrobatics/Tumbling maneuvers to avoid falling. Success means that they were able to jump away from the collapsing floor without falling through. A failure results in a d100+10 roll on the Crush Criticals table.

Any character that falls will not only fall into the hayloft (area 7) but will also fall through the hayloft to the stables on the ground level, thus the much higher damage potential than if falling through the hayloft floor of area 7.

If a character falls through the floor, keep track of the location on the map and any other character that comes within 5 feet of that location has an additional 10% chance of falling through (in addition to the base chance explained above). Thus if any character walks up to the hole where the first character fell through, there is an increased chance that they will also fall due to more of the floor collapsing.

Dún Crú- Fourth Level



28. Bunk Room

This room contains two sets of bunk beds and two chests, along with the remains of three bodies. Two of the bodies are lying on the half-deteriorated remains of the two straw mattresses on the eastern bunk, while the third is lying on the floor near the other bunk. Upon the entrance of a living person to the room, the three corpses will shamble to their feet and attack – they have become **Disease-Cursed Zombies** (see Appendix for stats). The wood of the furniture is somewhat soft and partially rotted, while the chest in the outside corner of the room has started to fall apart from rot. The other chest is unlocked. Both of them contain the tattered and rotted remains of clothing.

29. Bunk Room

This room contains two sets of bunk beds and two chests, along with the remains of two bodies. One skeleton is lying on the remains of the lower southern bunk, while the second is lying half in the top of the other bunk and half on the floor in front of it, with a few of the bones lying towards the middle of the floor. The bones here are from one arm and hand with some shredded and rotted cloth laying over part of it. If anyone looks closely or moves the cloth they will see a copper ring that is heavily tarnished and green around one of the finger bones. Closer inspection of this ring may reveal an inscription on the inside. The inscription is in some ancient language that will likely be unreadable by any of the characters. If the GM determines

that any of the characters can read it or if a translator is found, it says, “To the other side of life- Slings and Arrows take thee”.

RM: Any arrow or sling-stones *fired at* the wearer of this cursed ring gain an additional +10 to their attack.

HARP: Any arrow or sling-stones *fired at* the wearer of this cursed ring gain an additional +10 to their attack.

The wood of the furniture is somewhat spongy and weak but still standing. The northernmost chest is locked but rotted enough that a careful inspection or moving it will reveal that it can easily be broken open or pulled apart (no roll needed). The other chest is unlocked. Both of them contain the tattered and rotted remains of clothing, and a dagger in the locked chest. The dagger is very fine looking and is not corroded or rusted at all. A very careful examination of the dagger will reveal that it is decorative only and has withstood the rigors of nearly a century of storage due to a thin coating of fine oil.

RM: This dagger is of decorative make only, and suffers a -10 OB penalty, as it is not intended for actual use as a weapon. Use any Appraisal, Craft, or Evaluation skill to determine this.

HARP: This dagger is of decorative make only, and suffers a -10 OB penalty, as it is not intended for actual use as a weapon. Make a Medium Appraisal maneuver to determine this.

30. Hioreon's Bunk Room

The door to this room is locked.

RM: This lock is Very Hard (-20) to pick. Alternatively the door can be broken down making a Very Hard (-20) maneuver roll and adding the character's Strength bonus if using RM Classic or adding 3x the character's Strength bonus if using RMSS/FRP.

HARP: The lock on this door is Hard (-20) to pick. Alternatively it can be broken down by making a successful Strength roll at Hard (-20) difficulty.

Prior to the characters having time to really search the room, they will be attacked by the undead **Rotting Corpse of Hioreon**. This type of undead carries and transmits via touch the disease that caused the original living creature to die in the first place. The GM may deem that Hioreon's necromantic state is also the result of Garamon's curse – in this case, if any characters are infected by Hioreon, the disease will be automatically removed if the adventurers can bring lasting peace to the ghost of Garamon.

This small room contains a single bed and a locked chest. The structure of the bed is somewhat weak but is still standing. If much weight is placed upon it the bed will collapse. This can be simulated by rolling d% and adding +2 for every 5 pounds of weight put upon it with any result exceeding 100 resulting in its collapse.

RM: If the bed collapses, the character is subject to a Fall/Crush attack at -25.

HARP: If the bed collapses, make a d100-20 on the Crush Criticals table for damage.

When the remains of the Rotting Corpse of Hioreon is searched a fine silver chain with the medallion that is Garamon's family heirloom can be found among the remains, with a brass key also attached to the chain. This medallion is the heirloom of Garamon that was stolen by Hioreon (see the Restless Spirits & Setting Things Right section).

The brass key fits the lock on the chest; otherwise the lock can be picked. The chest contains several changes of deteriorated clothing, a tarnished and poor quality silver ring, a dagger and short sword that need a good cleaning-up, and a leather pouch with a few coins.

RM: Lock is of Very Hard (-20) difficulty to pick. The leather pouch contains 12 tp, 22 cp, 14 bp, and 4 sp, while the ring is only worth 5 sp.

HARP: This lock is Hard (-20) to pick. The leather pouch contains 18 cp and 4 sp, while the ring is only worth 5 sp.

31. Bunk Room

This bunkroom is much like the others. It contains two sets of bunks that are not in very good shape as well as two chests holding remains of clothing. There is nothing of value within the room. The skeletal remains of four soldiers are located here, with three being in the beds and the fourth lying on the floor such that when the door is opened, it immediately hits some of the bones. If it is opened very far, it will push the bones across the floor making scratching noises. Fortunately for the adventurers, these soldiers are properly dead.

32. Bunk Room

This bunkroom is much like the others. It contains two sets of bunks that are not in very good shape as well as two chests filled with the remains of clothing. Inside one of the chests is a set of 16 thin pieces of ivory that have images of strange animals (from the far south) carved into them. These cards may bring a moderate price from a collector of such items. The corpses of two soldiers are lying atop the remains of straw mattresses. They are genuinely dead.

33. Bunk Room

This bunkroom is much like the others. It contains four sets of bunks and four chests. The corpses of the six deceased soldiers in this room have become **Disease-Cursed Zombies** (see Appendix for details/stats). There is a wide variety of half-rotted or rusty equipment within this room, as well as an assortment of personal items and coins among the old chests that had contained their personal belongings.

RM: Rummaging through the debris will turn up 37 cp, 11 bp, and 6 sp.

HARP: Rummaging through the debris will turn up 18 cp and 6 sp.

34. Kitchen

This large kitchen area was used to feed the soldiers/troops that were stationed within the fort. It is a fairly spacious area with three large tables (used to prepare the meals on), a single three-legged stool and a very large hearth that had been used for cooking.

There are a variety of kitchen tools, dishes, utensils and such scattered about the room, as well as a very large cast iron pot hanging in the hearth. Some of this is corroded or rotten beyond use, some could still be salvaged. There are also several clay bowls, plates, and mugs in the room that are still in good shape other than needing a good cleaning.

In the south-east corner of the room there are a couple of crates that are quarter-full of dirt and are starting to fall apart from rot (the dirt had been fruit many years ago but has since rotted away). If this dirt is dumped outside, the following spring several apple, pear, and peach trees will sprout. There is also a pile of dirt with shreds of

heavy but rotted cloth (burlap) mixed in with it. This was once sacks of grain, but has rotted away into dirt. The floor around this area is also somewhat weak due to the bacteria that had decomposed the grains and fruit. If any additional weight is placed in this area (characters standing nearby or searching through the dirt) the floor may collapse, causing them to fall to the level below (area 22).

Each round that any character is in the area with the weak floor a roll should be made with a 1% chance per 5 pounds that the character weighs (including any carried equipment) over 100 pounds.

RM: Characters can use Acrobatics or Tumbling skill (Medium difficulty) to avoid falling. Characters without either of these skills make an avoidance roll adding the characters Quickness and Agility bonuses to the roll (if using RMSS/FRP) or averaging the Ag and Qu bonuses (if using RM Classic), with a result of 100 or more indicating avoidance of a fall, and a failure resulting in a Fall/Crush attack with a +10 to the attack roll.

HARP: Characters may make All-or-Nothing Acrobatics/Tumbling maneuvers to avoid falling. Success means that they were able to jump away from the collapsing floor without falling through. A failure results in a d100 roll on the Crush Criticals table.

There are also several thin and weak cords (due to their age they are now very brittle and will easily snap) hanging from small iron nails (which are also corroded and brittle) that are part way into one of the rafters. These cords had once been used to hang various spices for drying or for storing vegetables that can be hung for drying or storage purposes.

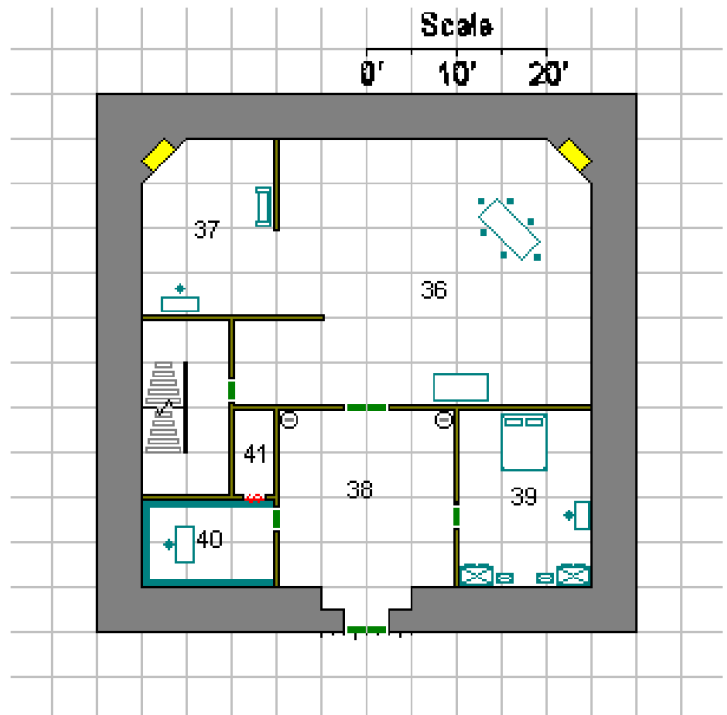
The skeletal remains of a single person lies near the hearth, with the shattered remains of a clay mug scattered about its left hand. Among the tattered and rotted clothing is a tarnished fine-linked silver chain with a small medallion with a small piece of quartz.

35. Dining Hall

This large dining hall contains five large tables, 30 stools and a large hearth. It had not only served as the dining hall for the troops, but also as the common living quarters for them and many of the forts other residents. The tables are somewhat weak but still useable (if anyone climbs up on them for any reason they may collapse). About half of the thirty three-legged stools are still capable of supporting the weight of a person, while the remaining ones will break and precipitate the person sitting on them to the floor. Simply checking the stool before sitting in it should provide enough detail to tell if it will hold.

The only items of value are several brass candelabras, worth a silver piece each.

Dún Crú- Fifth Level



36. Dining Hall and Common Room

This huge and open room had previously been the dining hall and common area for the fort commander and his family. The door leading into this room from the hallway and stairway is in the southwest corner of the room. It is a heavy iron bound door that is unlocked, and still fairly solid. Anyone entering this room may smell a faint pungent odor (almost ammonia like), which anyone who is familiar with bat guano will instantly recognize. There is a pair of large and heavy double doors near the middle of the south wall that are also closed but unlocked. The stench will be much stronger near these these double doors. There is also a very ornamental archway in the west wall that leads to the parlor.

There is a large and ornamental table within this room along with six ornamental chairs with carved backs and cloth-cushioned seats. Along the south wall there is a very large wrought iron table with silver accents and a heavy marble top that has a washbasin carved within its surface and large fine porcelain pitcher, as well as various silverware, dishes (including fine looking porcelain, fired clay, and wood), and pans (both cast iron and some with copper which is now heavily corroded).

A large hearth is located in the northeast corner of the room and well equipped with cast iron hardware for cooking. Most of the cast iron hardware and utensils are not in the best of shape and need to be thoroughly cleaned.

37. Parlor

This parlor area is open to the larger Dining hall area to the east through a wide archway made from intricately carved oak, which has deteriorated somewhat but is still structurally sound. There is a large overstuffed divan here as well as a small but ornamental desk with a padded-seat chair similar to those in the dining hall. A large hearth with an ornamental mantel is also located in the northwest corner of the room.

The desk has several drawers, with a variety of papers inside, including maps of the local lands, letters from the king and other important people within the kingdom. Most are about unimportant matters or involve things from the past that are now irrelevant. There are also lists of the men stationed at the fort as well as a listing of which rooms they are in and their rank and experience or background. *This list can be used to confirm that Lieutenant Hioreon is bunked in the room at the end of the short north-south hallway on the forth level of the fort (area 30).* There is also a listing of the current prisoners and the cell in which they are being held, as well as the crimes they are accused of. *This list can be used to confirm that Garamon is held in the second cell on the left in the dungeon (area 56d).* There is also a journal out and open covering the final days of the plague striking the fort. It is possible for the characters to look back and see the first indications of the plague developing as more and more of the fort's residents become sick and start to die off. The journal ends with about a dozen people still being alive and the fort's commander being very ill, and saying that he doesn't know if he will make it (it also notes that his wife died two days earlier).

38. Hall of Honor

This 20'x20' hall displays two suits of armor that had belonged to previous commanders of the fort, as well as several portraits of various commanders who had been stationed there. There are also several paintings of various events that had taken place at or near the fort, as well as people of note who had visited the fort at some point in its history. Most of these paintings are in poor condition and of little value, although the artwork itself is good despite the very weak frames and canvas upon which they are painted. A pair of heavy doors in the north wall lead to the large dining hall, while there are doors near the center of both the east and west walls. The east door leads to the commander's private bedchambers while the west door leads to his private study.

Another pair of heavy double doors in the south wall leads outside to a balcony that has since fallen into the courtyard many years ago due to rot from rainwater running down the walls of the tower. Some of the supports are still sticking out of the wall below the door, and can support some weight, but this is risky, as none of them have significant structural integrity. Most of these supports only extend out from the wall a foot or two (some are actually rotted back into the wall, leaving a hole where they used to extend out from it). Any weight greater than 50 pounds placed on any one support that extends out of the wall will result in that support beam crumbling under the weight. If the weight is applied through a rope or other means where

it is directed onto a very small surface area, it will collapse under 20 pounds of pressure. If a grappling hook is used, it will again collapse under any more than 20 pounds of force on it. If a rope is attached to a spike driven into one of the supports that do not extend out from the wall (those that have rotted back into the wall), they will support up to 100 pounds of pressure before letting loose. Spikes driven into the mortar away from an edge of any kind will support several hundred pounds of force placed upon them (thus this is the best way to attach a rope to the exterior of the wall at this level). Grappling hooks thrown up to the roof, or ropes attached to the crenellations on the top of the tower will hold. The door to the balcony is barred from within (so it can easily be opened from within the fort, but very difficult to open from the outside (from the former balcony)).

This room is also home to several hundred **bats**. The two suits of armor have been magically enchanted and are animated **Armored Constructs**. They will attack anyone who enters the room but is not recognized as an acceptable occupant of the room (thus any player characters). However they do not seem to react to the bats that live within the room, nor are they affected by the possible state of confusion that results from the bats taking flight (see details below).

The bats use a small hole between the top of the double doors to leave the room at night (and thus will not be present after dark.) They hang from the support beams of the next floor up and from the various artworks that line the walls as well as from the two suits of armor. These Armored Constructs will delay for a round before attacking and should gain surprise on the adventurers, particularly once the bats take flight en masse.

RM: If the bats take flight, then the GM can require the characters to make successful Combat Situational

Awareness rolls (with a difficulty of Medium (+0)) in order to concentrate on dealing with the Armored Constructs, otherwise the character should suffer an appropriate penalty (based on the degree of failure) to their attacks against the Armored Constructs. The recommended handling of this confusion is that if the result is "Near Success" then the character can attack but at a -10 to any action, or -25 if the result is "Partial Success". Likewise their DB will be reduced by 10% or 25% if they get the partial results detailed above. If the result is "Failure" or worse then the character is unable to perform any constructive action while they wave their arms about in the air trying to get their bearing and trying to keep the bats away from their face. Once the character is able to make one successful RR, they are no longer affected by the cloud of Bats. However if they fail the roll, they will need to roll again the following round as the cloud of bats slowly thins out.

HARP: If the bats take flight, each character will need to make a Percentage Will Resistance Roll (with a penalty to the roll of -10) to be able to attack or even notice the Armored Constructs through the cloud of bats. If the character is able to break 100% then they can attack normally and use their full OB and DB for the attack. For any non-failure result, the percentage result is the amount of OB and DB that can be used in combat against the Constructs. If the result is an unmodified failure, then they are too busy waving their arms around trying to keep the bats out of their face and hair to be able to take

any constructive action. Once the character is able to make one successful RR, they are no longer affected by the cloud of Bats. However if they fail the roll, they will need to roll again the following round as the cloud of bats slowly thins out.

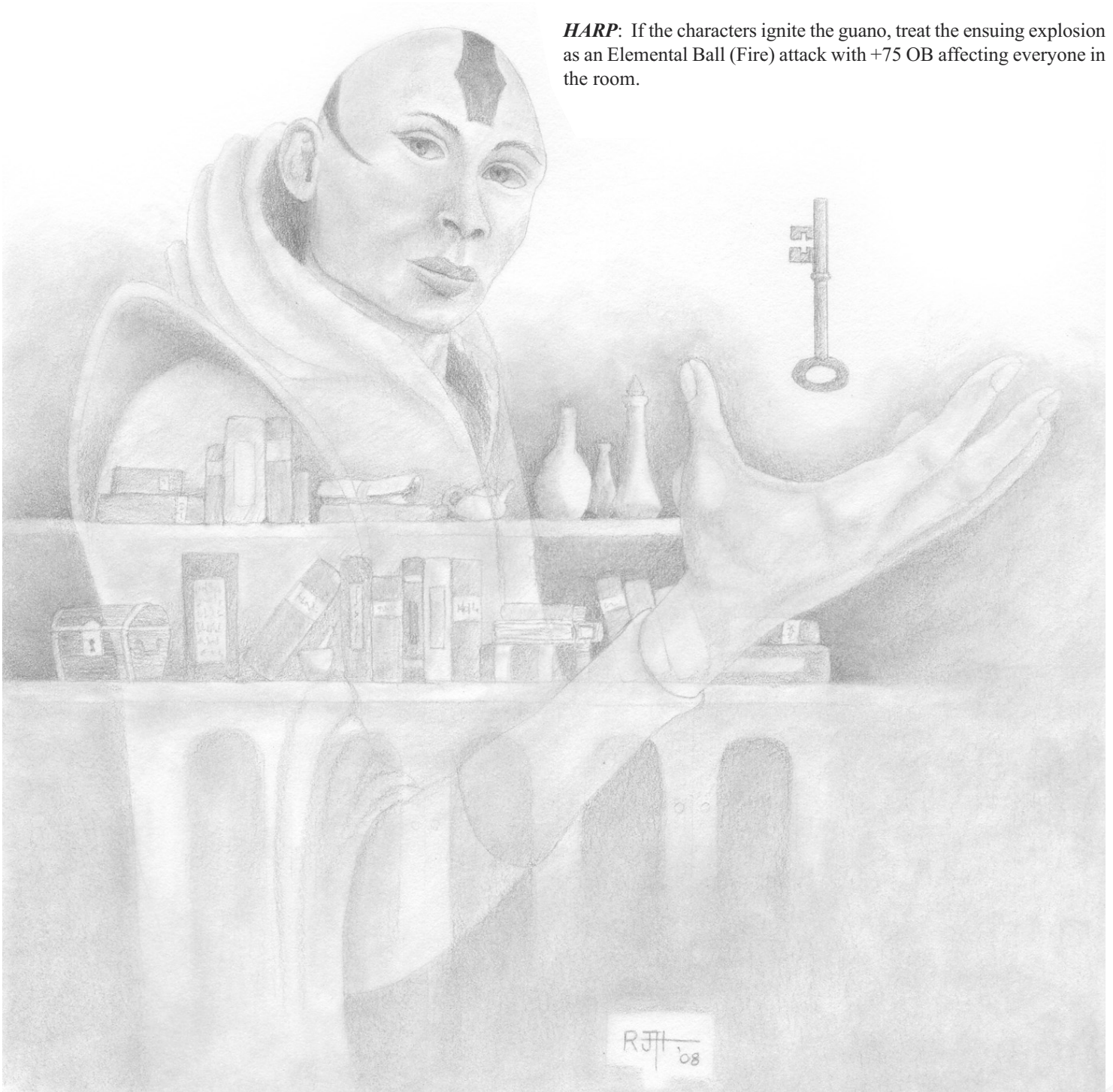
It should also be noted that the smell from the bat guano present in the room is very strong and that it is also very flammable. If any fire is burning and touches the floor or lower walls, the entire room will go up in a flash that has the potential to not only destroy everything in the room, but also cause damage to anyone in the room as detailed

below. The bats should not be a real combat threat, but instead should produce confusion and distractions causing problems for the characters while combating the golems.

It will take the bats 5 rounds to start to thin out enough so that their confusing effects no longer need a roll to avoid, and 10 rounds to completely vacate the room.

RM: If the characters ignite the guano, treat the ensuing explosion as a +75 Fire Ball affecting everyone in the room.

HARP: If the characters ignite the guano, treat the ensuing explosion as an Elemental Ball (Fire) attack with +75 OB affecting everyone in the room.



39. Commanders Bed Chamber

This was the personal bedchamber of the fort's commander and his wife. It is a well-appointed chamber with a large canopy bed, a pair of large and decorative wardrobes, a pair of heavy iron-bound chests, a small but decorative dressing table with a large mirror and a variety of personal grooming equipment, most of which is now in poor shape due to its age. The remains of two people are lying among the rotted remains of the feather mattress and bed linens.

There are a few other items of note with the remains of the two skeletons on the bed and mixed in with the rotted linens and feather mattress and pillows. These include a ring of keys on a silver chain around the neck of the larger skeleton, a fine looking silver ring with a twisted pattern to the metal with a large black onyx on one of the fingers of the smaller skeleton, as well as a bracelet of a dull silver metal (platinum) around the ankle of the smaller skeleton.

RM: The silver chain is worth 5 sp, the silver ring with the onyx gem is worth 30 gp, and the platinum bracelet is worth 5 gp.

HARP: The silver chain is worth 5 sp, the silver ring with the onyx gem is worth 50 gp, and the platinum bracelet is worth 10 gp.

40. Commanders Study

This small 10'x15' room is lined on all but the east wall where the door is, with bookshelves. Only about a quarter of the shelves have books on them and most of these are books of little value or interest.

The vast majority of the books present are also in very poor shape and will fall apart if opened or in some cases crumble when picked up off the shelves. There are a few small statues and other nick-knacks as well as hundreds of tiny carved figurines of soldiers, horses, and other military equipment also spread around the shelves of the room. A heavy and ornamental desk sits facing the door to this room, with a large ornamental chair with a padded leather seat and back (which are slightly deteriorated).

Careful inspection (an actual search for concealed doors or similar type of thorough search may reveal a section of the book shelves that will open to reveal a small Hidden Chamber (see area 41 below). If pressure is exerted correctly on the proper section of bookshelf, it will unlatch and swing into the next room (area 41). This is a concealed door and should be difficult to detect.

RM: A Locate Hidden with a difficulty of Very Hard (-20) or an Observation with a difficulty of Extremely Hard (-30) needs to be made to detect this door.

HARP: a successful Perception roll with a difficulty of Hard (-20) is needed to detect this door.

The desk has a single drawer in the middle and two doors that open up into modest sized storage areas (about 3 cubic feet each). The drawer contains several quill pens, three small bottles of ink which have long since dried up, an iron ring with several sets of keys on it.

One key is for the lock on the door that leads from the 5th level hallway into the dinning hall (area 36), which was not locked anyway. One key is for the cash box that is in the hidden chamber (area 41). Another key on this ring will open the cell doors in the dungeon below the tower (area 56). Three more keys are for the locks that hold the heavy chain on the small, heavy wooden box that is also stored in the Hidden Chamber (area 41). A seventh key will be on this key ring, but its use will not be obvious, as it does not fit any of the locks within the fort. *At the GM's discretion, this key can fit some item of interest someplace else that may be related to this fort, or it can simply be a key to an unknown lock that no longer exists.*

41. Hidden Chamber

This hidden chamber had been used to keep the forts funds for paying its soldiers as well as for keeping other items that needed to be kept safe.

It contains a small but heavy iron coin box and a heavy wooden box with runic-like symbols carved into it and chains wrapped around it. Three padlocks run through the links so as to make them secure.

The coinage is for payment of its residents and to cover other expenses and is contained within a heavy iron cash box that has a lock built into its latch. The key to this box is in the drawer of the ornamental desk in the Commanders Library (see area 40 for details).

RM: A successful Extremely Hard (-30) Lock Picking roll on the iron cash box, or it can be broken open by doing 500-concussion damage. Inside are 237 cp, 112 bp, 76 sp, and 80 gp in coins.

HARP: This lock is Very Hard (-40) to Pick, or can be broken open by doing 500 concussion damage to the iron cash box. Inside are 120 cp, 76 sp, and 80 gp.

The heavy wooden box will be more difficult to open. The three keys to the locks are located on the key ring in the fort Commanders desk, the characters may make an attempt to pick the locks, or the chains can be broken (this will be a very difficult task due to the chain being very heavy and durable). If the characters choose to break the locks or chain, they will need to do considerable damage to the chain or locks and will likely severely damage the box to the point of its contents being accessible prior to the locks or chains breaking anyway. If the box is opened or broken, they will find a strange looking dagger in a fancy leather sheath engraved with a combination of strange symbols and scenes of battle. It is wrapped in a large and black swath of heavy woolen cloth (about a square yard (1 sq. meter)).

RM: Each of the locks are Extremely Hard (-30) to pick, or can be broken open by doing 350 concussion damage to the chain and locks, or 150 concussion hits to the box itself.

HARP: Each of the locks are Very Hard (-40) to pick, or can be broken open by doing 350 concussion damage to the chain and locks, or 150 concussion hits to the box itself.

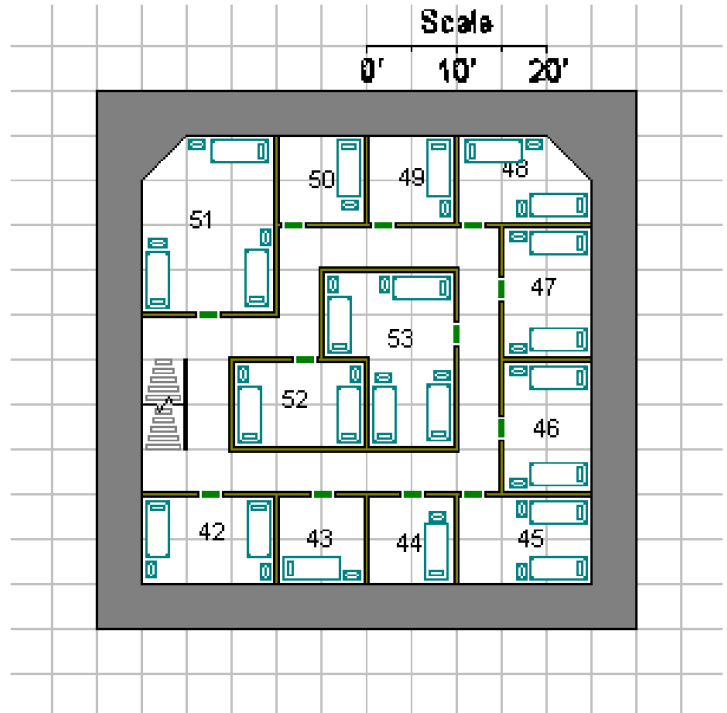
Dún Crú- Sixth Level

The dagger has a very decorative handle and a thin but broad blade all of one piece made from an odd black metal with a fine leather strap wrapped around the pommel. The pommel ends in a rose-like decorative formation that is also black. This black metal has a surface that has an almost glossy look to it, but yet reflects very little (except to the wielder, see notes below). This dagger is a minor artifact named Oíche Niamh (“Night Brilliance”), *and as such needs special GM attention in handling*. It is an intelligent item with a very corrupt outlook and powerful Ego.

Oíche Niamh (“Night Brilliance”) - this magical dagger was created more than two millennia ago by a powerful alchemist as a tool for an assassin ally. The dagger was crafted from Eog, with an intelligence intended to aid its owner. The dagger’s ego, however tends to be the master over its wielder. For a wielder to be able to utilize all of the dagger’s abilities and to communicate with it, a successful Attunement maneuver is required. Thereafter, the dagger and “wielder” (or owner if of steadfast will) can communicate via telepathy if within 100 feet of one another. This dagger would be more greatly prized were it not for its cocky and insolent personality, and extreme bloodlust. The dagger will seek to encourage its wielder into combat for the sake of fighting and will seek to dominate weak-willed possessors, with the intention of embroiling them in battles they cannot win so that the dagger may find its way to a more powerful and ruthless “wielder”.

RM: Oíche Niamh is a +30 dagger. As a constant ability, it can detect danger to itself and its wielder within 100’ (although it may chose not to warn its wielder if failure to do so suits its immediate needs or desires). To use the dagger’s other powers and to communicate with it telepathically within 100’, the would-be wielder must succeed at a Sheer Folly (-50) Attunement maneuver. The dagger has 10 Power Points that can be used to cast any of the 1-5th level spells from the Essence Hand (Open Essence), Physical Enhancement (Open Essence), and/or Light Law (Magician Base) spell lists. The dagger regains its Power Points at a rate of one per hour under normal conditions; however it can regain an additional Power Point for each “C” or better critical that it inflicts in combat (thus in the heat of combat the dagger can regenerate Power Points very quickly). The dagger has a Will of +50.

HARP: Oíche Niamh is a +30 dagger. As a constant ability, it can detect danger to itself and its wielder within 100’ (although it may chose not to warn its wielder if failure to do so suits its immediate needs or desires). To use the dagger’s other powers and to communicate with it telepathically within 100’, the would-be wielder must succeed at an Extremely Hard (-60) Attunement maneuver. The dagger has 10 Power Points that can be used to cast any of the following spells in their base forms: Elemental Bolt (Electrical), Light, Long Ear (see Codex), Nightvision (see CoM or Codex), Projected Light, and Telekinesis (see Codex). The dagger regains its Power Points at a rate of one per hour under normal conditions; however it can regain an additional Power Point for every 5 hits that it inflicts in combat (thus in the heat of combat the dagger can regenerate Power Points very quickly). The dagger has a Will of +50.



42. Bunk Room

This 10’x15’ room contains a pair of bunks, that had been the sleeping quarters for four of the fort’s archers. It also includes a pair of old wooden chests used to store the resident’s personal belongings and clothing. Three of the deceased archers are lying in the partially rotted and deteriorating beds – they have become Disease-Cursed Zombies and will shamle into attack against anyone living who disturbs their rest. The partially deteriorated remains of 4 bows, numerous arrows, quivers, extra bowstrings (to deteriorated to be of any use), as well as rusted daggers and other tools and general equipment remain in the room. A small assortment of coins can be scavenged from among the debris.

RM: 32 cp and 12 sp

HARP: 3 cp and 12 sp

43. Officer’s Bunk Room

This small 10’x10’ square room was once the personal quarters of one of the fort’s lower ranking officers and contains a single bed and chest. Still salvageable amongst his belongings are his chain shirt and greaves, his broadsword and dagger.

44. Officer's Bunk Room

This small 10'x10' square room had been the personal quarters of one of the fort's lower ranking officers and contains a single bed and a single chest. The former occupant of the room has become a Disease-Cursed Zombie (see Appendix for stats) determined to guard his chest with the forlorn tenacity of the undead. His chest is open and contains the rotting remains of clothing, some very rusted chain armor and a battle axe.

45. Bunk Room

This 10'x15' room contains a pair of bunks that once was the sleeping quarters for four of the fort's archers. It also includes a pair of old wooden chests used to store the resident's personal belongings and clothing. Of the former occupants of the room, all that remains are three Disease-Cursed Zombies (see Appendix for details/stats).

There is an assortment of personal effects and coins scattered about the room and within the chests that had formerly been used by the occupants for their personal belongings:

RM: 26 cp and 15 sp

HARP: 2 cp and 15 sp

46. Bunk Room

This 10'x15' room contains a pair of bunks that had been the sleeping quarters for four of the fort's archers. It also includes a pair of old wooden chests used to store the resident's personal belongings and clothing. As with most of the other rooms on this floor, the remains of the rooms' residents are present along with the deteriorated remains of their equipment and belongings, with the only item of note is a fine pair of ivory dice and some coins located in a fine but deteriorated silk bag with a drawstring that appears to have been worn around its previous owner's neck.

RM: 18 cp and 4 sp

HARP: 2 cp and 4 sp

47. Bunk Room

This 10'x15' room contains a pair of bunks that had been the sleeping quarters for four of the fort's archers. It also includes a pair of old wooden chests used to store the residents' personal belongings and clothing. There are only remains of two people here though, mixed in with the collapsed remains of one of the set of bunks. The personal belongings and equipment of the room's residents is also deteriorated too far to be of any use, with the metal weapons (daggers and short swords) being severely rusted and the bows, arrows, leather armor, strings, and other equipment being beyond use.

48. Bunk Room

This 10'x15' room with a corner taken out of the room by the chimney running up the corner of the tower contains a pair of bunks that had been the sleeping quarters for four of the fort's soldiers. All four have risen from the dead as Disease-Cursed Zombies (see Appendix for stats), who will attack anyone who approaches their rotting chests (filled with equally deteriorated clothing and rusted weapons) and one of their beds. Concealed under that bunk is a small bottle of alcohol. It is still sealed with the cork having survived the ravages of time. This is a very aged bottle of whiskey.

49. Officer's Bunk Room

This small 10'x10' square room had been the personal quarters of one of the fort's lower ranking officers and contains a bed, chest, and the bony remains of its former occupant. His scimitar is still in salvageable conditions, although the rest of his equipment and personal belongings are deteriorated or rusted too badly to be of any use.

RM: Scimitar is +5 quality.

HARP: Scimitar is +5 quality.

50. Officer's Bunk Room

Yet another 10'x10' square room once home to a lower-ranking officers. The room contains its former resident lying on the deteriorated remains of the bed, with a wooden chest that is locked sitting at the foot of the bed. If a search of the body is done, a key is found hanging on the remains of a leather cord that has partially rotted around what used to be the officers neck.

RM: This is an Easy (+20) lock to pick.

HARP: This lock is of Light (+20) difficulty to Pick.

The chest contains partially rotted clothing, leather armor, belt, boots, as well as a dagger in good shape and half a dozen coins. There is a sword in a worn out scabbard on a deteriorated wide leather belt hanging from a wooden peg in the wall. The sword remains in exceptional condition.

RM: Dagger is +5 quality, longsword is +10 quality, 6bp

HARP: Dagger is +5 quality, longsword is +10 quality, 6sp

51. Bunk Room

This larger bunkroom is about 15' x 20' in size and has the outside corner being cut across for the chimney that runs up that corner of the tower. It contains three pairs of bunks and three chests that the

former residents used to store their personal belongings. The remains of five soldiers are on the bunks. While they all died long ago from the wasting disease that spread through the fort, all five of them have become Disease-Cursed Zombies and will attack the characters once they enter the room.

Among the rotted-away remains of the pillow of one of these men, is a fine looking but non-ornamental silver-bladed dagger.

RM: Dagger is +5 quality.

HARP: Dagger is +5 quality.

One of the Zombies is wearing a fine steel chain around his neck. A piece of quartz and a small brass key are hanging from the chain. This key unlocks a tiny wooden box with brass fittings and bands that is tucked under the rotting remains of the man's clothing and personal belongings that are stored in the chest at the foot of his bed. This tiny box is locked with a very good quality lock set within the brass clasp.

RM: The lock is Extremely Hard (-30) to pick if the key is not found.

HARP: This lock is Hard (-20) to pick if the key is not found and used.

The box contains a worn deck of Tarot cards, made from very fine sheets of ivory that have been etched and painted, and a tiny leather bound journal of which the last 40 or so pages are still blank. The weapons and armor (broadwords, spears, daggers, leather armor, bucklers, etc.) have all deteriorated beyond usefulness.

52. Bunk Room

This 10'x15' room contains a pair of bunks and wooden chests. It was once home to four of the fort's soldiers. The wooden chests and bunks are in rough shape and contain the rotting remains of the room's residents and their personal belongings and equipment. Of this, only one shield and two short swords remain usable. The other weapons and armor are all too rusted or rotten to be serviceable.

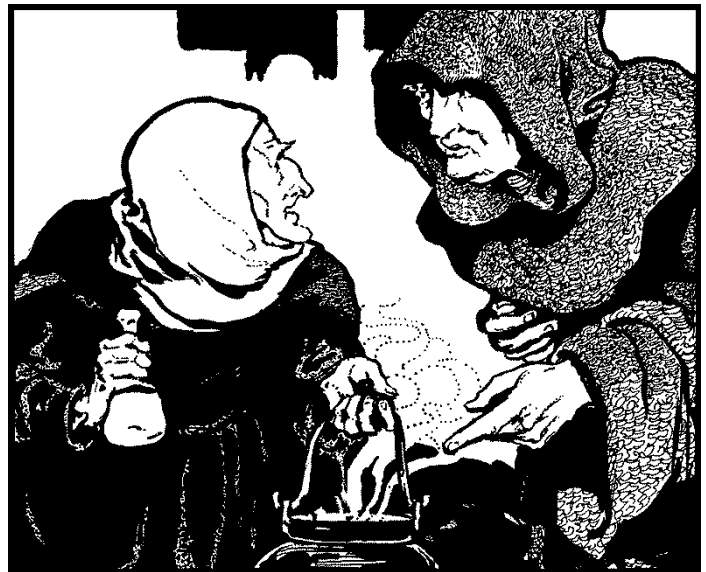
53. Bunk Room

This larger bunkroom contains four pairs of bunks and four chests that the former residents used to store their personal belongings. Six of these soldiers have become Disease-Cursed Zombies. The room contains the usual equipment seen in the other bunkrooms, with the vast majority of it being deteriorated and non-useful. There is a fine looking wide leather belt with large metal studs on it and a huge buckle with an intricate star pattern. If this belt is closely inspected, it will be discovered that the star pattern is actually a plate on the buckle that has a spring-loaded clasp on it holding two throwing stars (shurikens) in place. Pushing the outer one in slightly then turning it a quarter turn can release these. These shurikens are of high quality. The plate they are mounted on extends just beyond the blades

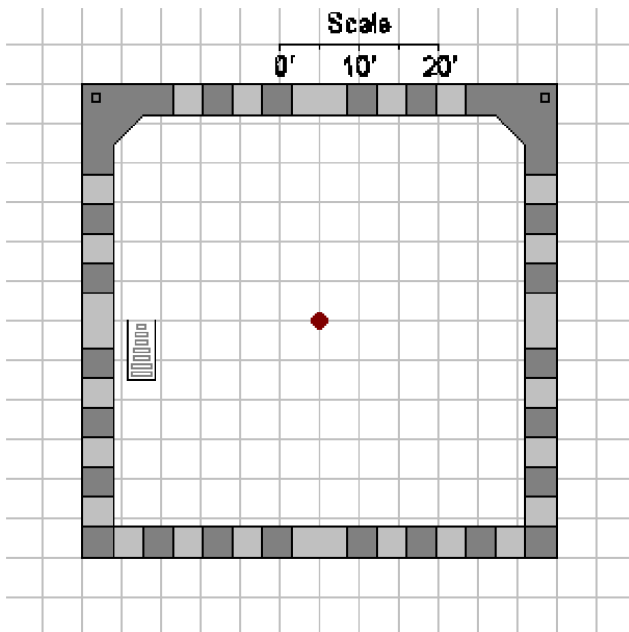
of them so that the wearer is protected from cutting himself in the abdomen.

RM: The character inspecting the belt must make a successful Observation maneuver to recognize the nature of the buckle (the detachable shurikens). This belt provides a +5 to the wearer's DB if worn with any armor type of 12 or lighter. The pair of Shurikens are made of High Steel and are of +10 quality.

HARP: The character inspecting the belt must make a successful Perception maneuver to recognize the nature of the buckle (the detachable shurikens). This belt provides a +5 to the wearer's DB if worn with any armor type of 12 or lighter. The pair of Shurikens are of +10 quality.



Dún Crú- Seventh Level



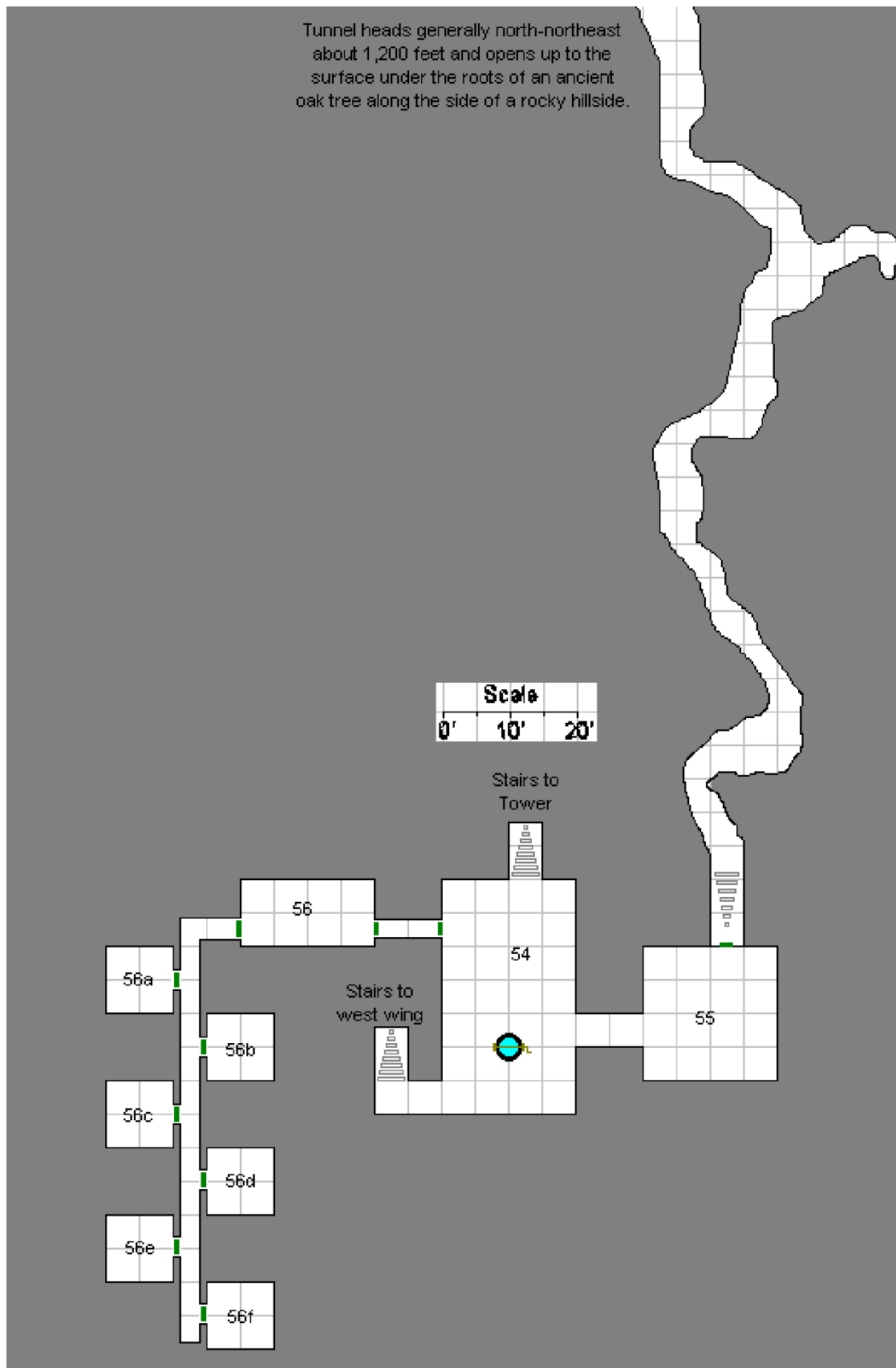
Tower Roof

The roof of the tower is nearly 60 feet (18m) above the courtyard and surrounding land. It has a 4 foot thick wall with crenellations surrounding it with the lower portions rising about 3 feet (~1m) above the surface of the roof and the upper portions extending to about 6 feet (~2 meters) above the roof. The roof is made from heavy wooden planks over top of very heavy wooden beams, all made from a very weather resistant wood and coated with a thick layer of creosote to help protect it from the elements. A heavy door (made from the same type of wood as the roof) near the middle of the western edge of this area leads down through the roof deck to the stairs leading to the sixth floor below and swings up so that it leans against the western wall when open. An iron flagpole extends up from the middle of the roof and rises up to a height of about 75' above the ground (about 15' above the roof). The ropes that had been used to hold the (now long gone) flag in place are very weak and tattered and will not hold any weight. The two northern corners of the roof wall are thicker and do not have the lower height openings as seen in the southern corners due to the chimneys to exhaust the smoke from the numerous hearths that lie below on various levels of the tower.

Several birds have made nests in various nooks and crannies within and around the wall and especially between the crenellations. Most of these are simply common birds that will not bother the characters; it is up to the GM to decide if any eggs are present in any of the nests. If this is the case, any birds here will try to defend their eggs from any intruders and may cause a minor scuffle. Even if there are no eggs to protect, the first character to reach the roof will almost certainly make sufficient noise to startle the entire flock into taking flight. The GM should require the character to make a maneuver roll to avoid losing his grip (and falling) through inattention when the flock takes off.



Dún Crú- Cellar/Dungeon Level



54. Cellar

The cellar is a large room of about 20' by 35' with a low ceiling. This ceiling is 7 feet tall to the stone, while the large wooden beams made from a water-resistant wood that support it are only about 6' above the floor. This underground room will be pitch black unless a light source is supplied by the characters. The wood and stone of the room are covered with a thick layer of dark mold type material. If this is disturbed in any way, see the notes below regarding Black Mold. Any character that is familiar with such plants or with underground construction (i.e. a dwarf) will recognize it for what it. While Black Mold is not a poison its spores will be treated as a mild poison here as explained below. The effects of failing any of these resistance rolls are described below.

There are two stairways that lead down to this room from above. The doorway that enters the room in the southwest corner comes from the stairs that lead down from area 2 (the commons for the smithy residents and stable hands). Another doorway enters the room near the middle of the northern wall, which leads down from area 4 (the Tower Commons, or Great Hall). A third doorway leads through the eastern wall and is connected to another storage room (area 55) through a short 10-foot long hallway cut through the stone and earth.

A single heavy wooden door is in the west wall near the northern corner that leads down a short hallway to another wooden door, which serves as the entrance to the dungeon (area 56) where prisoners held at the fort were kept.

A large well with a hand crank for raising and lowering pails down to the water is located near the center of the room. Two pails lay on the floor next to it, one with a metal clasp that connects it to the rope that is wrapped around the spindle of the crank. If the rope is put under any tension at all, it will break.

The remains of dozens of crates and barrels as well as scores of large sacks lie about the room. Every one of them has deteriorated and contains nothing but dirt and molds from years of sitting in a damp and dark environment. They are also covered in black mold, and any disturbance of them will result in exposure to the mold spores as detailed below. The crates and sacks once contained various foodstuffs including fruits, vegetables, and grains, as well as cloth. The barrels are all empty, but the wood is severely rotted, especially at the bottom. Their contents – alcohol and fruit in water – has either drained away or turned to sludge.

RM:

Anyone entering the room must make a RR vs. a 1st lvl poison, with failure resulting in mild congestion, possible sneezing and/or coughing, slight dizziness, weakness. These effects will start within 1-6 minutes of exposure. The effect of this in terms of game mechanics will be a –10 to all physical activities.

Anyone who touches the walls or walks across the floor of the room or touches any of the barrels, crates, sacks, pail, well or the door to area 56 will notice that they feel somewhat fuzzy and soft, but they will also need to make a 3rd level RR vs. poison, with failure resulting in congestion, sneezing and coughing, severe runny eyes

and nose, dizziness, weakness. These effects will start out as the 1st level effects above, but after 10 minutes will escalate to a –20 to all physical activities.

Anyone who disturbs, opens, or takes any action that is more disruptive and anyone within five feet of them will need to make a 5th level RR vs. poison. Failure will result in becoming very congested, bouts of uncontrollable coughing and sneezing, minor chest pains (lungs), and a loss of 20% of concussion hits due to the weakness that overtakes the body and the discomfort that results. This will start out as the 1st level effects above and escalate into this after 15 minutes. The character suffers –25 to all physical activities and –50 to all subterfuge activities.

Anyone who is foolish enough to eat any of this fuzzy mold or tastes anything that they find within this room or anything that comes into direct contact with the mold (such as touching with their hands and later eating without specifying having washed their hands), will need to make an 8th level RR vs. poison with a failure resulting in extreme congestion, weakness, violent coughing and sneezing (with some blood present), stomach pains, difficult breathing, exhaustion. These effects will start out as the 1st level effects and build until they get to this point after 20 minutes. The character will be at –50 to all physical activities and at –100 to all subterfuge activities. The character will also lose 50% of their concussion hits as they move to this state and will not be able to recover any hits until the condition subsides.

HARP: Anyone entering the room must make a Stamina RR versus poison (Poison Bonus +25), with failure resulting in mild congestion, possible sneezing and/or coughing, slight dizziness, weakness. These effects will start within 1-6 minutes of exposure. The effect of this in terms of game mechanics will be a –10 to all physical activities.

Anyone who touches the walls or walks across the floor of the room or touches any of the barrels, crates, sacks, pail, well or the door to area 56 will notice that they feel somewhat fuzzy and soft, but they will also need to make a Stamina RR versus poison (Poison Bonus +50), with failure resulting in congestion, sneezing and coughing, severe runny eyes and nose, dizziness, weakness. These effects will start out as the PB +25 effects above, but after 10 minutes will escalate to a –20 to all physical activities.

Anyone who disturbs, opens, or takes any action that is more disruptive and anyone within five feet of them will need to make a Stamina RR versus poison (Poison Bonus +75). Failure will result in becoming very congested, bouts of uncontrollable coughing and sneezing, minor chest pains (lungs), and a loss of 20% of concussion hits due to the weakness that overtakes the body and the discomfort that results. This will start out as the PB +25 effects above and escalate into this state after 15 minutes. The character suffers –25 to all physical activities and –50 to all subterfuge activities.

Anyone who is foolish enough to eat any of this fuzzy mold or tastes anything that they find within this room or anything that comes into direct contact with the mold (such as touching with their hands and later eating without specifying having washed their hands), will need to make a Stamina RR versus poison (Poison Bonus +100) with a failure resulting in extreme congestion, weakness, violent coughing and sneezing (with some blood present), stomach pains, difficult breathing, exhaustion. These effects will start out as

the PB +25 effects and build until they reach this point after 20 minutes. The character will be at -50 to all physical activities and at -100 to all subterfuge activities. The character will also lose 50% of their concussion hits as they move to this state and will not be able to recover any hits until the condition subsides.

The first mild effect can be cleared up by the character being exposed to fresh air (outside or at least a flow of non-stagnant and clean air) for at least 15 minutes. For the second effect to clear up, the character must be exposed to fresh air for at least 30 minutes. The third effect will only clear up after the character has been exposed to fresh air for at least 3 hours, while 10 hours of fresh air needs to occur to overcome the final exposure effect. This can also be cured using any appropriate spell or herbs to neutralize a poison or sickness. But if the person is still within this area, they will have the potential of contracting it again.

55. Secondary Cellar

This smaller 20' by 20' room also has a low stone ceiling supported by heavy wooden timbers and feels unusually cool. Some black mold is also growing on the walls here, but in much smaller quantities and the room is not quite as damp. Anyone touching the dark spots that are here and there on the walls needs to follow the first effect results described for area 54 above.

In addition to the normal sized doorway that leads into this room from the main cellar (area 54), there is also a small heavily corroded iron door that is set into the north wall. This door is rusted shut and will not open without being forced open using brute strength as detailed below.

RM: A Very Hard (-30) Strength check is needed to pull open the rusted door from its frame.

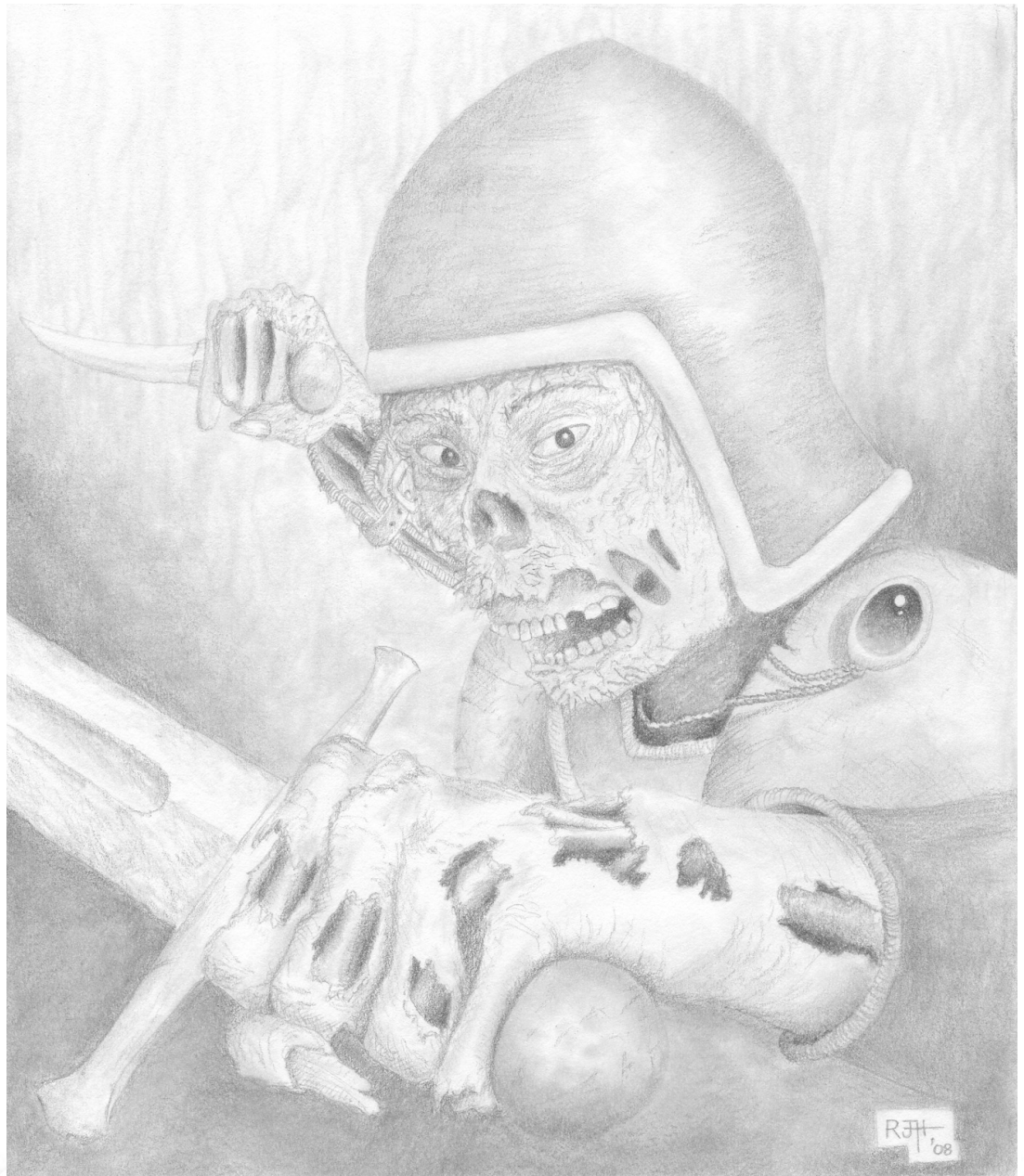
HARP: It will take a successful Hard (-20) Strength check to break this rusted door loose from its frame.

Behind this door (if the characters are even able to open it), is a steep and rough-hewn stairway that turns into a winding and narrow passage (a natural cave) that winds to the north-northeast nearly a quarter

mile. As might be expected with a natural cave, there are several branches and other passages that split off but don't extend very far before ending. The width and height also changes very sporadically, as does its distance below ground (the tunnel will rise and fall in a random fashion by as much as 50 feet). Eventually it exits to the open air from beneath the roots of an ancient oak tree growing on the side of a rocky hillside. This entrance is very difficult to spot from the outside due to extensive underbrush, weeds and several strategically placed large rocks.

56. Dungeons

The door leading into this room from the hallway from the main portion of the cellar is unlocked and may come loose from one of its hinges when it is opened. This 10' wide by 20' foot long room has a



bench in one corner, a small table with a candle and a small logbook (almost impossible to read now) resting on it, a stool sitting in front of the table, and two iron sconces holding burned out and rotted torches. While all of this furniture is still standing, it is very weak and will fall apart if any weight at all is placed on it. The room is otherwise empty. In addition to the door leading back to the cellar, there is another heavy wooden door in the west wall that opens into a rough-hewn hallway and hence to the prison cells. This narrow (only 3' wide) hallway only goes about 8 feet to the west before turning south, where it extends another 65 or so feet. There are 6 narrow doors made of close-set heavy cast iron bars, spaced evenly apart on alternate sides. All of these doors have locks set into an iron box that serves as the latch, but there are no signs of keys to any of them here in the prison. There are three identical keys that fit all of these locks, but they are located elsewhere within the fort. One is on the key ring of the fort commander (in area 39). Another is on the remains of one of the soldiers in his bunkroom (area 17), where he went while feeling very sick when his relief never showed up. A third set is located on a fine silver chain located around the neck of the remains of Troelion in the lab (area 27).

RM: A successful Very Hard (-20) Lock Pick attempt is needed to unlock the first lock, while the remaining cells can be unlocked at Medium (+0) difficulty after the first one is picked due to the similarities in the configuration of the locks.

HARP: A successful Hard (-20) Lock Pick attempt is needed to unlock the first lock, while the remaining cells can be unlocked at Medium (+0) difficulty after the first one is picked due to the similarities in the configuration of the locks.

56a. Cell

This cell contains the skeletal remains of two people. One is lying on the floor, while the other is lying partly on a half-rotted wooden bench and half on the floor. There is nothing else of interest within this room.

56b. Cell

This cell is empty, except for a wooden bench that is in poor shape and will collapse if anyone sits on it.

56c. Cell

This cell is also empty except for a rotted bench as noted above in Cell 56b. If a search is conducted, a pair of large loose stones can be found along the floor behind this bench. If they are moved, they reveal a very narrow tunnel that is dug back into the wall towards the west in a slightly upward direction. This tunnel is just barely large enough for a thin person to squeeze through. This tunnel only extends back about 8 feet and ends. This was someone's feeble attempt at escaping, but they died before getting very far.

56d. Cell

This cell contains the skeletal remains of Garamon and is also the location that his ghost is tied to. If the characters are within 30 feet of his remains, he will appear, at the edge of the 20' radius in which his restless spirit is free to move about. He will appear as a three-dimensional grey shadow of his former self in tattered clothing of a peasant that floats just above the ground. See the appendix for details on his ghost, and the "Restless Spirits & Setting Things Right" section on how his spirit must be set free. If his ghost is attacked and destroyed, it will reappear in 1-3 hours and continue to haunt the dungeons until such time as someone helps him to gain release from the shadow realm in which he now dwells. He will look to the characters for help and will not realize that his presence is actually harmful to them. He will not speak, but will approach or follow the characters with his right hand outstretched as if he needs something. While it is difficult to make out any details on his shadowy face due to his ghostly state, the faint appearance of someone in need can be seen. Anyone standing within the range of his draining attack (again, this attack is not intentional, but is a side effect of his current state of being), will feel an overwhelming emotion of despair and injustice.

56e. Cell

This cell contains the skeletal remains of a former prisoner lying on the floor next to a rotted bench. If the remains are searched, a small but fine Emerald can be found lying among the bones. This person had been imprisoned for having stolen this gem, but it was never discovered that he had swallowed it and it never passed through.

RM: A Hard (-10) Perception maneuver is required to locate the emerald. It is worth 70 gp

HARP: A Hard (-20) Perception maneuver is required to locate the emerald. It is worth 70 gp

56f. Cell

This cell is empty except for a rotten wooden bench sitting along the wall.

Troelion's Journal

The following journal pages can be handed out to the players when they find the journal sitting on the table against the western-most wall in area 25. It can be presented as is (the current form has been provided using a font intended to appear as hand-written), or can be retyped with additional details added to set the stage for other adventures that the GM may have planned. The dates are provided in terms of taking place in the World of Aernth setting. However, if this module is being incorporated into another campaign setting, the dates should be changed as needed.

12th day, Hot Moon, 2490 T.A.

Starting a new journal today, as the last one is now full. 'Tis a beautiful day today, a bit unusual for this time of year, surprisingly cool also. Emhard the tax collector was here this morning, as he will be collecting taxes for Duke Bhuel from the local farmers over the next several weeks. As is normal, we will supply 4 soldiers from the fort to escort him.

17th day, Hot Moon, 2490 T.A.

Emhard and his protectors returned to drop off the taxes that had been collected so far. The only problem was with collecting from Horatio Tolminar, who has been having a rough year, as recorded in my last journal. Over the last few months he lost several of his sheep at night. We have been unable to determine where they went (raiders, thieves, or if he simply butchered them for food and won't admit to the deed). This in addition to his house having accidentally burned down last year and his wife and son having died from some wasting disease the previous year. Emhard said that he went easy on him for this reason, but that he had to collect something from him, as he did not want to set a precedent that everyone would take advantage of in the future.

22nd day, Hot Moon, 2490 T.A.

Emhard and his protectors returned to drop off the taxes that had been collected so far with no problems to report.

23rd day, Hot Moon, 2490 T.A.

Engelhard showed up in pretty rough shape this evening. He is bloodied from an arrow wound in his left shoulder and one in his right leg, as well as a hand injury from falling while running back here to the fort. Said that they had been attacked on the road. Emhard was killed, as were the other three soldiers. Engelhard barely escaped with this life into the woods. He did not get a good view of the attacker. They were attacked by what appeared to be a single but very skilled archer who used the forest as cover.

24th day, Hot Moon, 2490 T.A.

The scouts found tracks leading away from the attack site and towards the Blaniith farm. They also took care of the bodies, and found that all the previous days taxes were missing. Thus it appears that whomever it was that ambushed them did so for the coins and goods that had been collected.

26th day, Hot Moon, 2490 T.A.

The questioning of the local farmers and peasants in regards to the attack has not turned up any useful information.

27th day, Hot Moon, 2490 T.A.

One of the local peasants came forward with information regarding the attack, but fears for his life and wants to be escorted to Bornheld before he will reveal what he knows. Two soldiers have been dispatched to escort him with orders to get the information when they reach Bornheld.

2nd day, Cooling Moon, 2490 T.A.

The Balon farm was attacked in the night with 2 steers and 5 dairy cows being stolen. Geldon was sent to investigate and should return tomorrow with a report of what he found.

4th day, Cooling Moon, 2490 T.A.

Geldon returned and reported that there were very large wolf tracks as well as some goblin tracks, which he was able to follow into the woods to the southeast of the farm for quite a distance, before losing the tracks through the Blakemoore swamp.

13th day, Cooling Moon, 2490 T.A.

The soldiers who escorted Harmon to Bornheld returned today with the information that he said he had. Apparently, he was hunting in the woods nearby where the attack took place, and he saw someone in a dark cloak, who fired arrows at the group and killed

Emhard. Then the brigand stole the chest after having killed or scared away all of the soldiers who were supposed to be protecting Emhard. This man then broke open the chest with an axe, while Harmon tried to stay hidden in the woods. Then Harmon moved a little and a branch broke under his foot, making a loud snapping sound, to which the man turned and looked in his direction then ran away through the woods towards the Tolminar farm.

14th day, Cooling Moon, 2490 T.A.

Sent Hioreon and two soldiers to the Tolminar farm to question old man Tolminar and his daughter to see if they saw anything or knew anything about the attack.

17th day, Cooling Moon, 2490 T.A.

Hioreon has returned with a prisoner, Garamon. However both of the other soldiers who accompanied Hioreon did not return. He reported that on the way there, he stopped to help a traveler who had a problem with a wheel on their cart and that by the time he made it to the Tolminar farm that Garamon had killed the other two men as well as old man Tolminar and his daughter. He also reports that he found Garamon doing unspeakable things to the body of Miss Tolminar and that this gave him the opportunity to sneak up on him and knock him unconscious and bind him to bring him back as a prisoner. Hioreon then reported that on the way back to the fort that Garamon admitted to having attacked and killed Emhard.

18th day, Cooling Moon, 2490 T.A.

Questioned Garamon this morning, he says that as he approached the farm to visit Miss Tolminar (he claims that he was courting her and had asked her father for his permission for them to be wed), that he came across Hioreon and his two companions beating old man Tolminar and having their way with Garamon's fiancé, so he grabbed a chunk of firewood and beat the man who was on top of Miss Tolminar over the head, killing him. He then proceeded to beat the other soldier with the wood until Garamon attacked him and knocked him unconscious. Garamon claims to know nothing about the death of the tax collector.

Garamon also says that Híoreon stole a pendant of his that is a family heirloom. Garamon claims this object was given to an ancestor of his by a druid many generations ago to help protect the family against vile spirits after Garamon's ancestor had saved the druid from a bear that had attacked him in the woods. Garamon swore an oath that he will not rest until the pendant is returned and Híoreon thrown from the roof of the fort. He cursed all of us for having wrongly imprisoned him. I suspect that Garamon is lying to cover up his deeds, but there is no definitive proof of this yet.

24th day, Cooling Moon, 2490 T.A.

Garamon has officially been considered a threat and will remain in prison for the rest of his natural life, or until we get more conclusive evidence as to his guilt in which case he will be executed, based on the testimony of Híoreon and the decision of myself and the Captain.

27th day, Cooling Moon, 2490 T.A.

Word just reached us of an attack on three of the local farms that occurred during the night. It appears that we may have goblins somewhere nearby. The reports from the survivors definitely indicate a clan of goblins on the rampage. We are sending out soldiers and trackers to investigate. The trackers have been told not to engage and to keep their distance, and if possible not to let the goblins know that we know of their location or existence, so that it will allow us to surprise them when we can mobilize our forces.

28th day, Cooling Moon, 2490 T.A.

The soldiers returned to report that the farms are a complete loss, the structures have all been burned to the ground and all the animals have been stolen. It appears that 17 people were killed, with 5 survivors having escaped to the fort to warn us yesterday.

1st day, Harvest Moon, 2490 T.A.

Two of the scouts have returned reporting that they lost any trace of the goblins in the Blakemoore swamp down in Hoarsbey Canyon.

4th day, Harvest Moon, 2490 T.A.

Our third scout has not yet returned. We suspect that he may have gotten too close to the goblins and been either killed or taken prisoner. The captain has decided to send out a party of soldiers and trackers to spend several days searching the swamp as well as the rest of Hoarsbey Canyon, as there are a lot of potential hiding places and caves in the canyon where these goblins could be living.

9th day, Harvest Moon, 2490 T.A.

There are rumors coming in that whatever strange sickness killed Horatio Tolminar's wife and son two years ago has reappeared at two of the neighboring farms. There is some concern that this might be something serious, as those who have caught it are very sick.

13th day, Harvest Moon, 2490 T.A.

The sickness has spread to other nearby farms.

14th day, Harvest Moon, 2490 T.A.

The Full-Moon Harvest Festival is tonight. Some people are concerned about the sickness that seems to be spreading.

15th day, Harvest Moon, 2490 T.A.

The Harvest Festival was great; lots of good food, most of the local farmers came out to the Duke's Castle for the feast and the celebrations. We only kept a minimal force here at the fort, while most of us went to the festival. A group of the soldiers from here at Dun Cru won the Hurling competition, 7 to 3 against the eastern fort, then 10 to 5 against the team of peasants from the southern areas of the Duchy, then 5 to 2 against one of the teams from the Duke's own Castle. While there, I talked to several of the local farmers and found out that Garamon and young Miss Tolminar had been courting, thus that part of his story appears to have been true. If so, he must really be a monster to have committed the crimes alleged by Hioreon.

16th day, Harvest Moon, 2490 T.A.

Tried to locate Híoreon to question him further about the truth of Garamon and Miss Tolminar's betrothal, however the Duke has sent him with a small force of men to the southern reaches of the Duchy to deal with a problem there.

23rd day, Harvest Moon, 2490 T.A.

I overheard two of the soldiers talking about the incident at old-man Tolminar's farm and what Híoreon had told them. What he told them is different than what he told me, and is inconsistent with his official story. Híoreon is one of our most trusted lieutenants, but this makes me wonder as to the validity of his story. Will need to investigate further, when time permits.

25th day, Harvest Moon, 2490 T.A.

After asking around, it appears that there are several versions of Híoreon's story going about. Not sure if this is due to people simply getting the facts wrong as the story gets passed on, or if he has been telling different versions of it to different people.

27th day, Reddening Moon, 2490 T.A.

It has been a gloomy day, as is often the case on Hallows' eve. Everyone is getting their work done before dark and hoping to stay indoors when the spirits will be at their most active. T'is always a night of concern as it is the midpoint between the autumn equinox and the winter solstice, and is thus the time when the boundaries between the worlds of living and the dead are at their thinnest.

2nd day, Reddening Moon, 2490 T.A.

The sickness seems to have spread quite rapidly over the past three weeks. It appears that nearly every farm in the Duchy has been affected by it. There have been 9 deaths in the past moon-cycle that can be attributed to it, and we now have a few men here at the fort who appear to have come down with it, as well as a few people at both the Duke's Castle and the eastern fort.

3rd day, Reddening Moon, 2490 T.A.

Just received a scroll on a truth reading spell that I have long awaited. With the recent doubt as to the guilt of Garamon, I want to understand how I can determine the truth of the stories surrounding the events of the 26th of the Hot Moon.

5th day, Reddening Moon, 2490 T.A.

There have been reports of more deaths around the Duchy. We received a message from the King that people are sickening in other parts of the land as well.

6th day, Reddening Moon, 2490 T.A.

Hioreon has returned from his latest mission and is being hailed as a hero by the Duke. He saved several families from a terrible beast that had wandered into the southern parts of the Duchy. I only had a few minutes to question him regarding the incident at the Tolminar farm more than a month ago. His current story is inconsistent with his previous account, so I am now even more suspicious of his claims.

7th day, Reddening Moon, 2490 T.A.

Two of the soldiers died last night, and more than half of those living in the fort are now sick.

8th day, Reddening Moon, 2490 T.A.

Think I've got an understanding of the truth reading spell. Will use it later tonight to try to determine if it works or not. Three more of the men have died, and the Captain and his wife are now sick. Some of the servants who have not yet been cursed with this vile sickness have fled the fort in fear.

9th day, Reddening Moon, 2490 T.A.

The tests seem to have worked, will try to question Hioreon tomorrow morning. He came down with the sickness a couple of days ago. I'm not feeling too well myself and have not been able to eat anything today. Throat is sore and I've got the coughs that seem to be

the early signs of this vile sickness. Hope I can find out the truth before things get too bad here.

10th day, Reddening Moon, 2490 T.A.

Tried to question Hioreon today, but had a difficult time as he seemed to fade in and out of sleep, and I'm feeling pretty sick. However I was able to use the spell to learn the truth. Garamon's story is correct and he must be released. If Hioreon survives this sickness, he must be imprisoned, nay executed, for his contribution to what happened to young Miss Tolminar and her father. But will need to deal with it tomorrow, as I don't feel up to it tonight.

11th day, Reddening Moon, 2490 T.A.

I've got get down to the prison to free Gararamomn. Most the fort residents are dead, and though few of us left are in no shape to help must free him, even if it's the last thing I do, I swear by the Mother of all life that I will free him!

12th day, Redning Moon, 2490 T.A

Got ~ o v e

APPENDIX I.1 RMSS/FRP Stats

NPC/Creature Stats for use with **Rolemaster Standard System** and **Rolemaster Fantasy Role Playing**.

Brand the Red- Traveling bard and wandering minstrel (traveler camp site between Archendurn and Libintat)

Profession: Bard **Race:** Human **Lvl:** 5th
Hits: 78 **AT:** 10 (9) **PP:** 32 **MM:** +10 **BMR:** 50'
Ag: 82 +3 **Co:** 65 +0 **Me:** 92 +6 **Re:** 75 +2 **Sd:** 60 +2
Em: 60 +0 **In:** 58 +0 **Pr:** 97 +8 **Qu:** 64 +0 **St:** 64 +2
Attacks: Short Sword +60 Dagger +46 Thrown Dagger +38
Swim/Climb: +45 **Alertness:** +25 **Observation:** +42 **Stalk/Hide:** +31/+38
Lore/Craft: +75 **Languages:** Argentum ("common"/"merchant-speech"), Archendurn, Silent Tongue
Spells: Controlling Songs 1-5, Sound Control 1-4, Item Lore 1-5, Sound Projection 1-5
Equipment of note: Mandolin, short sword, 2 daggers, leather breastplate, leather greaves, wool cap, flaxen breeches, flaxen tunic, leather boots, leather belt, hooded wool cloak, backpack, knapsack, small tent, cooking pans/utensils, flint/steel, sewing kit, water skin, wineskin, trail rations.

Thom McGaith- Bandit Leader (wilderness or areas 1, 2, 8, 9, 10, or 11)

Profession: Rogue **Race:** Human **Lvl:** 8th
Hits: 102 **AT:** 10 (37 (25s+12DB)) **PP:** 0 **MM:** +5 **BMR:** 62'
Ag: 87 +4 **Co:** 75 +2 **Me:** 72 +1 **Re:** 68 +0 **Sd:** 65 +2
Em: 48 +0 **In:** 57 +0 **Pr:** 75 +2 **Qu:** 85 +4 **St:** 83 +5
Attacks: Scimitar +99 (+10Q) Dagger +76 Shield Bash +79 Short Bow +67
Swim/Climb: +77 **Alertness:** +23 **Observation:** +45 **Stalk/Hide:** +72/+75
Languages: Archendurn **Spells:** -none-
Equipment of note: Scimitar (+10 quality, his base OB is +89), leather breastplate, leather arm and leg greaves, leather boots, wool breeches, leather weapons belt, 2 daggers, short bow, quiver, 20 arrows, horse, saddle, saddlebags, camping equipment (tent, bedroll, flint/steel/tinder), waterskin, trail rations, 30 tp, 24 bp, 45 cp, 18 sp, 12 gp, a brass key, and various loot retrieved from travelers

Bandit Archers- Bandit Archers (wilderness and areas 1, 2, 8, 9, 10, and 11) 2 at the campsite, 2-4 more at the fort (as needed to create a challenge for the characters attacking the fort).

Profession: Rogue **Race:** human **Lvl:** 5
Hits: 85 **AT:** 9 (+18) **PP:** 0 **MM:** +15 **BMR:** 60'
Attacks: composite bow +85 short sword +62
Swim/Climb: +65 **Alertness:** +20 **Observation:** +39 **Stalk/Hide:** +59/+65
Languages: Archendurn **Spells:** -none-
Equipment of note: composite bow, quiver, 30 arrows, leather breastplate, leather boots, wool breeches, wool tunic, horse, saddle, saddlebags, bedroll, flint/tinder/steel, waterskin, trail rations, 4d6 tp, 4d6 bp, 3d6 cp, 2d6 sp, 1d6 gp, various loot from travelers

Bandit Ruffians- Bandit Ruffians (wilderness and areas 1, 2, 8, 9, 10, and 11) 3 at camp site and 3-5 more at the fort (as needed to create an appropriate challenge for the characters attacking the fort).

Profession: Fighter **Race:** human **Lvl:** 5
Hits: 110 **AT:** 10 (30s) **PP:** 0 **MM:** -10 **BMR:** 50'
Attacks: broadsword or battleaxe +95 short bow or sling +75
Swim/Climb: +35 **Alertness:** +12 **Observation:** +31 **Stalk/Hide:** +37/+42
Languages: Archendurn **Spells:** -none-
Equipment of note: broadsword or battleaxe, sling and stones or short bow and quiver w/20 arrows, leather breastplate, leather arm and leg greaves, leather boots, horse, saddle, saddle bag, bedroll, flint/tinder/steel, waterskin, trail rations, 4d6 tp, 4d6 bp, 3d6 cp, 2d6 sp, 1d6 gp, various loot from travelers

Ghost of Troelion- Ghost of Troelion (areas 25, 26, and north end of 27)

Profession: Ghost (Mentalist) **Race:** Ghost (Human) **Lvl:** 20th (10th)
Hits: 240 **AT:** 1 (30)* **PP:** 86 **MM:** +30 **BMR:** 130'

No attributes: unable to interact with the physical world very well other than through his spells

* Can only be harmed by magical weapons and unaffected by stun or bleeding crits, when reduced to 0 hits, the form disappears for a period of time but will return shortly as a ghost can not be destroyed but instead must be helped on towards the afterlife. The only way Troelion's ghost can move on is by completing his tasks (freeing of Garamon by unlocking his cell, see Setting Things Right for details).

Attacks: non-combative, however characters within 10' will lose 4 temporary Constitution if they fail their RR. If he is attacked, he will fight back using his spells listed below.

Languages: unable to communicate

Spell Lists: Anticipations 1-5, Attack Avoidance 1-5, Cloaking 1-5, Damage Resistance 1-10, Delving 1-5, Gas Manipulation 1-5, Liquid Manipulation 1-5, Mind Attack 1-10, Mind Control 1 (only first level spell), Minds Door 1-10, Mind Mastery 1-5, Presence 1-5, Sense Control 1-10, Sense Mastery 1-10, Shifting 1-5, Solid Manipulation 1-5, Telekinesis 1-5

Equipment of note: see details of areas 25, 26, and 27

Ghost of Garamon- Ghost of Garamon (areas 56d and surrounding cells once the door has been opened)

Profession: Ghost (Farmer) **Race:** Ghost (Human) **Lvl:** 15th (5th)
Hits: 165 **AT:** 1 (30)* **PP:** -0- **MM:** +30 **BMR:** 130'

No attributes: unable to interact with the physical world very well

* Can only be harmed by magical weapons and unaffected by stun or bleeding crits, when reduced to 0 hits, the form disappears for a period of time but will return shortly as a ghost can not be destroyed but instead must be helped on towards the afterlife. The only way Garamon's ghost can move on is by his last dying wish being fulfilled (see Setting Things Right for details).

Attacks: generally non-combative, however characters within 10' will lose 4 temporary Constitution if they fail their RR. If he is openly attacked, he will attack back using Medium Bash attacks with an OB of +90

Languages: unable to communicate

Spells: none, although he has a natural affinity for domesticated farm animals (he possessed the Animal Empathy Talent when he was alive).

Equipment of note: none

Rotting Corpse of Hioreon- Rotting Corpse of Hioreon (area 30)

Profession: Fighter **Race:** Undead Human **Lvl:** 12th
Hits: 85 * **AT:** 1 (10) * **PP:** -0- **MM:** +0 **BMR:** 40'

Attacks: Short Sword +100 Dagger +75 (left hand, thus 2x attacks/rnd) Med. Bash +85

*Reduce all crits sustained by 1 level, anyone touched by the Rotting Corpse must make a RR vs. disease or will contract a rotting disease that can only be cured by "Setting things right" or a Remove Curse spell

Languages: unable to communicate

Spells: none

Equipment of note: tattered equipment as specified in room description (area 30)

Creature	Lvl	Sz/Crit	Hits	AT(DB)	Move/Speed	Attacks	Notes
Althic Damhán (spider)	0	T/--	3	1 (10)	1' /F	Tiny Bite +10 => Poison	
Armor Constructs	10	M/I#	280	20 (10)	50/MD	Broadsword +145 / Medium Bash +100	Reduce crits by 1 level, unaffected by bleeding and stun crits
Bats	0	T/--	8	1 (60)	50'/VF	Tiny Bite +10	Large numbers tend to cause confusion
Black Mold	1	var	40	1 (0)	none	Spores (see description)	See description
Disease Cursed Zombie	2	M/I#	45	1(15)	30'/SL	M. Bash +30 / S. Claw +30	Disease: Rot
Living Stalactite	4	L/#	140	4 (0)	30' /SL	Medium Grapple-Envelop +115	Aggressive, unaffected by stun and bleeding crits
Rats	0	S/--	12	1 (30)	20' /MF	Tiny Bite +20	May carry diseases
Wolverines	2	S/--	55	3 (50)	60'/VF	Med. Bite +50 / Med. Claw +45	Aggressive



APPENDIX I.2 RM2/Classic Stats

NPC/Creature Stats for use with **Rolemaster 2nd Edition** and **Rolemaster Classic**.

Brand the Red- Traveling bard and wandering minstrel (traveler camp sight between Archendurn and Libintat)

Profession: Bard **Race:** Human **Lvl:** 5th
Hits: 78 **AT:** 10 (0) **PP:** 10 **MM:** +10 **BMR:** 50'
Ag: 82 +5 **Co:** 65 +0 **Me:** 92 +10 **Re:** 75 +5 **Sd:** 60 +5
Em: 60 +0 **In:** 58 +0 **Pr:** 97 +15 **Qu:** 64 +0 **St:** 64 +5
Attacks: Short Sword +60 Dagger +45 Thrown Dagger +40
Swim/Climb: +45 **Perception:** +45 **Stalk/Hide:** +35
Lore/Craft: +75 **Languages:** Argentum ("common"/"merchant-speech"), Archendurn, Silent Tongue
Spells: Controlling Songs 1-10, Sound Control 1-10, Item Lore 1-10, Sound Projection 1-10
Equipment of note: Mandolin, short sword, 2 daggers, leather breastplate, leather greaves, wool cap, flaxen breeches, flaxen tunic, leather boots, leather belt, hooded wool cloak, backpack, knapsack, small tent, cooking pans/utensils, flint/steel, sewing kit, water skin, wineskin, trail rations, +2 spell adder torc.

Thom McGaith- Bandit Leader (wilderness or areas 1, 2, 8, 9, 10, or 11)

Profession: Rogue **Race:** Human **Lvl:** 8th
Hits: 102 **AT:** 10 (30 (25s+5Qu)) **PP:** 0 **MM:** +5 **BMR:** 62'
Ag: 87 +5 **Co:** 75 +5 **Me:** 72 +0 **Re:** 68 +0 **Sd:** 65 +5
Em: 48 +0 **In:** 57 +0 **Pr:** 75 +5 **Qu:** 85 +5 **St:** 83 +10
Attacks: Scimitar +100 (+10Q) Dagger +75 Shield Bash +75 Short Bow +65
Swim/Climb: +75 **Perception:** +50 **Stalk/Hide:** +75
Languages: Archendurn **Spells:** -none-
Equipment of note: Scimitar (+10 quality, his base OB is +90), leather breastplate, leather arm and leg greaves, leather boots, wool breeches, leather weapons belt, 2 daggers, short bow, quiver, 20 arrows, horse, saddle, saddlebags, camping equipment (tent, bedroll, flint/steel/tinder), waterskin, trail rations, 30 tp, 24 bp, 45 cp, 18 sp, 12 gp, a brass key, and various loot retrieved from travelers

Bandit Archers- Bandit Archers (wilderness and areas 1, 2, 8, 9, 10, and 11) 2 at the campsite, 2-4 more at the fort (as needed to create a challenge for the characters attacking the fort).

Profession: Rogue **Race:** human **Lvl:** 5
Hits: 85 **AT:** 9 (+5) **PP:** 0 **MM:** +15 **BMR:** 60'
Attacks: composite bow +85 short sword +62
Swim/Climb: +65 **Perception:** +40 **Stalk/Hide:** +65
Languages: Archendurn **Spells:** -none-
Equipment of note: composite bow, quiver, 30 arrows, leather breastplate, leather boots, wool breeches, wool tunic, horse, saddle, saddlebags, bedroll, flint/tinder/steel, waterskin, trail rations, 4d6 tp, 4d6 bp, 3d6 cp, 2d6 sp, 1d6 gp, various loot from travelers

Bandit Ruffians- Bandit Ruffians (wilderness and areas 1, 2, 8, 9, 10, and 11) 3 at camp site and 3-5 more at the fort (as needed to create an appropriate challenge for the characters attacking the fort).

Profession: Fighter **Race:** human **Lvl:** 5
Hits: 110 **AT:** 10 (30s) **PP:** 0 **MM:** -10 **BMR:** 50'
Attacks: broadsword or battleaxe +95 short bow or sling +75
Swim/Climb: +35 **Perception:** +30 **Stalk/Hide:** +40
Languages: Archendurn **Spells:** -none-
Equipment of note: broadsword or battleaxe, sling and stones or short bow and quiver w/20 arrows, leather breastplate, leather arm and leg greaves, leather boots, horse, saddle, saddle bag, bedroll, flint/tinder/steel, waterskin, trail rations, 4d6 tp, 4d6 bp, 3d6 cp, 2d6 sp, 1d6 gp, various loot from travelers

Ghost of Troelion- Ghost of Troelion (areas 25, 26, and north end of 27)

Profession: Ghost (Mentalist) **Race:** Ghost (Human) **Lvl:** 20th (10th)
Hits: 240 **AT:** 1 (30)* **PP:** 60 **MM:** +30 **BMR:** 130'

No attributes: unable to interact with the physical world very well other than through his spells

* Can only be harmed by magical weapons and unaffected by stun or bleeding crits, when reduced to 0 hits, the form disappears for a period of time but will return shortly as a ghost can not be destroyed but instead must be helped on towards the afterlife. The only way Troelion's ghost can move on is by completing his tasks (freeing of Garamon by unlocking his cell, see Setting Things Right for details).

Attacks: non-combative, however characters within 10' will lose 4 temporary Constitution if they fail their RR. If he is attacked, he will fight back using his spells listed below.

Languages: unable to communicate

Spell Lists: Attack Avoidance 1-10, Cloaking 1-10, Damage Resistance 1-10, Delving 1-10, Mind Attack 1-10, Mind Control 1 (only first level spell), Mind's Door 1-10, Mind Mastery 1-10, Presence 1-10, Sense Control 1-10, Sense Mastery 1-10, Telekinesis 1-10

Equipment of note: see details of areas 25, 26, and 27

Ghost of Garamon- Ghost of Garamon (areas 56d and surrounding cells once the door has been opened)

Profession: Ghost (Farmer) **Race:** Ghost (Human) **Lvl:** 15th (5th)
Hits: 165 **AT:** 1 (30)* **PP:** -0- **MM:** +30 **BMR:** 130'

No attributes: unable to interact with the physical world very well

* Can only be harmed by magical weapons and unaffected by stun or bleeding crits, when reduced to 0 hits, the form disappears for a period of time but will return shortly as a ghost can not be destroyed but instead must be helped on towards the afterlife. The only way Garamon's ghost can move on is by his last dying wish being fulfilled (see Setting Things Right for details).

Attacks: generally non-combative, however characters within 10' will lose 4 temporary Constitution if they fail their RR. If he is openly attacked, he will attack back using Medium Bash attacks with an OB of +90

Languages: unable to communicate

Spells: none, although he has a natural affinity for domesticated farm animals (he possessed the Animal Empathy Talent when he was alive).

Equipment of note: none

Rotting Corpse of Hioreon- Rotting Corpse of Hioreon (area 30)

Profession: Fighter **Race:** Undead Human **Lvl:** 12th
Hits: 85 * **AT:** 1 (10) * **PP:** -0- **MM:** +0 **BMR:** 40'

Attacks: Short Sword +100 Dagger +75 (left hand, thus 2x attacks/rnd) Med. Bash +85

*Reduce all crits sustained by 1 level, anyone touched by the Rotting Corpse must make a RR vs. disease or will contract a rotting disease that can only be cured by "Setting things right" or a Remove Curse spell

Languages: unable to communicate

Spells: none

Equipment of note: tattered equipment as specified in room description (area 30)

Creature	Lvl	Sz/Crit	Hits	AT (DB)	Move/ Speed	Attacks	Notes
Althic Damhán (spider)	0	T/--	3	1 (10)	1' /F	Tiny Bite +10 => Poison	
Armor Constructs	10	M/I#	280	20 (10)	50/MD	Broadsword +145 / Medium Bash +100	Reduce crits by 1 level, unaffected by bleeding and stun crits
Bats	0	T/--	8	1 (60)	50'/VF	Tiny Bite +10	Large numbers tend to cause confusion
Black Mold	1	var	40	1 (0)	none	Spores (see description)	See description
Disease Cursed Zombie	2	M/I#	45	1(15)	30'/SL	M. Bash +30 / S. Claw +30	Disease: Rot
Living Stalactite	4	L/#	140	4 (0)	30' /SL	Medium Grapple- Envelop +115	Aggressive, unaffected by stun and bleeding crits
Rats	0	S/--	12	1 (30)	20' / MF	Tiny Bite +20	May carry diseases
Wolverines	2	S/--	55	3 (50)	60'/VF	Med. Bite +50 / Med. Claw +45	Aggressive



APPENDIX I.3 HARP Stats

NPC Stats for use with **HARP (High Adventure Role Playing)** system.

Name/Creature	Lvl	Size	BMR	Init	DB	Hits	Attacks	Stamina	Will	Magic
Brand the Red	3 rd	M	10'	+7	+26	57	Short Sword +50, Dagger +40, Thrown Dagger +30, Spells	+31	+48	+48
Harper Spells: Calm 66 (10), Charm 70 (12), Confusion 66 (10), Minor Healing 51 (7), Quiet Ways 66 (10), Sleep 70 (12) Skills: Climbing: 30, Duping: 56, Perception: 58, PP Dev: 88, Riding: 31, Stalking & Hiding: 30, Swimming: 30 Equipment of note: Mandolin, short sword, 2 daggers, leather breastplate, leather greaves, wool cap, flaxen breeches, flaxen tunic, leather boots, leather belt, hooded wool cloak, backpack, knapsack, small tent, cooking pans/utensils, flint/steel, sewing kit, water skin, wineskin, trail rations.										
Thom McGaith	6 th	M	12'	+16	+48	80	Scimitar +99 (includes +10Q), Dagger +69, Short Bow +74	+54	+38	+37
Rogue Skills: Ambush: (6) 43, Climbing: 49, Duping: 27, Perception: 55, Riding: 33, Sniping: (9) 58, Stalking & Hiding: 73, Swimming: 39 Equipment of note: Scimitar (+10 quality, his base OB is +89), leather breastplate, leather arm and leg greaves, leather boots, wool breeches, leather weapons belt, 2 daggers, short bow, quiver, 20 arrows, horse, saddle, saddlebags, camping equipment (tent, bedroll, flint/steel/tinder), waterskin, trail rations, 50 cp, 20 sp, 12 gp, and a brass key										
Bandit Archers (variable)	3 rd	M	12'	+6	+36	66	Composite bow +70, short sword +60	+36	+26	+26
Rogue Skills: Ambush: (3) 21, Climbing: 26, Perception: 31, Riding: 26, Sniping: (6) 36, Stalking & Hiding: 56, Swimming: 26 Equipment of note: composite bow, quiver, 30 arrows, leather breastplate, leather boots, wool breeches, wool tunic, horse, saddle, saddlebags, bedroll, flint/tinder/steel, waterskin, trail rations, 3d10 cp, 2d10 sp, 1d10 gp										
Bandit Ruffians (variable)	3 rd	M	10'	+11	+36	86	Broadsword or battleaxe +70, short bow or sling +60	+46	+26	+26
Fighter Skills: Climbing: 36, Perception: 41, Riding: 26, Sniping: (3) 21, Stalking & Hiding: 31, Swimming: 36 Equipment of note: broadsword or battleaxe, sling and stones or short bow and quiver w/20 arrows, leather breastplate, leather arm and leg greaves, leather boots, horse, saddle, saddle bag, bedroll, flint/tinder/steel, waterskin, trail rations, 3d10 cp, 2d10 sp, 1d10 gp										
Ghost of Troelion	10 th	M	14'	+20	+75	100	Non-combative; 90 T-Crush will only use Aura of Fear ability in extremis	+45	+90	+90
Special Abilities: Flight, Aura of Fear, Incorporeal (can only be harmed by magic or enchanted weapons), Survival Instinct, Regeneration (major) (recovers 2 hits per min), Fetter (to Dun Cru) The only way Troelion's ghost can move on is by completing his tasks (freeing of Garamon by unlocking his cell, see Setting Things Right for details). Spell Lists: Universal: Guess 70 (6), Study Target 90 (10), Mystic Circle (see Codex): Analysis 90 (10), Barrier Sight 100 (15), Bladeturn 85 (9), Changing Ways 92 (11), Distractions 90 (10), Fire Nerves 90 (10), Long Door 94 (12), Long Ear 85 (9), Long Eye 85 (9), Mage Armor 102 (16), Nightvision 92 (11), Presence 90 (10), Sensory Overload 100 (15), Suggestion 90 (10), Telekinesis 90 (10), Truth Reading 55 (3) Equipment of note: see details of areas 25, 26, and 27										

Name/Creature	Lvl	Size	BMR	Init	DB	Hits	Attacks	Stamina	Will	Magic
Ghost of Garamon	5 th	M	14'	+30	35	130	Generally non-combative, but will use 90 T-Crush to hurl rocks etc if attacked or frustrated	+45	+65	+65
Special Abilities: Flight, Aura of Fear, Incorporeal (can only be harmed by magic or enchanted weapons), Survival Instinct, Regeneration (major) (recovers 2 hits per min), Fetter (to Dun Cru cells) The only way Garamon's ghost can move on is by his last dying wish being fulfilled (return of his family heirloom and having the remains of Hioreon thrown out a window or off the roof of the tower; see Setting Things Right for details). Equipment of note: none										
Rotting Corpse of Hioreon	8 th	M	12'	+17	+55	150	110 Short Sword, 90 S-Puncture 80 S-Crush 60 M-Grapple	+85	+25	+25
Special Abilities: Death's Endurance (ignore stuns), Survival Instinct, Frailty (Head or Neck crits), Contagion (anyone bitten must make Stamina RR 100 or be infected, make further RRs each hour to avoid losing 2-20 hits. Anyone who dies from this or is killed by a zombie will rise as a Disease-Cursed Zombie. This disease can only be cured by "Setting things right" or a Remove Disease spell Equipment of note: tattered equipment as specified in room description (area 30)										
Althic Damhán (spiders, variable)	0	T	2'	+5	+25	1	10 T-Puncture, Poison **	+20	+0	+0
** See description on page XX										
Armor Constructs (2)	6 th	M	10'	+15	+90	150	100 Broadsword, 100 M-Crush	+60	+100	+60
Bats (variable)	0	T	15'	+10	+40	5	10 T-Puncture	+10	+10	+10
Black Mold	1 st	L	-n/a-	0	0	**	Spores **	+5	n/a	+5
** See description of area 54 for details.										
Disease Cursed Zombies (variable)	3 rd	M	12'	+17	+25	125	90 S-Puncture 80 S-Crush 60 M-Grapple	+85	+25	+25
Special Abilities: Death's Endurance (ignore stuns), Survival Instinct, Frailty (Head or Neck crits), Contagion (anyone bitten must make Stamina RR 100 or be infected, make further RRs each hour to avoid losing 2-20 hits. Anyone who dies from this or is killed by a zombie will rise as a Disease-Cursed Zombie. This disease can only be cured by "Setting things right" or a Remove Disease spell										
Living Stalactites (2-3)	3 rd	L	6'	+20	+55	75	75 M-Grapple	+50	+25	+25
Rats (variable)	0	T	12'	+4	+25	10	20 T-Puncture	+10	+5	+5
Wolverines (2)	2 nd	S	12'	+12	+50	80	60 S-Puncture	+30	+25	+25
Very Aggressive										



G.C.P.

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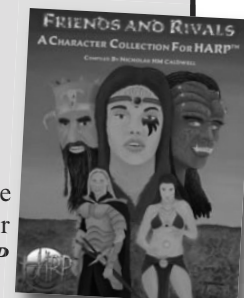
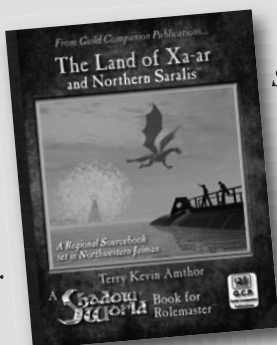
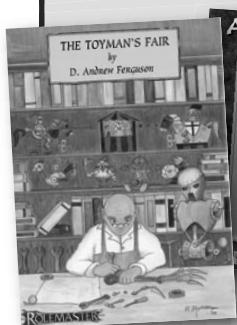
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