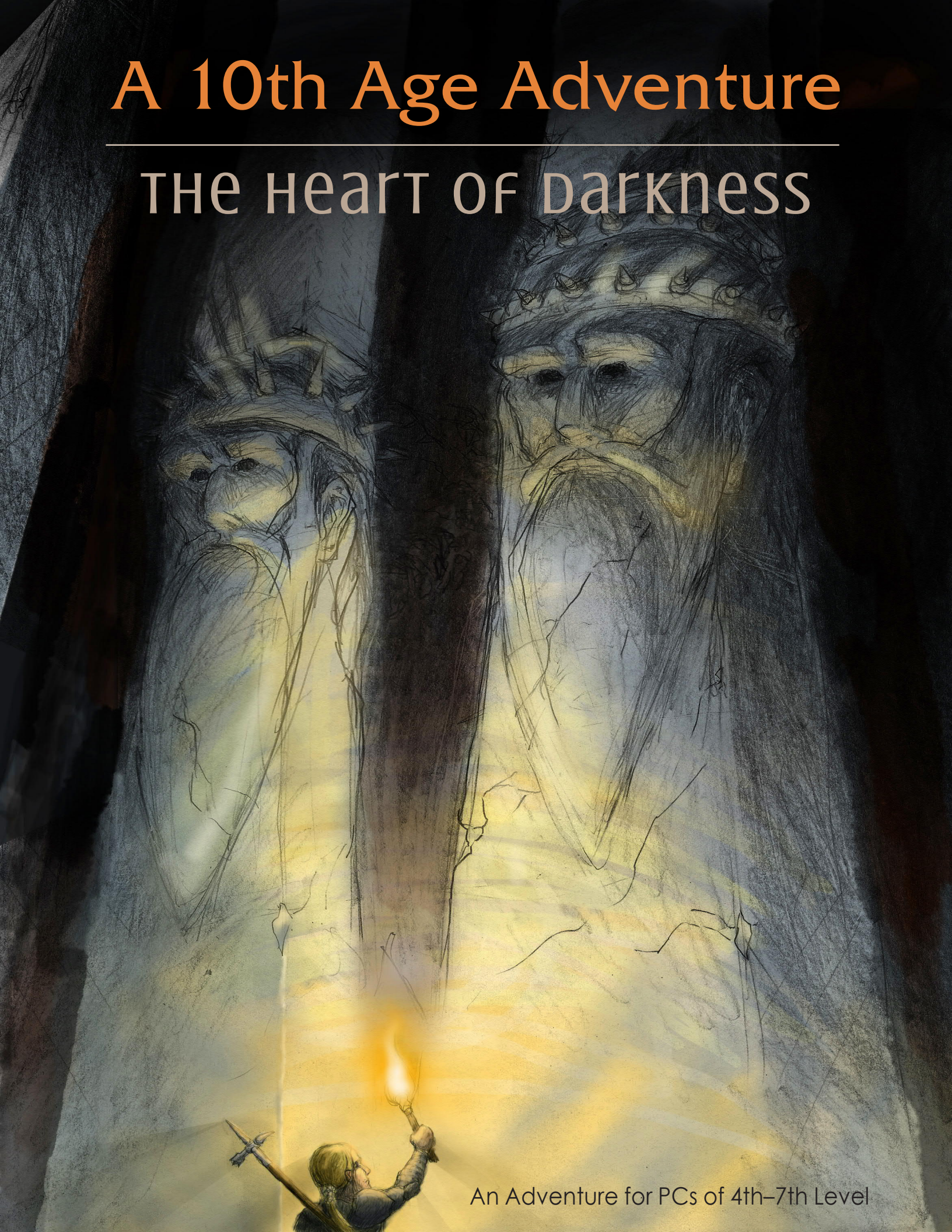


A 10th Age Adventure

THE HEART OF DARKNESS



An Adventure for PCs of 4th–7th Level

10th Age Wiki

<http://www.obsidianportal.com/campaigns/the-10th-age>

Additional Downloads

<http://frothingmug.blogspot.com/p/10th-age-downloads.html>

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INTRODUCTION: USING THIS ADVENTURE

You hold in your hands an AD&D 2e module (adventure) designed to be used in the world of Arunia or your own homebrewed campaign with very few changes.

The pages following will describe the valley of Strathwait and the long and bitter history of the dwarves who live there. It's intended to be an October-feeling Halloween themed adventure, so it's stuffed with ghosts, ghouls, and the undead.

This module includes a description of the vale, the town of Culcomb, the ruined dwarf-hold of Granarhol and its crypts, and the various places around the valley. You'll also find a timeline describing the escalation of danger in Strathwait.

However, to run a module like this requires a somewhat heavier touch than most other adventures. It has a distinctly gothic style and thus relies heavily on the method of storytelling to build tension. Anthropomorphism of atmospheric events and attention to detail, even small niggling ones, are both big parts of gothic story telling—if you're unsure how to make use of them, check the sidebar nearby.

Localizing the adventure shouldn't be hard; most of the Arunia-specific information refers to places that are outside the focus of the story. Any relatively magical nation will do to replace Dorlan and the Heart of the Alchemist can be substituted by any other kind of grotesque necromantic artifact.



The adventure begins when the players enter the valley of Strathwait. There are two major ways to get into the vale. The more likely is from the south, across the Sarnath River at the crossing

known as Two Bridges. The other entrance to the valley is across the Black Mountains, through a pass that starts at the abandoned mine in the Vales known as Sidunum.

Two Bridges is named after the ancient stone spans built by the Pinehall dwarves back when the hold was still inhabited. The halfling Tom Bittercress owns a farm and a ferry right between the bridges and the PCs will most likely encounter him if they come this way.

The pass is dangerous, menaced by ogres and orcs, but a small party of friendly NPCs is making their way through it when the adventure begins and may assist the PCs if they hit it off.

Timeline

DAY 1: A storm threatens

NIGHT 1: The storm breaks; the pass to Sidunum floods with water and finally collapses under the stress, mudslides burying it. The bridge over the Sarnath collapses in a spectacular groaning and shrieking of stone. Trolls flit through the water near its pilings.

DAYS 2-3: Nothing happens during this time, giving the PCs some time to get to town, explore the valley, etc.

NIGHT 4: The undead attacks begin; start sending attacks as per the "Night 1" rules in the back of the book

DAY 6: The Seekers (you'll learn about them later) die in the crypts



THE GOTHIC STYLE

The gothic style relies on atmosphere to begin building tension and thus is mostly a technique that deals with the manner in which a story is told. The themes that have been laid down in this module are some that I hope you'll find strike the gothic chord, but the manner of presentation is at least as important as the content of a gothic horror.

What are those themes? Most gothic horror builds on a few key themes that resonated strongly with late Victorian society and gave birth to our modern horror genre. This module strikes these themes in a way that I hope allows you to put a deep and abiding fear in your players.

Of course, having the material is only the first half of the battle. The second is presenting it in a way which exaggerates the themes and brings them to the forefront. Any gothic horror story can be presented as a slapstick comedy if the narrator is sufficiently detached.

The themes that Heart of Darkness builds are manifold, but generally focus on the following:

A sense of loneliness - Strathwait valley is a lonesome place, and the coming of fall heralds

the most melancholy time of season here. The loneliness is compounded by the remoteness of Culcomb and its people from any large settlement.

Isolation: Reinforcing the loneliness is a profound isolation. The river is uncrossable (save at the North Ford which leads into a wilderness of ruins and monstrous beings) and the passes are closed. Strathwait is completely isolated from the world.

History: The past is a palpable force in Culcomb and Strathwait, literally clawing its way out of the grave to trouble the present. Injustices and evils done centuries ago are coming back to wreak havoc upon those who survived them.

Madness: Another gothic favorite. Madness can be seen in the figure of Alphonsar, who has been imprisoned in undeath for centuries. It can be seen in Alboraen and the Seekers, who search for a gruesome prize, and it can be seen in the draugr who are being wracked with pain by the presence of an ill-starred artifact in their midst. Hitting each of these notes is important. Foes aren't just tottering zombies - they are mortified dead, their flesh thick and gelatinous in decay, the once-bright foppiness of their Dorlish clothes now a grotesque mockery.





CHAPTER one: BACKSTORY

This section will provide you with some of the deep history on Strathwait, Culcomb, and the ruined Pinehall as well as the extremely ancient sorcerer known as the Alchemist (who's heart is causing so much trouble).

THE ALCHEMIST

In the most ancient stories there are legends of the God of Magic being imprisoned in the Middle World and striving to break free of his bonds. It is said he taught seven magi the most intimate secrets of the Art and made them his will in the world: the Generals Sorcerous.

These wizards obliterated all traces of their former lives, even going so far as to take on new names so their old ones couldn't be used against them. However, the Generals Sorcerous were defeated by the coming of the southmen to Atva-Arunia. Rather than let them be captured, the god of magic entombed them in necromantic slumber, hidden throughout the north in great sleeping-tombs.

When the second war came, he went from tomb to tomb to wake his servants. However, they fell to infighting and, in the final hours of the war the Necromancer slew several of his fellow generals, betrayed the Lord of Magics, and fled into the wild.

The Alchemist fled the destruction as well and lived a long life in the kingdom of Golnia, hiding in the wild pinewoods. No one is quite certain when, but at some point the Tetrarchs of Golnia found him and executed him. It's said that he killed forty men before they tied him down and that even afterwards they had to hack his body apart into pieces to keep him from coming back. The legends whisper that even as he was being buried his disembodied head spat out vile curses.

Someone, somewhere, must have discovered the unmarked pits where his body was buried for bits and pieces of him began to surface in the years afterwards. His black necromantic heart, his fingers, and one of his teeth appeared in places far removed from the site of his "demise."

His heart and one of his fingers have certainly been found again: the one by the Dorlish mage Alphonsar and the other by the Golnian wizard Alboraen. The stories of these men will unfold in the following pages and you shall see the end they meet!

THE ALCHEMIST'S HEART

The Alchemist's Heart is a vile thing; the size of a withered human heart, it somehow remains vital and organic though it be black as dead flesh. Its valves gape moistly, opening and closing on the empty air. Anyone so much as looking at it can tell that it is an evil thing, and full of much fell magic.

At some point in the distant past it was placed in a chased gold reliquary and outfitted with a series of straps that allow it be worn across one's chest.





HISTORY

The Alchemist was one of the seven Sorcerous Generals of Lumia during the ages of his rebellion. Considered wildly unstable, even by his fellow sorcerers, he began a process of transforming his body from the weak and feeble thing it was into a form that would last him throughout eternity.

The very first step he took was to enchant his heart. Through a painful and long-forgotten magical ritual he imbued this organ with inimical might, pumping not only blood but necromantic magics through his veins. The process was so successful that his heart lives on, long after his own destruction.

He fought during the War of Ascension when Lumia was put down by Ozmiandre the Red. Unlike some of the other Generals, though, he fled into the wilds to escape death. It is said that he lived the life of a hermit in Golnia until he was found out and dragged before a local nobleman.

However it may be that he was captured, captured he was and beheaded for good measure. His body was supposedly buried in the wild in an unmarked plot; however, someone must have gone to dig him up, as his heart surfaced in Dorlan in the 10th Age.

POWERS

CONSTANT (weak): Unless contained in a magical reliquary of some kind, the alchemist's heart will constantly issue forth a black miasma composed of negative energy. This miasma will deal 1d6 points of damage per turn to anything within 10' of the heart.

When any necromantic magic relying on negative energy is used within 30' of the heart, it is cast as though the source were 1d4+1 levels higher than it actually is. When healing magic is used in the presence of the heart, its efficacy is halved.

INVOKED: Three times per day, the heart can be forced to cast animate dead as a level 10 wizard. It can also be invoked to cast vampiric touch three times per day as a wizard of twelfth level.

CURSE: For every week a character spends near the heart there is a 5% cumulative chance that they will become infatuated with it and attempt to reunite it with the rest of the Alchemist, bringing him back to life.

Spending twenty-four hours (all of them) apart from the heart resets the counter and allows the character to realize that it was affecting his judgement.

The heart's constant powers represent it at a slumbering level. However, each fragment of the Alchemist's dismembered body calls to each and as they draw near to one another they begin to awaken.

Once another fragment is within 12 rods of the heart, it wakes up fully. At that point, its powers become much more dangerous (and deadly!)

CONSTANT (strong): The heart, unless contained within a reliquary, will now radiate a poisonous cloud of negative energy nearly 300 feet wide. This cloud causes an immediate loss of 1d6 points of constitution to anyone who comes into contact with it—they may save vs. spell to lose only half that. This constitution does not return while the characters are within the field; once a character leaves, they recover 1 point of constitution for every ten minutes of rest they spend.

Its damaging property now affects everyone within 30 feet, causing 1d6 points of hp damage per turn. Anyone who perishes within 100 feet of the heart rises the following turn as a zombie. Anyone perishing within 30 feet of the heart rises in 1d4+1 turns as a wight.

Additionally, the energy of the heart waxes and wanes with the sun and patterns of the stars, becoming more or less potent in turn. Its necromantic powers permeate everything around it and it will begin imbuing dead forms with unlife.

All healing magic used within 100 feet of the heart is cut in half. All clerical magic used within 50 feet (or used on a target within 50 feet) is cast as though by a cleric 1d3 levels lower. All clerics who can turn undead lose this power (though they will not know until they try) within 100 feet of the heart.



HISTORY OF PINEHALL

The dwarven settlement known as Pinehall (Granarholl in Orthr, but dwarves are notorious for not wanting to speak their own language around outsiders) was founded in the 8th century of the 9th Age and eventually destroyed in the late 4th century of the 10th Age.

Its rise was responsible for bringing a great number of dwarves from their mountainous holds in the Arinnfal to the north; nearly all of the dwarven settlers in Culcomb were survivors from the destruction of the old hall or their descendants.

While the conflicts that beset Pinehall early in its history were generally between dwarves and elves, it is the Dorls who the Pinehall dwarves are truly wary of: Alphonsar and Tiriodar, the two men most directly responsible for the fall of the old halls were both Dorls and so was the army that followed them.

Having long memories and longer lives, those who survived the siege and slaughter of their kin are unlikely to look kindly upon Dorls again. Their natural distrust has been compounded, and even menfolk of non-Dorlish descent can expect a cold greeting in Culcomb.

IX.706, HRUNIR FASTORTH FOUNDS PINEHALL

In this year Hrunir, known as Fastorth which became the clan-name of one of the two Pinehall highborn clans, traveled northwards from his home in Middlemark, through the now-vanished Bandit Kingdoms of the Vales, and established a steading in the Black Mountains.

His settlement grew into a ring-town by the year IX740. Though Iriem had lain claim to the Pinefall Forest long before, during this time they were occupied by the resurgence of the Bleeding Death on the one hand and the pressing of the Bandit Kings on the other to contest the establishment of a small dwarven village.

IX.753 BATTLE OF MICHEL'S POOL

The Iriemite armies smashed the Bandit Kings at Michel's Pool and executed their leadership in the summer of this year, including the infamous King Michel the Robber, leaving the Vales leaderless.

Later in that year, a black dragon by the name of Sisthyr and her brood settled in the northern marches of the Pinefall.

IX.754 DRIVING OUT THE DRAGON

The dwarves of the burgeoning Pinehall and the elves of Iriem were both troubled by the dragonsign they were beginning to see amongst the forest animals; attacks of gargantuan proportions and the destruction of entire caravans of merchants attested to Sisthyr's growing power.

The dwarves sent envoys to the elven king and together they set out to do battle with the brood of the black dragon. Hundreds of elven knights were joined by a handful of dwarven warriors and together they went deep into the glens and confronted Sisthyr and her six sons.

While the dragon was slain, a great portion of the Iriemite knighthood went with her, and many of her children escaped into the wild. Indeed, it is thought that the so-called "Silverlode" dragon that terrorized Iriem in the Tenth Age might have been the child of Sisthyr herself.

IX.755 THE REFUSAL

After the death of Sisthyr the elf king of Iriem proposed that Hrunir should swear fealty to him. Many elves had, after all, perished to keep the Pinehall safe. Hrunir refused to kneel to anyone who was not a dwarf and a king.

As a result, the elves of Iriem and the dwarves of Pinehall parted on unkind terms, a resentment stewing between them.

IX.756 THE FIRST DELVING

Fearing an armed elvish response, Hrunir urged a new process of fortification at Pinehall. Old flimsy buildings were knocked down and replaced with stone. Tunnels and halls were carved into the mountainside, and the walls were strengthened. With many young adventuresome dwarves arriving daily (Hrunir's name had become synonymous with dragon slaying after his part in the death of Sisthyr), the size of the settlement grew rapidly.



IX.764 ELVISH AGRESSION

Hrunir was given an ultimatum in IX764: swear fealty, relinquish claim on the Pinefall and the Black Mountains, and kneel before the elf king of Iriem... or be forced to. Hrunir stood strong and, as a result, the outlying steads and farms of Pinehall were burned by elvish irregulars.

IX.765-98 ENTRENCHMENT

Hrunir ordered the construction of a true folkhal after the burnings and delvings on a fortress below the mountains began. The elves cut off the Pinehall supply routes, starved them for trade, and harried their borders. However, the troops of Iriem were badly depleted from the bandit wars, the confrontation with the dragon, and flare-ups of the Bleeding Plague amongst the elves.

During this time the dwarves worked day and night to complete the upper halls of Pinehall. By IX798 the ringtown had transformed into a small, well-defended, dwarven city.



IX.800-25 War

As the elvish population recovered, the Iriemites made full scale war on the Pinehall. They were too late, as the defensive works were by now extensive. Strong as the mountain itself, the dwarves retreated into their hold whenever the elves were ravaging the countryside.

IX.831 LEGITIMACY

The elves withdrew and agreed to recognize Hrunir's right to hold the mountains and forest if he agreed to allow them to send trade through the wood. Over one hundred years after its founding and just before Hrunir's own death the dwarf king sent a colony stone to Pinehall and recognized it as an official colony of Hårnholme. Hrunir was declared the Prince of Pinehall and all the lands around it were at peace.

IX.833 HRUNIR DIES, OLFIN LARSTEN IS ELECTED CLAN-PRINCE

IX.843 SETTLEMENT

The dwarves built a permanent road to Iriem and Middlemark and began to spread out through the forest. Other races moved north to settle under Pinehall's banner as it was relatively peaceful and stable compared to the maelstrom of chaos brought about by the plague and the great wars in the world at large.

IX.897 THE DRAGON'S RETURN

One of Sisthry's sons, Fyrosch, returned to the forest in IX897 to wreak his vengeance. Finding his mother's slayer, Hrunir, already dead he instead vented his ire on the settlements of the forest. Thousands were killed or driven out before Fyrosch apparently tired, winging away again into the darkness.

X.138 ORC TRIBES ATTACK

The Black Mountain orc tribes were a constant source of danger and trouble for the Pinehall but in X138 they unified under an Aurkenoz named Thobak and began to ravage and plunder the Vales and Pinehall.



X.139-70 INTERMITTENT ORC WARS

Throughout the 2nd century of the 10th Age, orc wars spilled over into the Pinefall region every now and again. The most dangerous was under Thobak, which lasted from X138-41 and his eventual death.

X.200 DEATH OF OLFIN, ELECTION OF ALTHR HAMMERSON FASTORTH

X.245 ESTABLISHMENT OF SIDUNUM UNDER DWARVEN LAW

After the Teralian conquest of the Vales, imperial Teralian miners discovered that the Black Mountains were full of silver. They established a settlement near the central passes and obtained permission to mine there from Pinehall. A new trade route was opened, leading to Northmount Abbey from the eastern side of the vale.

X.380 DORLISH SKIRMISHES

Long after the collapse of Teral and the foundation of Dorlan, skirmishes between the Tyrolin houses and the Pinehall shook the borders of that land. The dwarves withdrew closer to their fortress, avoiding any direct confrontations with the Dorls.

X.388-90 MARCH WAR

Eventually, these skirmishes broke out into a full scale war between the Pinehall dwarves and the Dorls. Overwhelmed by the sheer numbers of the men the Dorlish mages could call upon, they were slaughtered and driven out of their folkhal. Pinehall was looted and left empty, and has stood as such for generations of men.

THE MARCH WAR: A HISTORY

In the year X380 the Dorlish elf-noble Tiriodar Baldanno began agitating for an elven reconquest of the Pinefall Forest. The region had laid in waste since the return of the dragon Fyrosch (IX897-8) and the threat of his eventual reappearance kept even the Pinefall dwarves close to their stronghold in the Black Mountains.

Seeing the land going to waste, Tiriodar advised the Council of Magi to claim it and advance Dorlish settlers into the region to bring it under the control of Dorlan (and thus, perhaps, edge out the competing kingdom of Weyland south of the Vales). At first the dwarves thought nothing of this, but Dorlish taxation on Pinehall caravans created a lingering distrust between them.

This turned to bloodshed in the years of X388-90 when Tiriodar set a cordon around Pinehall for their refusal to pay Dorlish tariffs and cut them off from all outside trade. This infuriated the dwarves and, in a series of escalating confrontations, Tiriodar's men and half-elves began what is now known today as the March War.

FIRST ENGAGEMENT

The dwarven prince at the time, Althr Fastorth, refused to give battle in the wood. This led to a loss of many outlying towns loyal to the hold: those that didn't immediately swear allegiance were sacked by Tiriodar and his forces.

The first real battle broke out in X388 along the North Crossing of Strathwait Valley. The dwarves of Pinehall and Culcomb marched along the river and confronted the Dorlish forces encamped there, breaking the siege cordon.

THE BATTLE OF TWO BRIDGES

The waters of the river Sarnath are said to be the home of unquiet spirits south of Pinehall. Prince Althr led his dwarves southwards after their victory at the North Crossing and encountered Tiriodar's forces at Two Bridges, falling on them from behind. When Tiriodar's camp turned to fight the incoming dwarves, the gates of Pinehall were thrown open and the dwarves smashed them between hammer and anvil. Bodies were said to be floating down the river for days and occasionally skeletons can be found beneath the burbling waters.

THE LONG CAMPAIGN

These advances were followed up with quick military successes amongst most of the lightly defended Dorlish settlements in the forest. The Council of Magi, however, took this as a sign to mobilize the entire kingdom of Dorlan and began drumming up armies not only from the provinces of Tyrolin but from all



across the Protectorate.

Many families joined in the war, and gains that were made early by the dwarves became disastrous defeats. Recognizing that he didn't have the numbers to fight the Dorls on their own ground, Prince Althr held a long fighting retreat back to the defensive works of Pinehall.

THE SIEGE

Tiriodar Baldanno had returned at the head of this new army. He was accompanied by young nephew Alphonsar who was said to be a mage without compare. Rumor placed in his hands a powerful artifact which made him master of the dead and dwarven legends tell that the Dorls had skeletons fighting in their train.

If this is true, rumors of it never reached Dorlan and it may be that Alphonsar used his dark powers out of sight of the other Dorls save those that were closely associated with him and his scheme.



The Dorlish forces occupied the land just south of Two Bridges, encamped on the Heath of Strathwait Valley, and blockaded the pass at Culcomb. It was nearly impossible for the dwarves to get food into Pinehall.

This situation lasted for two years before Alphonsar breached the Pinehall gates.

PRINCE ALTHR'S STAND

It was Alphonsar who finally broke the dwarven gates, and he did it by treacherous magic. While it is unclear how events unfolded, someone (or something) engaged the counterweights for the doors and they were forced open from the outside. Tiriodar and his men poured into the breach with most of the other senior commanders and followed the retreat of the prince's honor-guard, assuming that if he fell the war would end.

Alphonsar, however, made for the throne room, hoping to find the entrance to the famed vaults of Pinehall and loot them of their treasures. Instead, he walked into a trap. Dwarven crossbowmen mowed him down and would have killed his whole contingent if it hadn't been for mages with more foresight than he.

Meanwhile, Tiriodar and the senior magicians followed Prince Althr and his honor-guard into the temple at the heart of Pinehall. As the mage called out for the Prince's surrender, Althr commanded that the great supports be knocked loose: he, his dwarves, and hundreds of his attackers were buried under an avalanche of rock, sealing them all there.

AFTERMATH

Though the main protagonists had all been slain, the fighting continued into the late hours of the night when the dwarves finally surrendered. The folkhall was looted, the soldiers hastily departed and, without an Akemite, they left the dead for fear of touching them. The dwarves mournfully sealed the folkhall to let it remain a tomb for their prince and their kin forever.

The remaining dwarves scattered or retreated north to Culcomb where many of them live to this day.



CHAPTER TWO: THE VALLEY

Here you shall find the Valley of Strathwait explained in great detail. From encounter charts to keys for locations on the map, this will assist you in running the region and the little town of Culcomb.

ENCOUNTER FREQUENCY CHART

Terrain Type	Mountains	High Mountains	Heath	Wood	Plains
Encounter Chance (d10)	4	5	3	4	2
7am-10am	check	check	check	check	check
11am-2pm	---	check	---	check	---
3pm-6pm	---	check	---	check	check
7pm-10pm	check	check	check	check	---
11pm-2am	check	check	check	check	check
3am-6am	check	check	check	check	check



ENCOUNTER TABLE: VALLEY, DAYS 1-3

Roll Encounter

Common

- 01-14 People of Strathwait—roll on the Strathwait chart
- 15-28 Weather change
- 29-42 Prowling wolves—retreat at sign of party
- 43-56 1d4 of the Seeker's Hirelings—about some business
- 57-70 Small Orc group—roll on the orc chart

Uncommon

- 71-74 Culcomb residents under attack—roll once on the Strathwait chart and once on the orc chart
- 75-78 Mysterious happening—roll once on the mysterious happening chart
- 79-82 Medium Orc group—roll on the orc chart, add +4 to the result
- 83-86 2d12 Kobolds scavenging
- 87-90 2d4 Mountain Ogres

Rare

- 91-92 Wyvern
- 93-94 Large Orc group—roll on the orc chart, add +8 to the result
- 95-96 Weak Undead group—roll on the weak undead chart
- 97-98 Signs of a slaughter

Very Rare

- 99 The Seekers
- 100 Strong Undead group—roll on the strong undead chart



ENCOUNTER TABLE: VALLEY, DAYS 4-7

Roll	Encounter
<i>Common</i>	
01-14	People of Strathwait—roll on the Strathwait chart
15-28	Weather change
29-42	2d6 Prowling wolves (aggressive)
43-56	Mysterious happening—roll on the mysterious happening chart
57-70	Weak Undead Group—roll on the weak undead chart
<i>Uncommon</i>	
71-74	Culcomb residents under attack—roll once on the Strathwait chart and once on the weak undead chart
75-78	Strong Undead group—roll on the strong undead chart
79-82	Signs of slaughter
83-86	Desperate Orcs—roll on the orc chart and add +2 to the result
87-90	Large Knot of Undead—roll three times on the weak undead chart
<i>Rare</i>	
91-92	Undead animals—zombified small mammals (such as boars, etc.), roll on the undead animal chart
93-94	Burned Out Farmstead—a special type of slaughter site
95-96	Day: fleeing villagers; Night: group of shadows—3d4
97-98	Wyvern
<i>Very Rare</i>	
99	Undead Seekers
100	Large Knot of Strong Undead—roll three times on the strong undead chart

ORC CHART: D20

Roll Encounter

1-4	1d4 Bow Orcs (leather armor and shortbows) and 2d4 Scouts (leather armor, bucklers, arming swords)
5-8	2d4 Bow Orcs, 4d4 Scouts
9-12	2d4 + 2 Bow Orcs, 2d4 Fighting Orcs (chain armor, buckler, arming sword)
13-16	4d4 + 2 Bow Orcs, 2d4 Fighting Orcs, 1d4 Orc Lieutenants (chain armor, shield, arming sword—fight as Orc Lieutenants)
17-20	2d4 Short Orcs, 3d4 Scout Orcs, 4d4 Fighting Orcs, 1d4 Orc Leaders
21-24	4d6 Fighting Orcs, 2d4 Bow Orcs, 3d6 Fighting Slaves (40% Halflings, 60% Dwarves)
25-28	Orcish slave train: 4d8 Fighting Orcs, 2d6 Orc Lieutenants, 1d4 Orc Captains (chain armor, medium shield, arming sword, mace/club, fight as Orc sub-chiefs), 2d4 x 10 Regular Slaves





STRATHWAIT PEOPLE: D12

Roll Encounter

- 1 2d6 Clan Uthol gatherers
- 2 2d4 + 2 Militia Dwarves on patrol
- 3 2d4 Clan Skrifsar Dwarves
- 4 2d8 Halfling gatherers
- 5 Throlf Throlfsson and 1d4 Lartsen Dwarves exploring the valley
- 6 Amble Mossweed out for a stroll
- 7 A group of 3d4 Drumkins scouting the vale for danger; 60% chance of Gregoire is with them if he is not with the PCs
- 8 2d8 Blomvangr rangers scouting
- 9 Aldomyr the Hermit
- 10 Trodir and Landir Varhal, making charcoal to take back the village
- 11 1d12 Earthkeeper Acolytes searching for herbs
- 12 Eirin Varhal and 2d6 militia dwarves scouting for danger

MYSTERIOUS HAPPENINGS: D10

Reroll any repeated results

Roll Encounter

- 1 Hundreds of insects crawl out of the ground and, after swarming for several minutes, fly off, clear out of the valley
- 2 The PCs encounter a lone mounted elf named Calisamarnen riding through the valley. He is an emissary from Iriem who has been trapped within the vale. See below for more about him.
- 3 The PCs discover the still-moving remains of a rotten limb half-buried in the tallgrass.
- 4 A strange whispering wind blows through the trees. One PC hears his name muttered in the sound.
- 5-8 Meeting with Caber Thorn, gnomish purveyor (This event can occur multiple times)
- 9 2d4 + 1 Orcs run jabbering out of the hills, attempting to surrender to the PCs. They have seen the undead moving at the crypts, and are terrified. They can be recruited to fight as militia (though there may be trouble in town) and perhaps even hired on to stay after the adventure. They are, of course, generally neutral evil or lawful evil.
- 10 PCs stumble upon a relic of the March War laying in the bushes or beneath a stone.

Weak Undead Chart: D8

Roll Encounter

- 1-2 2d4 Undead mammals (boars, bears, wolves, etc.)
- 3-4 2d4 + 2 Dwarven Skeletons
- 5-6 Mixed force of 1d4 + 2 Dwarven Skeletons and 2d4 Dorlish zombies
- 7 2d8 Halfling Gatherers
- 8 2d4 Ghouls and 1d4 Ghosts (mixed)

Strong Undead Chart: D8

Roll Encounter

- 1-2 2d4 Ghouls and 1d4 Ghosts (mixed)
- 3-4 2d8 Ghouls and 2d4 Skeletons
- 5-6 2d4 Juju Zombies
- 7 1d6 + 1 Juju Zombies, 1d8 Ghosts
- 8 1d4 Insane Draugr

Calisamarnen: elven Horseman

Calisamarnen is an elvish knight from Iriem who was riding northwards into Dorlan when the storm (night 1) hit. Seeking shelter in the vale and deigning not to ride through the wilds of the Pinefall Forest in the middle of the night he crossed the far bridge at Two Bridges and now finds himself trapped in Strathwait, far from any Dorlish settlements.

He has seen the undead moving among the hills and is easily spooked; if he sees the PCs from afar, he may watch them or shadow them for a time but he will be very reluctant to actually allow them to approach. It's even possible that, after a certain number of days, Calisamarnen and his horse will appear amongst the ranks of the dead.

Calisamarnen is a level 0 elf with 7 hp dressed in faded riding clothes and torn hosen with a gently curved arming blade at his hip. He is far more dangerous as a zombie than he would ever have been as a live elf.



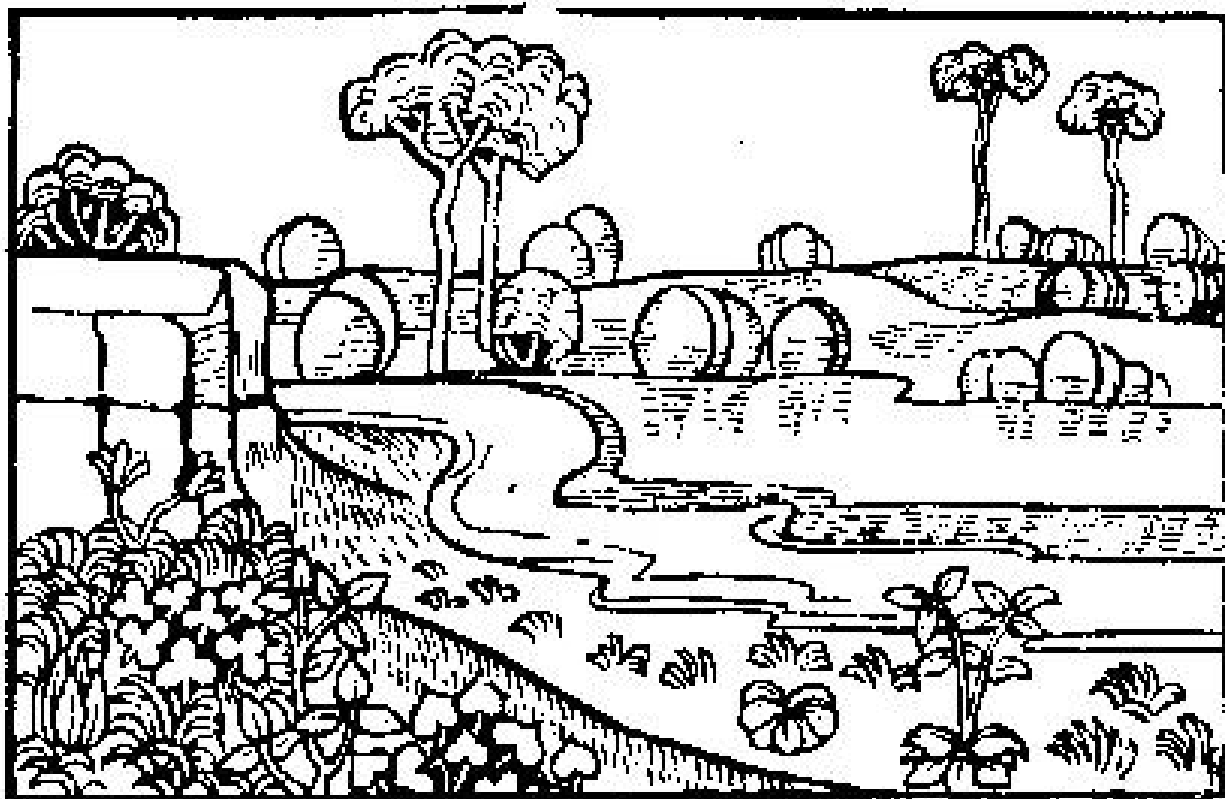
Caber THORN a gnomish purveyor

Caber is a gnomish merchant who travels up and down the Vales and nearby lands in his covered wagon. He has been caught, much like Calisamarnen, inside the confines of the valley of Strathwait about which he is none too pleased. However, he does have some precautions to help him survive: a bell of alarms and a crossbow of speed assist him greatly, particularly since he is level zero.

Caber's rather young for a gnomish entrepreneur and has a short beard of many small spines that he is rather proud of. He tends to wear dark colored tunics and hosen and thinks of himself as quite dashing. His cart contains oddments and wares not normally found in town markets. While he has served as a tinker and blacksmith in the past, at present he prefers selling strange things that seem more at home at Pandar's Procurements than a gnomish wagon.

Caber has the following items for sale:

Caber's Asking Price	Items
500 Pillars each	2 potions of delusion
800 Pillars each	2 potions of healing
1,500 Pillars	2 scrolls of protection against undead (only one is for sale)
1,200 Pillars	A History of the War of Ascension



A hand-drawn map of a village, likely a fantasy setting. The map features a central cluster of buildings and landmarks, surrounded by fields and a large orange area labeled 'DRUMKINS ORCHARD'. Key locations include:

- DRUMKINS ORCHARD**: A large, irregular orange shape at the top right.
- PUMPKIN PATCH**: A rectangular brown area on the right side.
- FIELD**: Three rectangular brown areas, one on the left, one at the bottom left, and one at the bottom right.
- UTHOL CLAN**: Located at the top left, near a 'FIELD'.
- RAQWEED BROTHERS BREWERY**: A small brown building at the top center.
- MARKET**: A green square building in the center-left.
- TEMPLE OF EIRI** and **TEMPLE OF LEESHA**: Two small, circular, light-colored buildings in the center.
- LARSTEN CLAN**: A small brown building in the center.
- THROFSSON'S PUB**: A small brown building in the center.
- DRUMKINS HOUSE**: A small brown building in the center-right.
- GLAMIRVEG CLAN**: A small brown building on the right side.
- SWINSEP CLAN**: A small brown building in the center-right.
- VARHAL SMITHY**: A small brown building in the center-right.
- TOFHARTH CLAN**: A small brown building in the center-left.
- COMMUNAL OVEN**: A small brown building in the center.
- FAIRWEATHER COOPER**: A small brown building at the bottom left.
- UTHOL CLAN TANNERY**: A small brown building at the bottom left.
- WOLFGEAR BRASON**: A small brown building on the left side.

The map is drawn with simple lines and colors, with labels in a stylized, hand-drawn font.



THE VILLAGE OF CULCOMB

Nestled in the hills of Strathwait lies the little dwarf and halfling village of Culcomb. Once merely an outpost of the great settlement of Pinehall, Culcomb is now home to the remnants of the dwarves who survived the War of the March 113 years ago. With this event firmly entrenched within dwarven memory, the population of Culcomb is not very welcoming to outsiders (particularly Dorts).

Culcomb is built around five hills, four of which have been dug out into multigenerational halfling homes. Most of the buildings in Culcomb are dwarven longhalls cut from dense mountain pinewood though a few are made from granite and mountain limestone. Its streets are narrow and unpaved winding between the buildings and out to the fields that lay along the valley.

The halflings are generally quite friendly to outsiders (gestr as the dwarves call them) dividing the town roughly between the clannish dwarves of Pinehall and the halflings.

All the buildings are divided in style as well: there are those built in the way of many smallfolk, with turf roofs or enclosed entirely of hills as well as the wooden dwarven longhalls and a few stone manors.

All the homes of Culcomb, halfling or dwarven, house large families. Each of the four halfling hills belongs to one family of halflings and the clans of the dwarfs cluster together in longhalls (and a few stone mansions).

Outsiders rarely come to Culcomb; it's off the beaten track and there are no longer any trade reasons to come to Strathwait Valley. The villagers rarely have any reason to leave the valley themselves: the Black Mountains are infested with orcs, a problem that has grown worse with the destruction of Pinehall. The Pinefall Forest is dangerous and dark, and the March of Fear is rife with gnolls. Occasionally Culcombers will take a river boat down from the landing at Two Bridges to Highwater or Norstadt to do some trading, but even in those Valeland towns the folk of Culcomb are thought of as odd and removed.



POPULATION OF CULCOMB

There are somewhere around 800 souls living in Culcomb; of the dwarven clans that survived the looting of Pinehall, eight still remain. There are around fifty dwarves of each of these clans while around 80 halflings each comprise the four families. There are no men or elves living in the region, though some of the farther farms have gnomish tenants.

Government

The aldercouncil of Culcomb is composed of an elder from each of the four halfling families and a thane from three of the dwarven clans. This system, which was in use when Culcomb was a dependency of Pinehall, hasn't changed in one hundred years. Of course, this means that there isn't a single person who can make important decisions quickly, giving the people of Culcomb a slow and deliberative method of dealing with crisis—something that will not serve them well in the coming nights.

Unofficially, the Stoutheart Thyra Bittercress and Earthkeeper Garald wield a good deal of influence with the alders and the town. However, they have no right to speak before a council.

The aldercouncil gathers each week, alternately meeting in one of the two temples at the center of town. They discuss issues such as land disputes, judiciary problems, and general defense of the town. The orcs have been increasingly troublesome of late, prompting the alderfolk to commission the raising of a small militia of dwarven women and halfling slingers.



Important People

THE ALDERCOUNCIL

BALVIR LARSTEN

The Larstens are the only highborn clan left to the dwarves of Pinehall. They once shared this honor with the Fastorthr, but after the fall the other princely clan was stamped out. Balvir was a thane of Pinehall at the time, leading parties of dwarves from the fastness into the wild by the back gate during the siege.

He's nearly four hundred years old, withered, and cantankerous towards the other dwarves of his clan. Strangely, to gestr he can be downright friendly. The old dwarf wears a short white beard and the hair on his head is wispy; he prefers leather jerkins and tunics with iron studs and comfortable wide-soled shoes. He still carries his wood-axe around with him in his belt wherever he goes in case orcs or worse invade the valley.

EIRIN VARHAL

Eirin is one of the strongest and most important women in Culcomb. Not only a thane on the aldercouncil, she also heads the village militia and served as the gaethaff (gatewarden) of Pinehall for a half century before its fall.

She, more than any of the other alderfolk, understands the need for a competent and well-drilled militia, defensive structures, and reductionary raids to keep the population of the mountain orcs low. However, she also believes that such impetus must come from Culcomb itself and that gestr can never really be trusted, particularly after the Dorlish invasion.

Eirin is a hard-eyed woman with hair like spun gold who always wears a grim expression. To remind the other alderfolk of her duties she always attends the councils dressed in her ceremonial chain armor, armed with the short sword of office that was presented to her as gaethaff of Pinehall.

4th level female dwarven fighter; 9 Str, 6 Dex, 9 Con, 15 Int, 18 Wis, 10 Cha; MV 5; #AT 3/2



(battle axe); THAC0 17 (+1 to hit with battle axe); Dmg 1d8/1d8 (battle axe); Knockdown d10; Speed 7 (battle axe); AC 4/6/8 (chain armor); Languages: Orthr, Runic, North Varan; NWP: engineering, masonry, logistics WPs: short sword, battle axe (specialization)

AL LG

Special Abilities: dwarven mining and tunnelsense, +2 to save vs. spell or poison, 60' infravision, 20% magic item malfunction, +1 to hit orcs, half-orcs, goblins, and hob-goblins, -4 to AC from large sized monsters

TOLVIR SKRIFSAR

Tolvir is an old scribe, both of written letters and carved ones. He knows stonecraft and history, and it is he who keeps the town records. He is also the last remaining dwarf trained to be a clan-judge and so opines frequently about the legality of various things brought before the alderfolk.

Tolvir is a diminutive dwarf who walks with a hunched back and a glimmering eye beneath a head of long slate-gray hair. He chooses to dress in the robes and long tunics of scholars and master craftsmen and can frequently be seen with a chisel and a handful of quills in his belt.

He has also recently begun dwelling on his own mortality, looking for an apprentice to teach the art of jurisprudence. He hopes to keep the laws of Pinehall alive and well long past his own demise: he has installed the books (which he himself carried from the devastation) in the Temple of Eiri and considers them the most important treasure in Culcomb.

LYSA BITTERCRESS

Matriarch of the Bittercress halflings, Lysa is a genial old woman who's been baked brown by the sun. Her family own farms up and down Strathwait and keep up the dock at Two Bridges. She's quite friendly, even to outsiders, and will go so far as to offer the Bittercress homestead to any adventurers who need somewhere to stay.

HARRY DRUMKIN

Harry is the sour old patriarch of the Drumkin clan. Often known as Old Harry or Old Drumkin,



he is a conservative halfling who prefers to take things slowly and in measured steps. He also lands on the more severe side of any punishment being meted out.

Physically, Old Harry is nearing his late eighties and looks it. He tends to wear earthtone clothes and leather boots and his face is set in an almost permanent scowl. He considers everyone under fifty to be young and foolish and everyone older than himself to be not long for this world (which makes for an uncomfortable time with many dwarves). His great white mutton chops and mop of curly white hair mark him out at a distance.

Harry was injured during an orc raid some twenty years ago. His right leg was broken in two places and never healed properly, necessitating the use of a polished oakwood cane.

THIMBLE MOSSWEED

Thimble was once a miner and a prospector, before his back went out and he decided to spend his time at home amongst his loved ones. He was once a fair capable warrior and possesses a magic halfling knife to prove it. He's a friendly old soul, with eyebrows as big as caterpillars and a penchant for smokeleaf and hard cider.

He generally sways the same way as Alda

Wheatstone or Old Harry on the council, and feels like the dwarves are far too dour for their own good.

ALDA WHEATSTONE

Alda is an elitist and there's nothing else to say about it. She was originally from a wealthy Michelstadt farming family but moved up north to Norstadt and, by some way or another, found herself living in Culcomb with a huge family and not much more than a few pennies to her name.

She despises most of the other halflings in town, including many of her own kin. She's ambivalent towards dwarves, but loves elves and may attempt to commiserate with any adventurers she meets about the backwater nature of her valley home.

THE HALFLING FAMILIES

THE BITTERCRESS

The Bittercress family does very well for itself and has no pretensions at all. Most of them live under Lysa's roof in Culcomb, but there are a significant minority that till farms out in the valley. Tom Bittercress runs the Two Bridges ferry with his wife and three children.

There are Bittercress all throughout Strathwait, though they may not be wealthy or even very cultured. They're in thick as thieves with the Ragweeds, and the two families often get up to mischief together.

THEODORE BITTERCRESS: Theodore is one of the younger members of the Bittercress family. As a member of the local militia, Theodore is outfitted with a studded leather jerkin, a club, and a sling which he carries at all times. He's a hotheaded young halfling, and willing to get himself into trouble to protect his village.

THYRA BITTERCRESS: The village Stoutheart of Leesha, Thyra is a middle aged halfling who is in charge of all the Leeshan acolytes in the temple. As one of Leesha's chosen, she's eager to help protect the village from any threats but she never seeks aggrandizement against foes such as the orcs. At heart a peace-loving woman, she will delay violence for as long as is realistically possible.



The PCs will find her a good ally if they attempt to enlist her to their cause and she will do her utmost to sway the aldercouncil halflings to trust the PCs. Of course, they may have to prove themselves to her at first since her word is not won lightly. There are many ways to do this, not least of all by making a donation to the temple.

THE DRUMKINS

Harry Drumkin moved into Culcomb from the Vales sometime in X432, years before the war that destroyed Pinehall. His family is one of the smallest in the town, being comprised of himself, his wife, their children, and their children's children. Unlike the other halfling families of Culcomb the Drumkins listen to Old Harry exclusively as the matriarch, Burtana, died shortly after the Drumkins came to Culcomb.

Ownership in several farms as well as the nearby apple orchard falls to the Drumkins. A fair amount of apples are sold to the Ragweed Brothers for the production of ciders and the rest are generally shipped south into the Vales where the climate disallows the production of good hardy mountain apples.

Gregoire Drumkin: Harry's young grandson, Gregoire believes he's ready to hare off and adventure. He despises the valley of Strathwait, its creeping seasons and timelessness. He wants nothing more than to get to Miles, see the big city, and join an adventuring company. This makes his parents, Horas and Rega, very nervous around adventurers and even bitter towards them.

However, Gregoire knows some things about sites around Strathwait and is willing to impart this information on the grounds that the PCs "take him along." This, of course, runs the risk of angering the whole Drumkin clan but may assist PCs in finding materiel to defend the town with and not wasting time in the wild.

Gregoire is a level 0 halfling (4 hp) and anything he knows about a Strathwait region will be appended to that area's entry.

THE MOSSWEEDS

The Mossweeds are not universally nice like their patriarch, Thimble. There are certainly some

bad apples amongst his children, particularly Amble Mossweed who (it is said) is a thief and a liar.

They have some money and some ties to the northern Vales. They make use of the Bittercress Ferry often and of all the people in Culcomb trade most with Norstadt and Highwater. Indeed, the people down in those two towns think of the Mossweeds as the only "normal" folk up in the Black Mountains.

AMBLE MOSSWEED: A thief and a liar indeed! Amble Mossweed is a schemer and a conniver. He owns Mossweed Farm out by the river and every year he attempts to gain control of more farmland by theft, blackmail, and even outright forgery at the aldercouncil. Thimble finds him extremely distasteful, but Amble has a good deal of money (and food) and therefore he cannot simply be cut off from the family.

As in any circumstance, Amble will attempt to milk the crisis that's about to beset Culcomb for all its worth: as well as demanding additional militiamen be diverted to his farm out at the Sarnath to protect his family and his crops before the last harvest.

THE WHEATSTONES

As stuck-up a halfling family as ever there were, all the Wheatstones are as bad as Alda which is probably why she doesn't get along with them that well. Day to day business is taken care of by her son Alfie Wheatstone, who despises his mother for living so long and for being so mean.

The hatred runs both ways, and the Wheatstones dislike no one so much as their own matriarch Alda. If they could forcibly prevent her from going to aldercouncil meetings, they





would. Unfortunately, the thanes always come to make sure she's well attended to, and the Wheatstones are deathly afraid of the dwarves (whom they view as violent brutes no better than orcs).

THE RAGWEEDS

The Ragweeds are the smallest halfling family in the valley. A pair of brothers who decided to open a brewery in Culcomb, the total number of Ragweeds in Strathwait probably doesn't exceed thirty. The brothers, Lucius and Cavus, are from the Lamp Country in the Milean Empire and dress as such; far more ostentatiously than any of the dwarves or local halflings.

Cavus and Lucius are forever on the outs with the Wheatstones, but their favor fluctuates amongst the other halfling families. Younger halflings tend to like them, while old folk tend to find them frivolous.

THE RAGWEED BROTHERS' Brewery: Located at the northern end of town right next to Old Drumkin's Orchard, the Ragweed brothers live in and operate this brewery together. It's a small building, somewhat smaller than the dwarven longhalls of the town, but the Ragweed's don't mind.

THE EIGHT CLANS

THE BLOMVANGR CLAN

One of the two "outhall" clans (along with the Uthol), the Blomvangr are healers, herbalists, and scouts. They've taken to the hills and the mountains since the fall and no Blomvangr live in Culcomb proper. They always attend the market ever week, however, selling their herbs and knowledge of healing.

They're considered an odd bunch, and most of the dwarves of Culcomb wouldn't wonder if they were all slaughtered by orcs some day, as they refuse to be sensible and live with everyone else.

THE GLAMIRVEG CLAN

Former goldsmiths from Pinehall, the Glamirveg now own most of the pumpkin farms around Culcomb. They still do goldcrafting work

(only in the stone manor that they purchased before the fall, however, for fear of fire) and trade their handicrafts with the Vales, generally by boat from Two Bridges.

For this reason, many Glamirvegr are well acquainted with the Bittercress halflings and they're known to congregate together. Of course, the Glamirveg houses are just east of the Drumkin home at the edge of town.

THE LARSTEN CLAN

While there were once two princely clans in Pinehall, the Fastorthr were killed to a dwarf during the Dorlish assault. The Larstens own four large stone manors in the center of Culcomb, one of which has been converted into a public house and tavern (Throlfsson's Pub).

The Larstens are the least numerous of all the dwarven clans left after the fall of Pinehall. Many of the Larsten women have joined the militia, comprising about half of its dwarven compliment.

THROLF THROLFSSON ASCOR Larsten: Throlf Throlfsson is a jovial member of the Larsten clan with sandy brown hair, a long knotted beard woven with trinkets and charms of iron, and a wide gut kept at bay by his thick leather belt. He owns Throlfsson's Pub which is both a brewery and a tavern.

Converted from one of the dwarven manors just after the fall, Throlf's family never made it out of Pinehall. He turned the empty chambers of his mansion into a public house and brewery, and it serves now as the civic heart of the town of Culcomb.

THROLFSSON'S PUB: This converted stone mansion is a central gathering place for many dwarves and halflings from Culcomb and Strathwait Valley. The portico below the slate roof that runs the entire circuit around the building (as is common in dwarven mansions) plays host to chairs, a few small tables, and enough space to play tiles or simply sit and smoke of an evening.

Directly inside one will find the tap room, which is a smoky chamber who's door is generally propped open to allow the smokes from the kitchen and hearth to escape out into the night air. The rafters are capped with bronze fittings carved in the likeness of Larsten ancestors



and the walls are covered in geometric reliefs. Tables here, like the floor, are made from strong Black Mountain pinewood.

The northern corridor is also a place to sit and enjoy a drink, and the pub is fair swarming with people after nightfall. The two private dining rooms are attended by the young Larsten serving-dwarves, six of them, barely out of their twenties. The second story is Throlf Throlfsson's own house, and thus generally off limits to guests.

MENU

Ragweed Beer -- 4 cp/jug
Throlfsson's Stout -- 1 sp/jug
Black Mountain Wine* -- 6 sp/small mug
Sweet liriem Icewine -- 1 gp/bottle
Throlfsson's Firewine -- 8 gp/jug

Leek Stew -- 1 cp/bowl
w. boar -- 1 sp
Roast boar -- 1 sp/plate
Hare -- 7 cp/plate
Milk-stewed hair -- 1 sp/plate
Beef and leeks -- 7 cp/plate
Beef Stew -- 5 cp/bowl

*This is a dwarf-wine, a.k.a. hard liquor

THE SKRIF SAR CLAN

The Skrifsar were the clan of scribes and recorders of Pinehall. Their profession includes the art of writing on parchment but also on metal and stone, making them a clan of monumentalists as well as historians.

The Skrifsar all live in wooden longhalls that front the home of the Wheatstones on one side and there seems to be a bit of a truce between the normally snobbish Wheatstones and the scholarly Skrifsar.

THE TORHARTH CLAN

The Torharth's are miners and delvers. This is the largest clan to escape the destruction, primarily because many Torharth dwarves lived in Culcomb already. With seven longhalls and two stone manors to their name, the Torharths

can still muster enough axe-bearing shield dwarves and miners to risk going up into the old Black Mountain mines even though the orcs now run rampant up there.

The Torharths are generally irritated that they have no thane on the aldercouncil and believe that, as the most numerous clan, they should have more of a say in the governance of Culcomb. As it is, most dwarves find the Torharths uncouth and backwards, particularly their attachment to violence which the other clans view with suspicion. There are whispers that the Torharths are "going green," i.e. beginning to think like topside green dwarves, interested more in warfare than crafts.

THE UTHOL CLAN

The second "outhall" clan, the Uthols were once the primary farmers of Pinehall on the slopes of the Black Mountains and throughout Strathwait. They still own a good number of farms, but their primary occupation is hunting and tanning these days. They own the large tannery just south of Culcomb, and all tanned and prepared hide you can find in Culcomb likely came from the Uthol.

THE VARHAL CLAN

The Varhalr are smiths: blacksmithing, weaponsmithing, armorsmithing... they do all these things at the large yard reserved behind one of their longhalls for just such activities. They make most of the weapons, nails, pony-shoes, ploughs, etc. in Culcomb and even every so often produce enough that they can afford to trade their excess with the Vales.

THE SMITHY: Just outside the L-shaped longhall that houses most of the Varhal clan stands the smithing yard. This is a space where the grass has been laboriously uprooted and trampled until it grows no longer and five large forges have been installed right in the earth. Wooden walls and canvas canopies surround them, protecting them from the elements. All manner of smithcraft can be purchased here, from nails to swords.



THE TWO TEMPLES

THE TEMPLE OF EIRI

The temple of Eiri is the most sacred spot in any dwarven settlement. Its heart, eikon, and cult altar must be located below the earth by sacred dictum. Generally, non-dwarves are not even allowed on the same ground as a temple of Eiri but restrictions have gotten lax since the destruction of Pinehall. Now, like any temple, outsiders can come and pray within the forechamber. The below-ground portions are still off-limits to those who aren't dwarves and attempting to breach this sacred taboo can have absolutely awful consequences for the whole party.

From outside, the temple appears to be a single continuous piece of stonework, as though it were carved whole from a chunk of the mountains. It's lined with wide pilasters which are carved to resemble geometric rock formations.

The interior of the temple just beyond its copper-framed gates is a dark space lit only by the three lanterns that sit upon the altar of unhewn granite.

The walls are adorned with murals, the most prominent being the one behind the altar which

depicts Prince Althr collapsing the great temple of Eiri in Pinehall to destroy the wizards who had infiltrated it.

Earthkeeper Garald Whitebeard resides within the temple along with 10 acolytes. Garald himself has no levels and is incapable of calling upon the power of Eiri but he knows the history of Pinehall all the way back to its founding. If the PCs show any interest in the gruesome mural or dwarves history, Garald will be glad to talk about it or point them to a Skriftsar who can speak in greater detail.

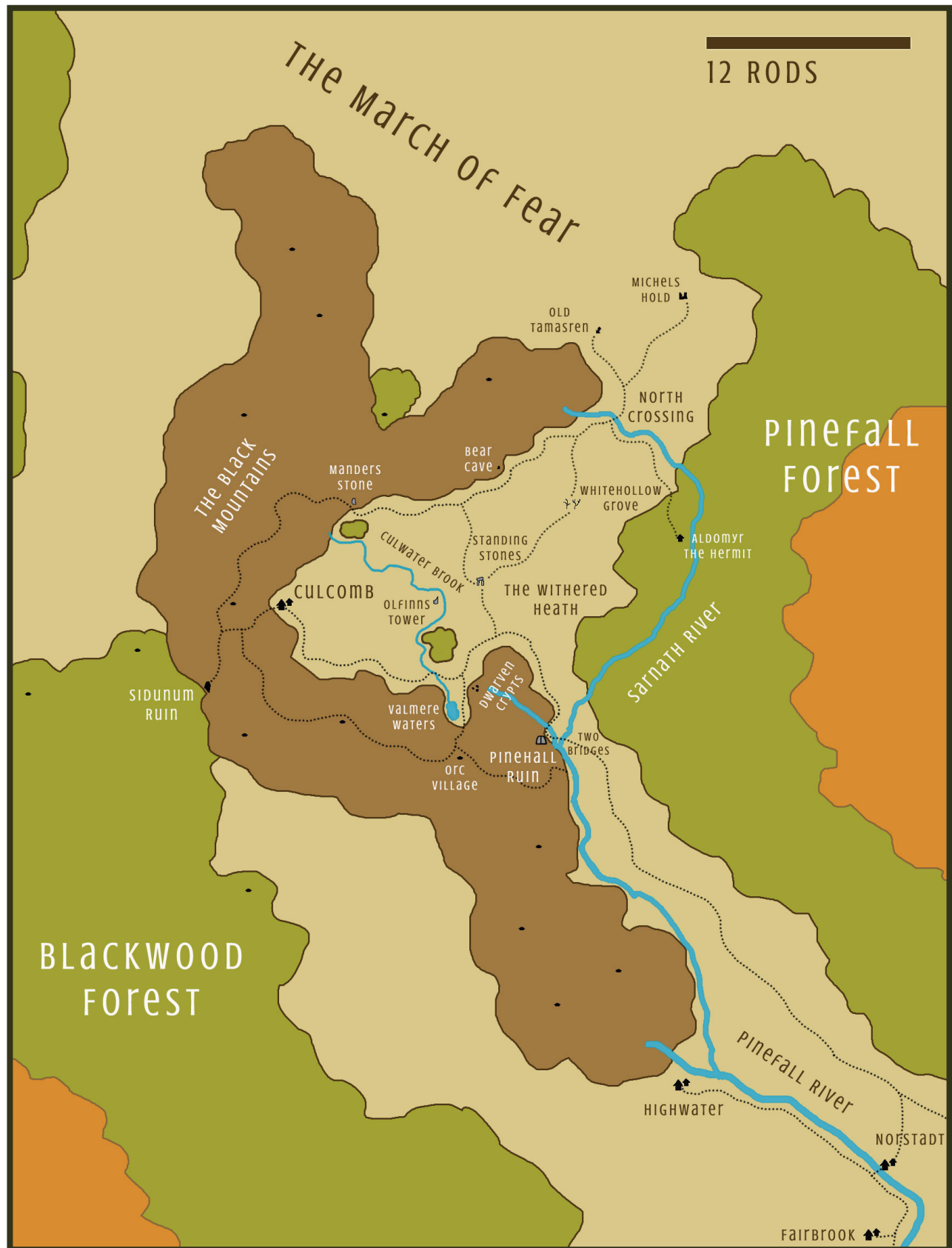
Garald and his acolytes can also act as physicians in a pinch, though their skill at medicine is ad-hoc.

THE TEMPLE OF LEESHA

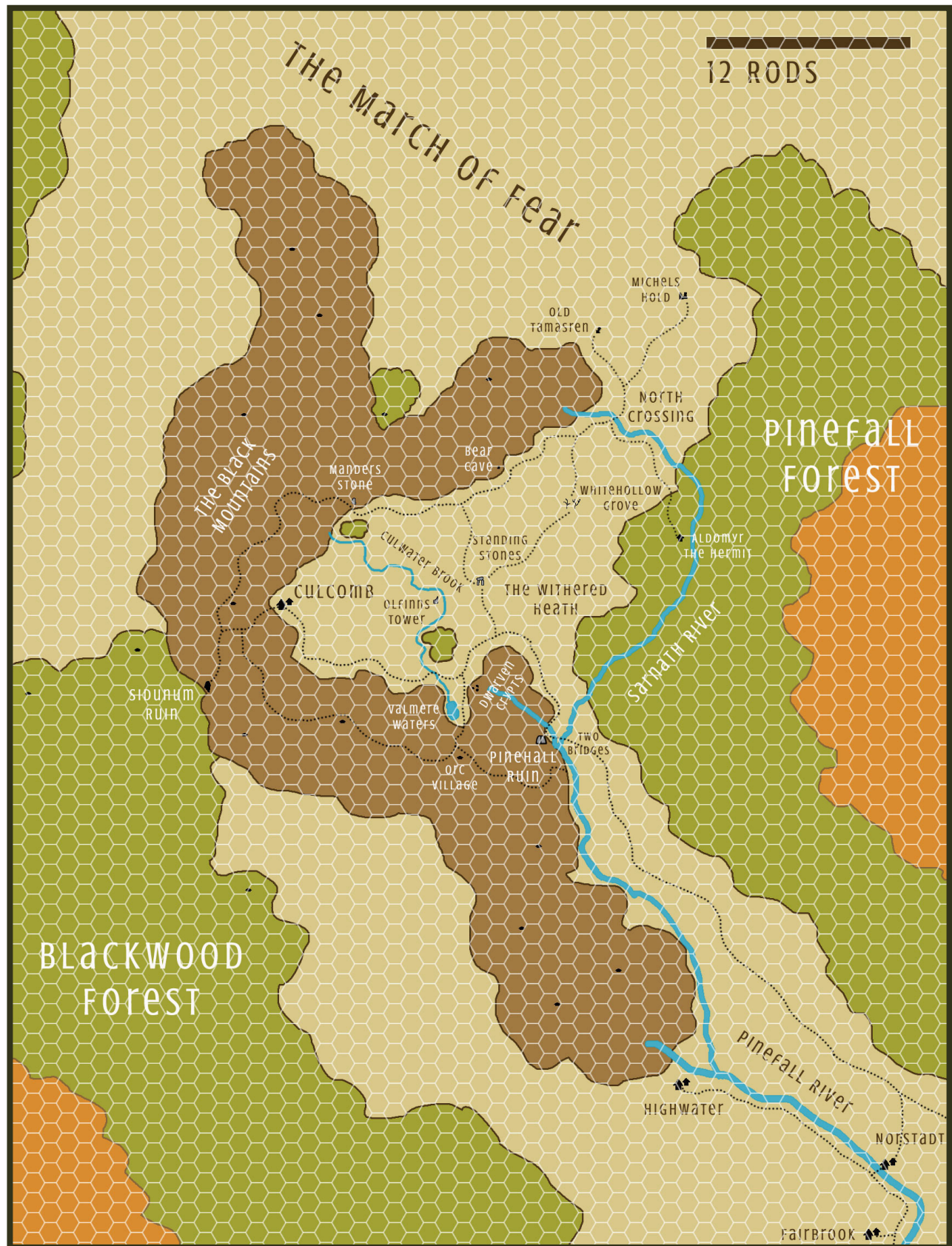
This temple, which stands next to the stone octagon of Eiri, is mostly made of turf. It looks much like one of the halfling homes in the village proper though it is understandably smaller. Tended by Thyra Bittercress, the building is also home to a number of halflings from various families who serve as acolytes beneath the Stoutheart.



STRATHWAIT VALLEY



STRATHWAIT VALLEY: Hex map





PLACES IN STRATHWAIT

CULWATER BROOK

Culwater Brook runs across the valley of Strathwait from Mander's Stone to the Valmere Waters. It's fed by the runoff from the Black Mountains which collects in natural pools and cisterns just southwest of Mander's Stone. The brook is too deep to cross safely and easily with wagons at many points, though if the traveler is willing to get wet it can be forded almost anywhere. The most natural fording place is just north of Valmere Waters where the local tracks run.

Culwater Brook has a faint current and is generally considered not to be dangerous. The only real threat is that the orcs up in the passes sometimes like to ride hide-covered rafts down into the valley and use it to launch raids on Culcomb.

Plenty of small river fish can be found in the brook, and fishing is a past-time enjoyed by many of the halflings of Culcomb. There may be some interesting things in the water near the base of Olfinn's Tower if PCs go looking (see the Olfinn's Tower entry).

WHAT GREGOIRE KNOWS: He knows about the orcs, and may suggest that the PCs could check out the water near Olfinn's Tower. He will be very nervous if they try to go to Valmere Waters or the dwarven crypts, but that won't prevent him from tagging along.

Mander's Stone

This stone was erected by the local halfling legend, Mander Morragh, who was said to have lived alone in the valley of Strathwait long before the dwarves came to build Pinehall. Local mythology holds that Mander Morragh taught the dwarves the ins and outs of the valley and introduced them to the local orc tribes, explaining the weaknesses and strengths of each one. The dwarves, of course, will dismiss this as halfling nonsense.

Mander's Stone tells the story of Mander in an apparently first-person record, describing the limitless potential of Strathwait, the coming of

the dwarf Hrunir Fastorth, and the foundation of the fortress. It goes no further, since Mander was supposed to have died before Pinehall was too old, but it does have a carving of the halfling in profile along the stone.

WHAT GREGOIRE KNOWS: There is rumored to be a treasure in gold coins buried somewhere near Mander's Stone but no one has ever succeeded in finding it.

There is in fact no treasure and the stone was likely erected by some later halfling. Spending any more than 1 hour here will cause orcs to take notice of the PCs. For every hour thereafter, roll 1d10. On a 1-2 the orcs plan an elaborate ambush to catch them on their way back into the valley.

OLFINN'S TOWER

This tower was built under the auspices of Prince Olfinn. Like most ancient dwarvish construction, it has weathered time and tide quite well in the several hundred years since it was raised. The Dorls feared to assault it and it served as a rallying point for the fleeing dwarves that eventually escaped from the sack of Pinehall. Sixty-five feet tall and sporting five floors, the tower is impeccably built. There is no crack or crevice between the well-placed stones large enough to allow plants or ivy to gain a foothold, though moss has begun to creep up its wide sweeping base.

The interior floors of the tower are mostly empty; floors one and two were completely evacuated, leaving them devoid of furniture. Staircases between the two courses (inner and outer) of the walls lead between each floor but no farther than one floor up or down. The third floor is mostly abandoned, the only sign of habitation being the steel and black iron banded doorway leading to the fourth floor where Prince Althr commanded the greatest artworks of the noble clans be sequestered.

The handle and lock on the door are decoys: no amount of fiddling with them will open the door, and attempting to pick the lock will simply cause a small needle to dart out of it and back in, administering a powerful soporific poison that takes effect in 30 seconds and renders the target dead asleep for 1d4+1 hours.



In reality, a catch is hidden behind one of the stones of the archway on the right-hand side, and pulling it opens the door. Beyond some 30 to 40 thousand gold coins worth of dwarven craftsmanship is hidden. Most important is Hrunir's Cup, a crystal chalice that will remind him of his clan-duty and return him to this world. Openly displaying anything else looted from this room will cause the dwarves of Strathwait (and any potentially friendly ghosts, draugr, or revenants in the crypts) to become hostile at once. The town will refuse to house the PCs and they may demand the return of the stolen goods or even go so far as to try to kill them if the PCs insist on flaunting their theft.



valmere waters

This deep lake is located just outside of the dwarven crypts. It is mythically associated with the underworld and most people in Strathwait will refuse to go near it on the grounds of ghosts and ritual contamination. However, any players who approach as close as 1 mile will be able to see a small campsite set up on the southern shore: this is the camp belonging to the Seekers, who have brought the Finger of the Alchemist with them into the valley.

The camp will never be untended by someone, whether it be the Seekers themselves, an alarm spell, or their hirelings. When the players come within distance of the camp, roll on one of the following tables to determine who is present:

TIME OF DAY: MORNING/EVENING

Roll Who's There

- 1-4 The Seekers and their hirelings
- 5-6 Just the hirelings

TIME OF DAY: AFTERNOON

Roll Who's There

- 1-3 The Seekers and their hirelings
- 4-5 Just the hirelings
- 6 Just the Seekers

TIME OF DAY: NIGHT

Roll Who's There

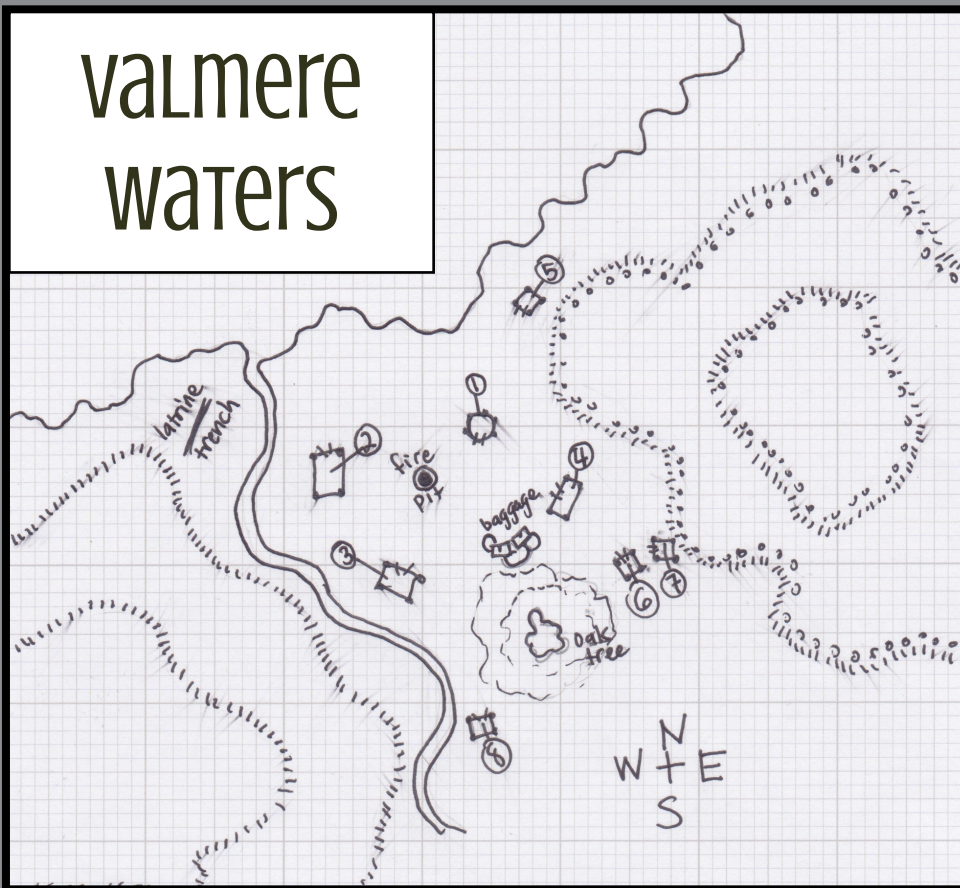
- 1-5 The Seekers and their hirelings
- 6 Just the hirelings

The Seekers are very cagey about their activities and if they aren't present their hirelings will try to get the PCs to leave. If the PCs press, the hirelings will not try to defend the camp, but rather collectively take to the hills looking for the Seekers, who will themselves return (angry) in $2d4+1$ hours.

Of course, the presence or absence of the Seekers is dependent upon the timeline. As dictated by the course of events, they will delve into the Dwarven Catacombs and be overwhelmed on the 5th day of the adventure, leaving the camp empty and abandoned and their hirelings scattered. Of the four hirelings, 1d4 of them may survive this catastrophe and attempt to make their way to Culcomb. They will still be tight-lipped (except Tolono, who will spill everything) but the players may get some words out of them with charismatic assurances (or gold).

The keys to the two trunks in the camp are kept on Alboraen syn Aglovar's belt.

valmere waters



1. Alboraen syn Aglovar's Tent: This round tent of dark purple cloth, replete with golden sigils of magical import, belongs to Alboraen syn Aglovar. He keeps a trunk inside that contains his spellbook and one thousand and three golden pillars which belong to him. His change of robes is generally folded over his camp chair, which itself sits before a writing desk complete with 20 pages of parchment, two vials of good ink, and a clutch of five quills.

Alboraen's trunk is locked (normal quality) and is etched with explosive runes. All of the hirelings know not to touch it or fiddle with it on pain of it erupting in fire.

2. Kalgar Stoneson's Tent: Good dwarf-canvas with the dwarven rune for K embroidered in red cloth makes up Kalgar's tent. He keeps a spare set of lockpicks here, as well as two flawed rubies (1,000 gold piece value each) that are lumped beneath his bedroll.
3. Theseus' Tent: Theseus keeps almost nothing in his tent, preferring to keep it distributed

about his person. The tent is spare and empty save for his bedroll and a sealed clay jug of elven wine.

4. Helvenainen's Tent: If Theseus' tent is spare, Helvenainen's is overflowing with artistry. Tapestries hang from her crossbars, depicting blue and green scenes of water and forests. Her bedroll is embroidered with gold and silver thread and a chased silver knife with a cherrywood hilt is kept beneath her pillow.
5. Tolono's Tent: Tolono the chef has a tent by the water where he sleeps, eats, and spends most of his time.
- 6&7. Frances and Bartleby's Tents: Frances and Bartleby keep their tents together by the oak tree near the baggage.
8. Coredon's Tent: Coredemilion sits off by himself in case a retributory raid strikes the camp. He knows the reputation of the Seekers and is prepared in case someone shows up to kill them.



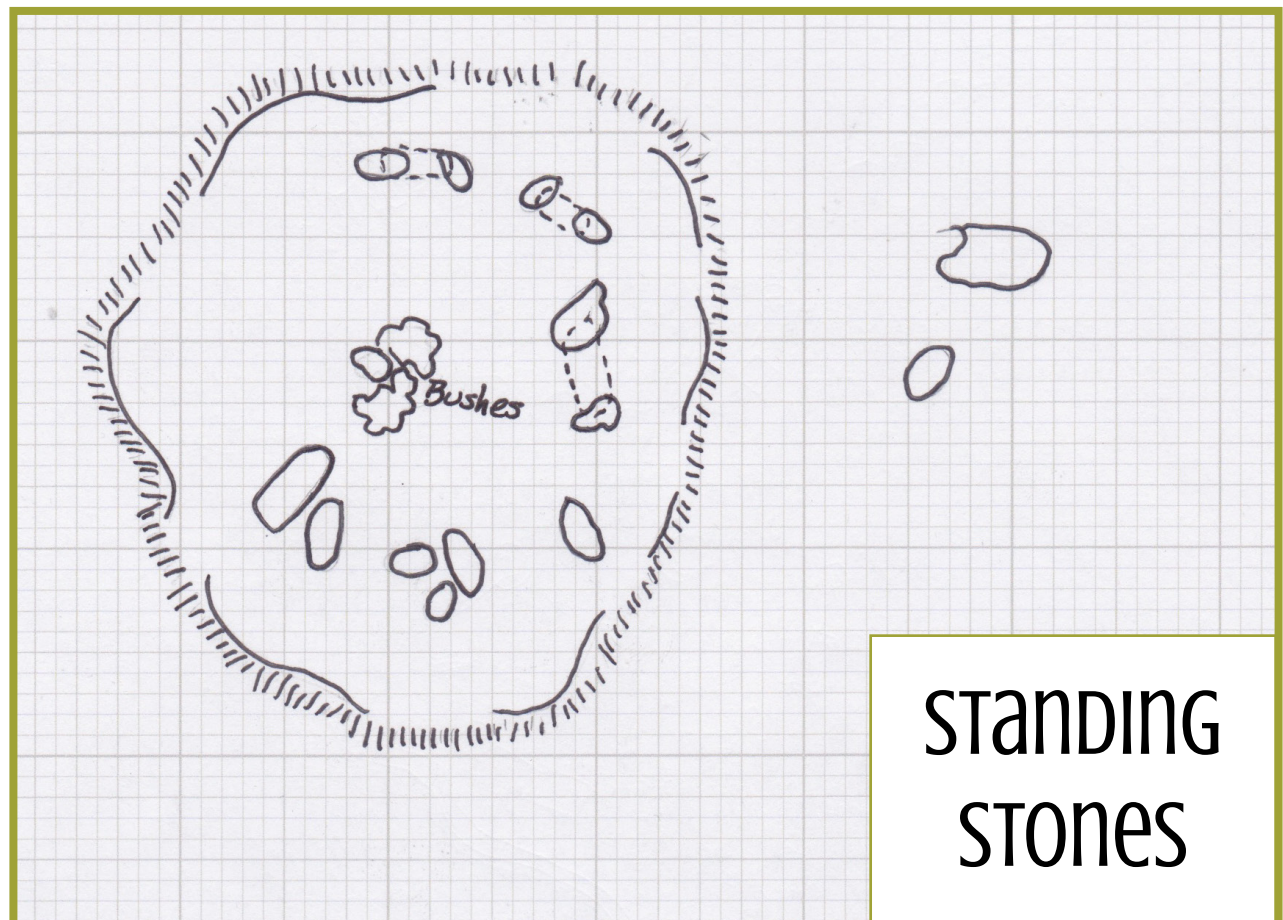
STANDING STONES

The standing stones were raised by giants in some earlier age of the world to honor their ancient and strange gods. They stand on a hilltop overlooking the foot of the valley and still have some strange influence about them. The dwarves tend to avoid them, and the weather and time have taken their toll. Several of the stones have toppled and are growing moss.

Ancient gigantine carvings cover most of the stones, though those that are still exposed to the wind and rain have worn down to the point where nothing can be discerned. The whole area has a feeling of loneliness and desolation, particularly looking down onto the scrubland of the withered heath.

WHAT GREGOIRE KNOWS: He knows they're weird and creepy and everyone in the valley leaves them alone. He may suggest that they are giant-ruins, though he doesn't know for sure.

There's nothing to find here, but the players can easily waste thirty minutes, an hour, or more, just exploring the stones, inquiring what's carved on them, and turning up soil to find nothing. If they grow too inquisitive and manage to damage any of the stones, perhaps the gigantine gods frown upon the player who has damaged the site: at the DM's option, give that player a -1 penalty to all saves and to-hit rolls for the next 24 hours.





Bear caves

The caves located in this part of Strathwait are generally avoided by the halflings and dwarves. They're known to house a family of aggressive grizzly bears, though they were once the beginnings of a mine system intended to help revitalize Culcomb. The mines were abandoned three or four years ago because of their exposure to orcish attacks and the bears moved in not long afterwards.

The mouths of the caves are visible from a fair distance and the old stone shells of dwarven buildings can be seen at the foot of the mountains. Orcs occasionally shelter here for the night before moving on, so if the PCs are careless they may be spotted by a group of them—roll a d100 and on 10% or less there is a scouting party of 2d6+2 orcs lurking in the stone buildings. They will always have lookouts posted, so keep in mind that they may see the approach of the players before the players realize they are there.

Inside, the caves have a sandy bottom (-1 penalty to-hit while standing on them and

movement reduced by 1 while crossing them) and the main entrance still bears the signs of dwarven workmanship. Farther inside, however, one will find the den of the grizzly bears, of which there are eight. Since the autumn is coming it is possible that they have entered hibernation (30% chance, brown bears prefer to hibernate after the first snow). If that is the case, they will not wake if the PCs don't enter their den directly. Otherwise, the larger female grizzly will immediately act to defend her 6 cubs. There is a 3-in-4 chance that the male grizzly will be present at any given time as well.

A few orcs recently tried to hunt these bears out of the caves to use them as a permanent base in the valley, but they were badly mauled and eventually eaten. The bones of the orcs can still be found in the back of the den, along with some of their gear. Roll on the table below to see what is left:

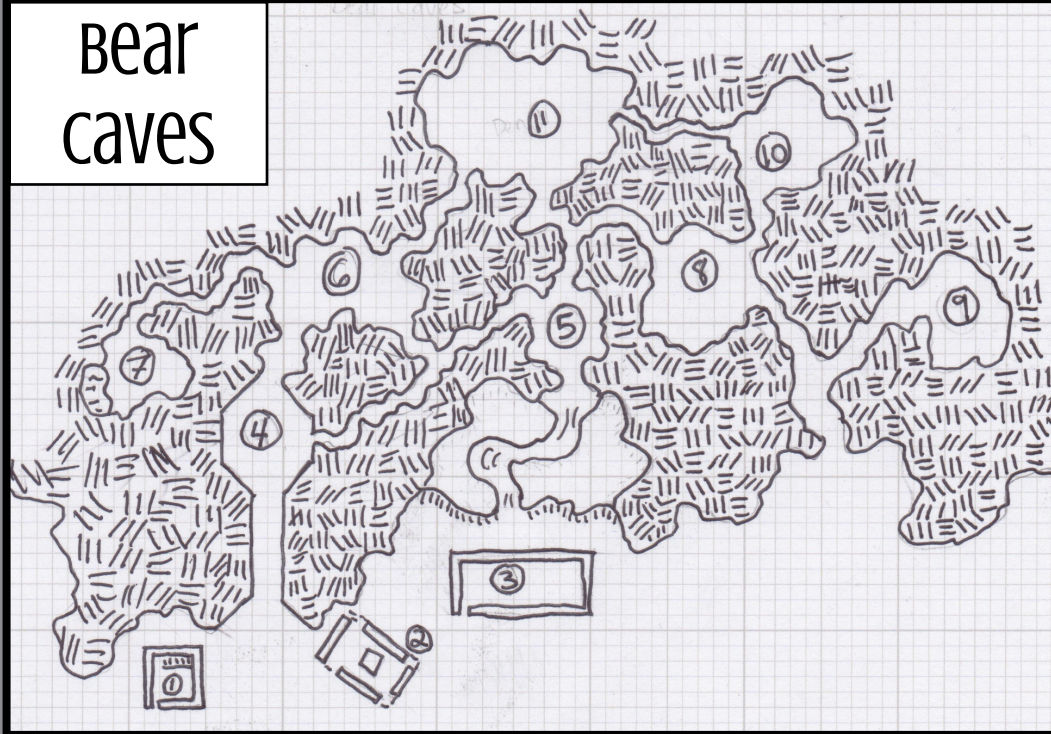
Roll Item

- | | |
|---|--|
| 1 | 2d4 Gold coins, a healing salve, and a steel dagger |
| 2 | 1d12 Copper coins, a collection of 2d4 javelins, and an empty wineskin |
| 3 | 2d6 Silver coins, 1d6 + 1 blessed sling stones (+1 bonus), iron helm |
| 4 | 1 Gemstone (roll on table), clawed shield, and two hand-axes |

WHAT GREGOIRE KNOWS: Gregoire knows the history of the cave (that it was once a mine but had to be abandoned due to orc attacks) and even that the mine was never extended very far into the mountains. He will speculate that its the perfect kind of spot for other creatures to have taken up residence, even orcs, but he isn't sure of what's there now.



Bear caves



1. Foreman's House: This stone shell has no door, no roof, and no adornment. A stairwell winds around the scorched inner wall, but goes nowhere ending up near the roofline.

2. Smelter and Bloomery: This building was constructed to smelt iron. Its four walls never connect, leaving large outlets for heat to escape the structure. The ceiling still stands, a heavy black slate dredged up from the floor of the Sarnath. In the center of the building there is a massive four-sided oven or furnace that was used to purify the metal.

3. Burned-out Timber Frame: This was once a worker's longhall. During the orcish attacks they burned down the high roof and most of the walls, leaving a muddy mess of half-scorched posts sticking up from the ground. It can be used as a makeshift shelter if need be, but there are visible gaps in the wall-beams.

4. Mine Entrance: This portion of the mine is straight-cut and clearly of dwarven make. Runes along the western wall mark out the words "Black Mountain Iron Mines, Torharth Clan." There are visible claw or scratch marks on the old floors, which here alone are made of smoothed stone.

5. Bear Entrance: This is the way most often used by the bears. There is a 40% chance that the PCs will encounter the male grizzly using this entrance when they come upon it, either entering or leaving. The bear will be extremely defensive, as it has been wounded by orcs before and knows to attack man-shaped things.

6. Sandy Cave: This is a sandy-bottomed cave where bears may be traversing if they are awake. Roll 1d4 when the players enter:

1-3 Nothing

6 1d4 Cubs, 1d2 - 1 adult bears

7. Water Cave: This cave has a small crack in the ceiling that allows snowmelt and rain water to drip down into a shallow pool. The bears love this water, and there is a 60% chance of discovering either the mother grizzly or 1d4 cubs drinking here.

8. Lower Cave: This cave is rarely visited by the bears except to stash their foot in area 10.

9. Side Cave: This front cave is never used by the bears at all. A small stash of left over mining equipment is located against the far wall. These old crates are mostly smashed, leaving behind moldy rations, a pair of mining picks, and a dwarven helmet.

10. Food Storage: This room is where the bears store their kills. The orc bones and whatever they contain will be found here beneath a drift of leaves along with 1d4 other carcasses.

11. Den: Any of the cubs not already encountered will be present in the den, likely guarded by their mother (90% chance) and/or their father (40% chance).



WHITEHOLLOW GROVE

Whitehollow Grove is a stand of birch trees hidden in a fold of the valley. There were once two dryads who lived in the grove, but that was before the days of the war. The grove was once larger, but tree cutting across the valley reduced its size and the dryads were probably killed or driven off by Alphonsar and his scouts when they entered Strathwait.

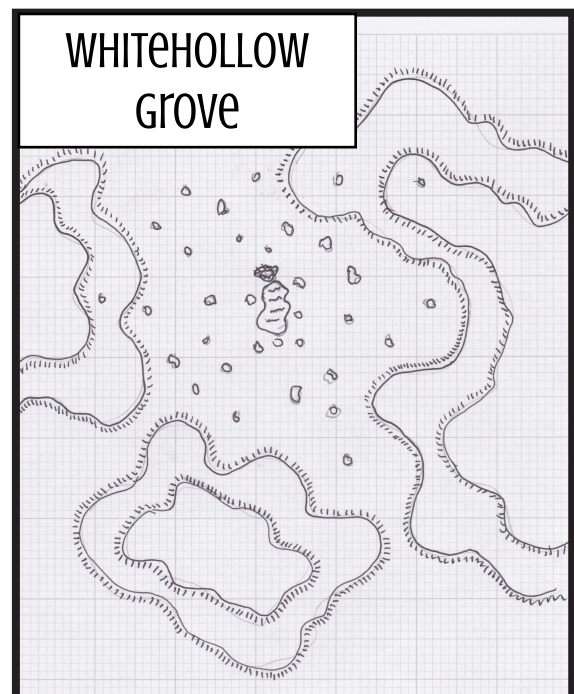
The grove is surrounded on three sides by hills and is only open on its northern end. For this reason, the players may have a hard time seeing it from a distance but all the townsfolk know it's there. The long limbs of white birch trees can be seen stretching up to the sky, even through the hills, their leaves a brilliant spray of reds and oranges as the approaching winter transforms the valley and the Pinefall Forest. The grove itself is quiet and peaceful though careful examination will reveal that almost all the branches of the trees are covered with a thin gauzy web.

The reason for this is simple: since the birch-dryads stopped inhabiting the grove (they were slain when Alphonsar's forces cut down a pair of birch trees near the pond at the grove's center) spiders have begun to move in. Small crawling spiders (hairy spiders) live in the boles of trees. Disturbing any of the trees (for example, trying to chop them down) will result in a swarm of 2d20 hairy spiders emerging angrily from the tree. They will attack anyone nearby until they move 60' or more from the tree or are slain.

The heart of the grove is host to a number of giant trapdoor spiders that lurk under the ground near the banks of the lake or in the trunks of chopped down birch trees. There should never be any more than 12 of these spiders, and players will generally walk into ambushes that include 1d6 of them.

If the PCs can think of a way to deal with the thousands of hairy spiders that live here, the wood is very good and easy to obtain. Any wood-gathering done here is done at twice the normal rate.

WHAT GREGOIRE KNOWS: He knows that dryads once lived there and were quite friendly with the folk from Culcomb. However, it's been decades since anyone from the town has been that way, and there's been no word from the outer farmers.





THE WITHERED HEATH

The heath is a low scrubland where the armies of the Dorls camped, particularly those under the command of Alphonsar Baldannus. The landscape is a flat almost featureless plain dotted with scrubs. The grass here is trampled and bent, brown and dying from lack of water. The Pinefall Forest encroaches on the eastern side of the heath, its dark eaves creeping over the ancient camping-grounds of the attacking Dorls. Here and there sprays of colorful flowers can be seen amongst the brush, and PCs that are not wearing hosen or breeches (or other forms of leg protection) may later discover that they've picked up some ticks from walking in the tallgrass.

While it may look forbidding from afar, there is actually a fair amount of gear remaining from the war. Indeed, Alphonsar left a chest hidden and half-buried on the heath against his return. Any concerted search that lasts for an hour or more will turn it up. Roll on the following chart to see what it contains:

d20 Roll Chest Contents

1-5	Cache of potions! 2d4 healing potions, 1 potion of fire breathing, 1 potion of gaseous form, and 1 potion of undead control
6-10	Alphonsar's personal treasury—2,000 gold readers (Dorlish gp)
11-15	Scroll cache—1 scroll of lightning bolt, 1 scroll of fireball, 1 scroll of animate dead, and 1 scroll of protection from undead
16-17	Alphonsar's Wand of Illusions (see below for description)
18-19	Alphonsar's Bracers of AC 4 (see below for description)
20	Alphonsar's personal diary concerning the Heart of the Alchemist and its discovery, 2d4 potions of extra healing

Whichever of these items (barring the treasury) are not contained in the chest will be on Alphonsar's person when he is encountered in the Pinehall throne room.

Additionally, some herbs can be salvaged from the heath and taken back to Culcomb to be compounded into healing salves. However,

spending too long out here leaves the players exposed -- don't stop rolling random encounters for that period.

WHAT GREGOIRE KNOWS: The Dorls camped on the heath, so Gregoire is hesitant to go there. He has heard rumors of black magic lingering in the area, particularly the kind that deals with the undead.

TWO BRIDGES

Two Bridges sits before the knees of Pinehall itself, one of the bridges crossing the deep arm of the Sarnath and one fording the small tributary that leads up to the fortress. The farm of Tom Bittercress and the ferry leading down to Highwater and Norstad are also located here, just south of the bridge.

Between the two rivers there lies a wedge of land upon which Tom Bittercress has built his farm. The farmhouse stands some forty yards from the water and is made all of unmortared river stones. A big round red door leads inside to the Bittercress family and a warm and comfortable stable stands behind, where Tom may let PCs sleep (without charge) if they request shelter. He's friendly and likes strangers, though he may be a bit wary since he saw the Seekers cross the bridge some days ago and they had an evil look about them. Any questions the PCs can think of about the valley, he will be happy to answer.

The bridge leading across the Sarnath is a high-vaulted thing of ancient dwarven stone: it looks like its coming apart already, with long beards of lichen trailing in the water as it gushes through the gaps. On the first night that the players spend in Strathwait (woe to you if they choose not to cross into the valley! Don't worry, you can still get them in through the North Crossing) a torrential downpour will pelt the Vales, sending surges across the Sarnath. The power of the flood will wash out the pilings and collapse the bridge, making the river uncrossable here. Of course, the debris will also smash the Bittercress ferry landing and the big river barge used to transport goods and passengers down to Highwater and Norstadt.

Be prepared for players to try to get out through Two Bridges: rebuilding the bridge with wood, trying to build a raft, etc. However, if they



linger a while and ask Tom Bittercress, they'll realize that he and his family keep well away from the high floodwaters. Why? Freshwater trolls which have been washed out from under the mountains: whenever there's a heavy rain, they congregate by the bridge—now that the bridge is gone, Tom is afraid they're roaming the river.

He ain't wrong. If players attempt to barge down the river or build a bridge they will likely encounter some freshwater trolls lurking below the surface.

For every hour that the players spend building a new bridge, roll a d10. On a 5 or below, 1d4 freshwater trolls emerge from the deeps, attack the players, and their construction. To complete the bridge requires the work of 1,000 hp worth of wood.

In contrast, rafting down the river brings different problems. Check for encounters on a d10 for ever half hour of travel time. 6 or below necessitates a roll on the river encounter table.

IS THIS RAILROADING?

Yes, a little. However, your players are playing a halloween module for a reason. The feeling of being trapped is part of that reason. There's nothing stopping them from succeeding at escape, but it should be difficult to do. Otherwise the fear and feeling of weakness/helplessness will never set in. That's just part of the horror game.

The Bittercress farm is withdrawn from the water, some fifty yards from the banks of the Sarnath. Tom Bittercress will gladly explain that he originally built the farmhouse down on the water but every time there were floods bits of the farm would wash away and his fear of the water-dwelling trolls that gurgled up out of the depths of the mountains combined with the constant work retrenching the farm caused him to move it some fifteen years ago.

The farm has a turf roof and low wooden walls that have been packed with sod. Round unglazed windows look out towards the water

and towards the hills behind and a stone kitchen sits well back from the farm just on the edge of the fields.

ALDOMYR THE HERMIT

Aldomyr lives out beyond the Sarnath which, after the storm, is only crossable at one point—the ford known as the North Crossing. He's an old man who keeps to himself out in the woods and has little patience for strangers. He trained as a druid and remains one, nominally, though time has eroded his wits and he is prone to wandering.

He made his home in an oak grove surrounded by the forest on all sides. A stream wanders through it, right in front of the door of his unmortared stone house. The folks of Culcomb know of Aldomyr but generally leave him alone. Some of the halflings sometimes bring him food but they rarely interact with him, preferring to leave it on the rough stone altar in his grove when he's not around.

If the PCs make their way to the grove, there is a 30% chance that Aldomyr won't even be there. If he is, roll on the chart below to determine what Aldomyr's reaction will be. For every positive interaction they have thereafter, the next time they see him his reaction will be moderated by a +1 bonus. For every negative interaction, apply a -1 penalty.

d8 Aldomyr's Reaction

- 1 Angry to the point of hostility—he may attack
- 2 Angry but not threatening, shouts for PCs to leave
- 3 Quiet and withdrawn but generally unhelpful
- 4 Mysterious and semi-lucid, may be of assistance
- 5 Happy but unwilling to assist
- 6 Joyfully laughing, expresses great love of all things
- 7 Helpful but displaying slight unnerving tics
- 8 Completely lucid, sharp, and present



Aldomyr is a wild looking man who wears ratty clothes and pays little attention to his appearance. His beard has grown long and tangled to his waist and is filled with brambles, briars, and leaves. His eyes are wild and staring unless he's in one of his rare lucid moods.

4th level male human druid; 11 Str, 9 Dex, 13 Con, 12 Int, 2 Wis, 3 Cha; MV 12; #AT 1; THAC0 18; Dmg 1d6 (quarterstaff); Speed 3; AC 10 (unarmored); Languages: North Varan (mutually intelligible with High Varan), Druidic; WPs: quarterstaff, sickle; NWP: herbalism, healing

AL CN

Gear: Quarterstaff, long green tunic and brown cloak

THE SARNATH WATERS

The Sarnath Waters run along the mouth of Strathwait valley and down to the Pinefall River. Normally, this river is quiet, swift, and easily fordable. It originates at a spring in the northern Black Mountains and is fed by rainwater and runoff from the upper slopes—it's generally at its highest in the summer when the snowmelt causes it to swell its banks. However, the storm which rocks the valley will cause the river to rise high enough to wash away the outer bridge at Two Bridges as well as flush the freshwater trolls (always a problem in the deep mountain pools) into the open where they will swim up and down the river.

NORTH CROSSING

The North Crossing is the only ford where the riverwater can be forded, albeit with difficulty. For the first two days after the storm the water is deep and fast enough to present a real risk of bearing away any mounts or men that try to cross it and carrying them far downstream (and likely into the hands of waiting trolls).

Attempting to cross before the waters have subsided some (days 1-2 after the storm) will provoke a riding check to control any mount a PC might have and a Strength check at a -2



penalty not to be swept away. On day three and subsequently the ford is passable, though there is always a 1-in-6 chance that a group of 2d4 freshwater trolls is lurking in the deep water to either side of the rocky crossing and waiting to ambush anyone who attempts to cross.

THE PASS

Culcomb once supplied the old Teralian mine at Sidunum, on the far side of the Black Mountains, with food and materials. Indeed, before the fall of Teral many dwarves from Pinehall hired themselves out at Sidunum. Now, however, the old silver mine is silent and the pass infested with orcs and other creatures of the mountains. After the storm, the passes will be flooded with water and mudslides, making them all but impassible.

PCs can attempt to venture through this way, but it should be difficult and they will probably be the target of orc raids and skirmishes. Sidunum itself has been claimed by a group of Black Mountain ogres who keep a number of orcish tribes under their thumb. Making their way



through these contested territories, especially with the dangerous conditions in the passes, should not be an easy thing; even more so if the PCs attempt to bring the village through the pass. Slow going, dangerous weather conditions, and near-constant orc raids are probably discouraging enough that they will turn back or never attempt the crossing.

THE BLACK MOUNTAINS/ ORC VILLAGES

High up in the Black Mountains are a number of orcish villages, tribes, and federations that constantly bicker between themselves. They are fond of launching sneak attacks, raids, and brutal reprisals partially for the bloodshed it can provide but mostly for the opportunity to capture food and slaves. The upper mountains are not good for growing, so the tribes subsist on slave-hunted food and whatever they can steal from the valley.

For this reason, raids on Strathwait are common as well. However, the Black Mountain Orcs have learned to fear dwarvish vengeance, an attitude leftover from the days when Pinehall

was mighty. Thus, they prefer stealthy raids where they kill as few valley-dwellers as possible and make off with a great deal of food. Once and a while a tribe will grow overbold and attack the dwarves, but it is always met with a show of force: Culcomb organizes its militia and those of its alderfolk who will fight and they generally march up into the mountains and destroy a few orcish villages. This has only happened twice in the past, and is unlikely to occur in the near future.

The orcish tribes that live up in the Black Mountains can be broken down thusly:

- The Black Tusks
- The Bloody Arms
- The Iron Cleavers
- The Shrieking Claw
- The Gutrippers
- The Broken Jaw
- The White-Eye Federation





CHAPER THREE: THE RUINS

These two map-and-key combinations represent the ruined dwarven crypts (by which many of the surviving dwarves escaped the siege) and the half-collapsed tunnels of Granarhol itself. Both areas will become precipitously more dangerous as time goes on.

Dwarven catacombs

These catacombs are where the honored clan-dead of Pinehall were interred. They're divided into individual or joint clan-crypts. Most of the Pinehall dwarves who escaped the siege did so by fleeing through the crypts. Dorls followed them, murdering dwarves even as they escaped—every hall and chamber that is not protected by wards or traps may contain the remains of fleeing dwarves or chasing Dorls where their prey turned to fight.

The necromantic magic of the heart, having woken with the presence of the finger so nearby, has begun to seep into the crypts. The closest crypts (area 12) have already begun to spill forth undead dwarves and Dorls. As time goes on and the reach of the heart increases, the crypts will become more and more dangerous.

This magic is also disturbing the dwarves who are normally the peaceful dead. Whereas most dwarven draugr would not awaken (there is normally a 1% chance that looted dwarven tombs will rouse a draugr, but here they are quite restless).

Days Wandering Monster Checks

1-4	3 or less on a d10
3-7	5 or less on a d10
8+	8 or less on a d10

Day 1-4 CHART

d4	Encounter
1	2d4 Dwarf skeletons
2	2d4 Dorlish zombies
3	1d2 Carrion crawlers and 2d6 Dorlish zombies
4	3d6 Osquips

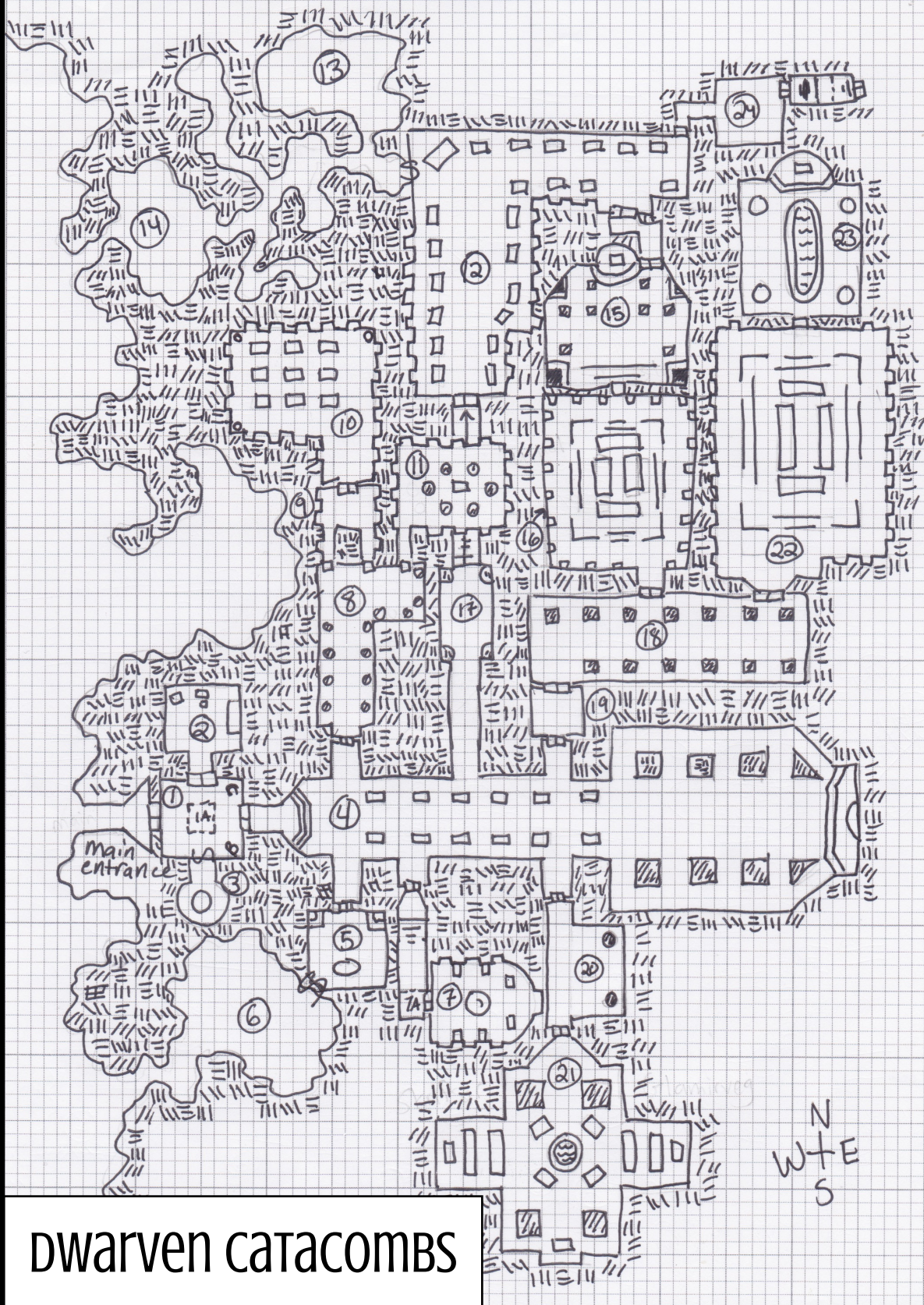
Day 3-7 CHART

d4	Encounter
1	2d6 + 2 Dwarf skeletons and 2d4 Dorlist zombies
2	2d6 Dwarven ghouls
3	3d6 Zombie osquips
4	2d6 Giant spiders

Day 8+ CHART

d4	Encounter
1	2d6 Dorlish ghouls, 2d6 Dwarven ghosts
2	3d4 Dorlist Juju zombies
3	2d8 Dwaren Juju Zombies
4	1d4 + 1 Insane draugr





Dwarven catacombs

1. Main Entrance: This room is cut from the very gutrock of the Black Mountains. It's walls are smoothed granite and its ceiling is vaulted with stone. Three heavy iron lamps hang from above, covered in cobwebs and dust. Their oil reservoirs are empty.

The floor is cut from brown granite tiles, but dust and the grime of age has destroyed their polish and shine. Tracks can be seen leading from the half-ajar double doors into the crypts, across the room, and through the main doorway. In the very center of the room, a tangle of bone and bloated Dorlish corpses lie.

Double doors lead both into the crypts (east) and into the Room of Records (north). The doors leading into the catacomb are made of double-weight bronze and have been carved in a bas relief of a gateway flanked by a pair of keys. Northwards, the doors are unadorned. Both sets of doors are magically protected from aging and from disintegrate spells and the like with ancient dwarven grounding runes (placed along the lower fringe of each door).

The southern wall depicts Prince Hrunir founding Pinehall, digging into the mountainside with his pick-axe. The axe itself is articulated and mobile: pulling on it will cause a section of the wall to swing inwards to reveal the Architect's Room.

- a. Crossbow Trap: A 10' square in the center of the entrance hall marks the trigger for a dwarven trap. The floor would normally sink down, activating spring-wound crossbows hidden in the north-east and south-east corners of the room behind the walls. These crossbows will fillet everything in the center of the room or in the line of sight from their positions (B and C), dealing 1d6 + 3 points of damage to anyone caught between them and 2d6 + 6 damage to anyone between both. The bolts will not pass through people, however, making anyone who is behind someone else safe.

However, the undead have been walking over this trap for a while now, and a small pile of bodies has wound up on the trigger. This means it is always depressed and the crossbows haven't had a chance to reset. The corpses (there are few stinking Dorls,

half-preserved by the magic of the heart—they faintly radiate magic) are filled with crossbow quarrels. Touching them in any way will cause the trap to reset and activate.

If the players inspect corners B and C (or inspect the room carefully), they will discover that there are a number of small holes in the wall large enough for bolts to pass into the room.

Allow any player who shouts that they are getting out of the way when they realize the trap is active but before you inform them of the results to roll a Dexterity check with a -1 penalty for no damage.

2. Room of Records: This chamber is nearly as large as the entrance itself. There is some ancient dwarven furniture to be found here, framed with stone and made of wooden planks. A writing desk and chair occupy the far wall, a large wide waist-high rack of scrolls occupies the east wall and a set of trunks can be found in the northwest corner. The walls are well polished but without adornment.

The scroll rack contains thin scrolls of electrum imprinted with dwarven runes that detail the burial and goods of all dwarves within the crypt. They're arranged by order of death, latest nearest to the top.

The writing table has a single sheet of electrum placed upon it and a series of stamping tools resting on a lip. This gear is worth some fair coin but if the dwarves of Culcomb find out that its been stolen from the catacombs they will immediately become cold and hostile.

The two trunks contain: 200 sheets of electrum (one) and stamping tools and acid etches (the other). Leaning against the wall is a long metal pole with a joint in the center, each length of which is twenty feet. The joint can be locked in place, transforming the pole into a 50' length of metal. It weighs 15 lbs and has a grip on one end to place a taper or wick to light high lamps. It can also be used to unhook them from their moorings.

3. Architect's Room: This room is hidden behind the wall of the entranceway and was originally carved out by Hrunir himself and used as a private office and a shrine to Grafar, the sacred architect.

The walls are engraved with geometric shapes of sharp knotwork which is said to be pleasing to Grafar. In the center of the round room there stands a statue of the Sacred Architect, carved from soft green serpentine. He is a grave looking dwarf, holding a carved slate of stone in one hand, chiseled with architectural designs, and looking off into the distance.

Beneath the statue there is a small niche in the round granite plinth that supports it which contains three jars of dwarven forgefire and two more of lamp oil, all clearly labeled in runic writing.

4. Main Hall: This hallway extends the length of the catacombs and every other section opens up off of it. It is lined with sarcophagi of publicly respected heroes of the Pinehall; great architects, miners, and warriors alongside artisans and craftsmen.

The ceiling is vaulted high above, nearly fifty feet overhead. The walls are belted at waist height with bands of dwarven lettering (praise to Eiri the Earthfather and Helden the Stonemother) above which there are carvings of elaborate and sharply geometric shapes.

Large unwieldy lanterns hang overhead, spaced one every thirty feet. They have long since burned through their oil, leaving them as dusty cobwebbed reminders of glories long past.

At the far end of the hall stand a number of granite pillars, four-sided and carved on each side with reliefs of angular knotwork. Against the very far wall stands a cult-eikon of Eiri himself upon a platform. The Earthfather himself is a kind and sorrowful looking figure here, dressed in worn traveling clothes and carrying a pilgrim's staff. At either side of the Earthfather stand empty bronze braziers on wide tripods.

Filling and lighting the braziers brings a modicum of sanctity to the hall and any turning attempts made within it are made as though the cleric where one level higher and all healing magic done in his sight while the braziers are lit heals an extra four points of damage.



Roll 1d8 when the players enter the hall:

1-4	No undead present
5-6	2d6 Dorlish skeletons (armed with basket-hilted short swords and bucklers)
7	3d6 Dwarven zombies (unarmed but clad in chain armor)
8	3d6 Dwarven zombies and 2d6 Dorlish skeletons

5. Chapel of Helden: This small side chapel is devoted to the defender of the dwarves, the Stonemother. The floor here is made of polished onyx, imported from the north and set with faded golden dwarf-runes that spell out devotional prayers to the Dwarfmother. In the northwest and northeast corners of the chapel stand two-tiered stone basins that once held sacred incense and still bear some of the residue within them. The PCs may get some of this incense from the temple in Culcomb and if they place it in the basins and burn it, the room will have a wholesome aura that repels undead for as long as the fires are going.

In the center of the room is a cult stele with a bas-relief of Helden bathing the body of a dead dwarf and dressing it for burial carved from mountain granite.

The oddly shaped southwest corner conceals a secret door that many dwarves used to try to escape the Dorlish massacre; it is opened by pressing in on it with your arms spread shoulder-width apart. It opens into the secret vale beyond.

6. Secret Vale: This vale was a secret entrance to the catacombs and was used as an escape route by many dwarves during the siege. Unfortunately, the Dorls discovered the general location of the secret door and Alphonsar, early in the siege, sent many men to break through it. A great fight ensued between the refugees emerging from the catacomb and the Dorlish regulars.

By virtue of the evil medallions that Alphonsar forced his men to wear the bodies were preserved and reanimated without the help of the heart. Upon entering the vale, the PCs will immediately be beset by a sickly sweet smell and a wave of nausea.

4d6 + 4 bodies from the massive pile of the dead will rise, chittering. Fully 10% of that number will be ghosts and the rests will fight as ghouls.

Once these creatures have been defeated, no further will rise from the area for 2d4 days. The PCs can easily drag the bodies out and destroy them if they like, or give them proper burial. Removing the amulets will also prevent them from returning to life, but will expose them to the elements and to the decay of rot.

Amulet of Alphonsar: These amulets appear to be made from soapstone or something similar and bear the Baldannus house seal on their transverse. The obverse is covered with swirls of maidic and unknown runes. They radiate powerful necromantic magic if examined. Those wearing an amulet of Alphonsar when they die will return from the dead in 1 month. There is a 10% chance they will become a ghost, otherwise they will return as a ghoul. There are roughly 150 of these amulets scattered amongst the corpses.

7. Uthol Crypt: This crypt belongs to the small Uthol clan which was nearly exterminated during the siege (but has since recovered in Culcomb). It is located at the end of a passageway that is somewhat sunken into the mountain. Niches in the walls are filled with the lesser dead, their bodies lying in repose exposed to the outside air. Sarcophagi of their family-leaders line the niches and stand at the far end of the somber vaulted space.

In the center of the chamber there sits a round iron portal into the floor. It's about ten feet in diameter and has a complex locking mechanism on its face. This doorway is the seal to the Uthol clan treasury, which lies below.

The lock is complex and quite good, penalizing any thief attempting to pick it by -75%. Additionally, there is a trap on the tumblers: if they are activated improperly (which must be the case for any lockpicking attempt) a rune within the iron door glows brilliant red and the surface of the door heats up instantly to the temperature of a forge. Anyone kneeling on the door takes 4d8 points of damage (no save). Anyone standing on the door takes 2d8 points of damage and anyone within five feet takes 1d8 points of damage.

If the PCs manage to get the treasury open they will discover that it contains 1,000 platinum authr (a dwarven coin) and 575 golden glámr. Disturbing the treasury by removing any of its treasure has a 15% chance

to wake the six dwarves in sarcophagi in this hall. If that occurs, each dwarf is a draugr (see the monstrous supplement).

The halls on the southern side of the main entryway are too far from the heart to be affected by it early on. However, if it is later than the 5th day, roll (1d6) on the following table every time the players enter:

1-3	Nothing
4-5	2d4 +4 Dwarven skeletons
6	2d6 Dwarven skeletons and 2d6 Dwarven zombies

- a. Poison Gas Trap: This trap can only be activated once, for after it has gone off its reserves of gas are exhausted. It can be reset, but the last stores of the gas were destroyed during the Dorlish siege. If dismantled, the gas can be used as a weapon but is only really effective in narrow areas where there is little way to escape it.

The far (south) end of the corridor leading into the Uthol Crypt terminates in a bas relief of an Uthol dwarf gathering flowers. He is a staunch looking fellow with a frown on his face and a representation of leather armor clothing his form. There is an axe at his waist that dangles from the wall perceptibly: this axe is not cut from stone but made of wood and has a head etched with the red-gold known as balglamir in flowering patterns.

The axe, (known as the Uthol Axe) is in fact a +2 weapon and radiates moderately powerful magic. Attempting to remove it, however, causes small (nearly invisible) holes in the wall to vent extremely noxious poison gas into the hallway. It spreads at a rate of 10' round for 3 rounds and takes 2d4 hours to dissipate. It will never spread beyond the stairs back into the main hall.

Being caught in the gas has two effects. First, it deals 1d8 points of damage to everyone who lingers within it for any amount of time. Second, it provokes a constitution check with a -4 penalty. Failing this check causes the character to fall to the ground in pain, immobile, as the gas irritates his soft mucus membranes, eyes, and ears. This immobility lasts for 2d6 rounds; during each of these subsequent rounds, the character continues to take damage from the gas.

Any player who interjects that they are holding their breath avoids the initial 1d8 damage but the irritation to the eyes, ears, etc. still occurs, forcing the constitution check.

8. Forehall: This large L-shaped chamber was mostly constructed by the Glamirveg with their enormous clan-wealth but it serves as the entranceway to both the Glamirveg and Blomvangr crypts. As such, the walls are adorned with bas-reliefs of dwarves at work smelting, crafting, and selling gold and gemstones. The pillars are twined with carvings of delicate flowers to honor the Blomvangr dead nearby.

The doors to the Blomvangr crypt have been opened, however, and several of them have made their way out into the world. Signs of their passage can be seen throughout the chamber: scuffing and footprints in the dust, etc.

- 1-4 No undead present
- 5 2d6 Dwarven skeletons
- 6 2d8 Dwarven ghouls

9. Outer Glamirveg Crypt: This chamber has a low ceiling and is lined with slots and niches in the walls where dwarves from the Glamirveg clan are reposed in eternal slumber. The walls themselves are sheathed in dark stone (possibly onyx or jet) and the gates into the main Glamirveg tomb are made of thick marble with a counterweight hidden in the wall to keep them easy to open.

The doors themselves are trapped: in appearance they are blank with a ring of iron set in either door. However, pulling on those rings (as opposed to simply pushing the door open) will cause a pump hidden in the wall opposite to spray forgefire into the chamber, igniting it as it goes, making a fan of fire that covers the entire area before the doors. Anyone caught within the space between the south wall and the doors will take 6d4+6 points of damage.

- 1-5 No undead present
- 6 2d8 Dwarven ghouls

10. Inner Glamirveg Crypt: This large room is the heart of the Glamirveg Crypt, and it contains a great deal of clan-wealth. Golden braziers sit in three of the room's corners, ten golden lamps hang from the ceiling on silver chains (each one fashioned to look like a dragon, the wick emerging from the worm's mouth) and the nine sarcophagi in the center of the chamber plated with gold and silver, carved to resemble the dead within them.

However, the influence of the heart has penetrated deep into the Glamirveg Crypt. The entire room is filled with a chill mist which radiates necromancy. The sounds of undead rattling in their sarcophagi can be heard, struggling to be freed. The presence of the living will enrage them enough to break out even as the skeletons of the dwarves in the shelves along the walls step forward.

The number of dwarves that have become animated or corrupted depends on how long it has been since the Seekers arrived in the valley.

Days 1-3. 1d4 of the sarcophagi contain corrupted draugr. These dwarven undead will attack without hesitation. The remaining sarcophagi have a 5% chance to contain sane draugr (who may very well help the PCs if they can convince them they aren't grave robbers) or simply preserved dwarven corpses.

2d6 of the crypt's skeletons are now animate.

Days 4-7. 2d4 of the sarcophagi now contain insane draugr. 3d6 skeletons are animate as well.

Days 8-12. 2d4 sarcophagi contain insane draugr and 4d8 skeletons are animate. Any sarcophagus that does not contain an insane draugr contains a dwarven ghoul instead.

11. Blomvangr Crypt: This smaller crypt belongs to the Blomvangr clan, one which has either fled the valley of Strathwait or was completely annihilated by the Dorls during the siege of Pinehall. Formerly more powerful than the Uthol clan, the Blomvangrs were herbalists and farmers. This is reflected in their crypt, which sports six stylized pillars entwined with stone flowers and vines.

Between those pillars sits the Blomvangr

matriarch, Bera Blomvangr. She alone has a sarcophagus (the rest of the Blomvangr are enshrined in the wall-niches of the chamber) and growing across its lid are real sprigs of holly. The Blomvangr crypt has been protected by her spirit so far, but as the days creep on it may become corrupt.

There is a 5% cumulative chance per-day that the spirit of Bera Blomvangr will be corrupted by the necromantic influence of the heart. If this occurs, the room will host 2d8 dwarven skeletons as well as an angry ghost.

If Bera is still sane, it is possible for the PCs to commune with her. Casting speak with dead in the crypt or reading her name from the runic inscription on the sarcophagus will summon her spirit forth.

Bera Blomvangr is, for all intents and purposes, a specter who cannot leave the Blomvangr crypt. She doesn't know about Pinehall's fall and speaks only Orthr, having died a half century before the first conflict with the Dorls.

12. Torharth/Almor Crypt: The Torharth/Almor shared clan crypt is one of the largest in the catacomb. The mining clans lost many workers below the Black Mountains to cave-ins, poisonous gasses, and attacks from below by goblins and orcs. The crypt itself is huge and L-shaped, Torharth bodies being kept along the southern portion of the L and Almor bodies along the eastern.

This crypt is one of the closest to Pinehall proper and therefore the heart. A chilly necromantic mist much like the one in the Glamirveg Crypt (area 10) clings to the ground here as the power of the heart condenses droplets of ice-cold water from the air.

A massive plinth stands in the northwestern corridor of the chamber. Its front is graven with dwarvish runes that detail the battles and travails of the Almor and Torharth clans below the mountains (see below for the contents of this memorial plinth). Scratchmarks on the floor indicate that it can be pushed to stand straight against the northern wall: doing so will cause a segment of the wall to open into the near cave (area 13).



Upon entering this hall for the first time, PCs will discover that many of the dwarves in the wall-niches are already wandering around aimlessly, weapons drawn. Several sarcophagi are broken open as well, and a huge number of Dorlish dead lay scattered about the room, preserved by the evil powers of the heart.

Days 1-3: 2d4 of the sarcophagi are open and sport dwarven ghouls. 2d6 skeletons are milling around and 2d8 of the Dorlish corpses have risen as zombies.

Days 4-7: 4d4 of the sarcophagi are open and half of that number are dwarven ghouls; the rest are ghouls. 2d6+2 dwarven skeletons are present and 2d12 Dorlish zombies are up and walking.

Days 8-12: 4d4 sarcophagi are open and all of the preserved dwarves are ghouls. 2d6+2 dwarven skeletons are milling around and 1d4 Dorlish corpses have animated as Juju zombies.

13. Near Cave: This cavern was used as a staging ground for flight from Pinehall during the siege. Three sets of old dwarven chain armor are nestled in a corner next to a pair of dwarven shortblades. There is nothing else here.

14. Outer Cave: The outer cave looks innocuous at first glance but conceals a passage beneath an overhang (which requires anyone over 4'3" to duck to enter) at its farthest point. There is a 20% chance that the cave will contain 3d4 Dorlish zombies and a 30% chance it will contain 2d4 frightened (and aggressive) wolves. If both are present, they are likely doing battle.

15. Prince Olfinn's Tomb: Olfinn Garnirsson Larsten is buried in this elaborate tomb. Pillars at regular intervals hold up the ceiling, which is tiled in red stone. The floor is made from dark brown granite and in each of the chamber's corners there stand massive stone basins where incense and coals were once burned.

Over the platform where Prince Olfinn's sarcophagus is located there hang three lanterns, each one cast from gold and cut to resemble the mountains of Håmholme; rather than oil or wicks, these golden lamps each contain a softly glowing chunk of enchanted amber that gives the room a warm golden glow.

Olfinn, like Hrunir, is a draugr. Approaching his tomb and calling his name or kneeling before it will wake him—as will attempting to loot anything in the chamber. Stealing from him is certain to drive him into a murderous rage but any other action can bring him around in a mood to talk.

Olfinn has been weakened from proximity to the heart and he fears venturing into the hold proper will destroy his mind, turning him into a mindless draugr slave of its unwholesome will. However, he can prevent the undead from rising within the Larsten crypt and can also leave his tomb to accompany the PCs within the catacombs along with his honor-guard: four other dwarven draugr whom he must collect from the Larsten clan crypts.

By day 10, the power of the heart will have eroded Prince Olfinn's will, turning him into a furious mindless beast.

16. Larsten Crypt: One of the most lavishly appointed crypts in the catacombs (second only to the Fastorth clan crypt), the Larsten crypt is filled with sarcophagi lining the walls rather than with niches where the dead are interred. A central platform boasts four oversized sarcophagi, the tombs of Prince Olfinn's honor guard.

The walls and floor are covered with angular knotwork and the ceiling is marked with powerful warding runes. Attempting to open a dwarven sarcophagus in this chamber will cause all of the runes to glow a brilliant cold light and a lightning bolt will leap down from the ceiling to the offending character.

That character cannot evade the bolt by any means: it bends to find its target. The bolt deals 8d6 points of damage and then passes on to the next nearest target for 4d6 damage, then the next for 2d6, and the last for 1d6. The bolt will prefer to find a new, unstruck, target but if none are nearby it will jump to someone who has already been hit.

Characters entering the chamber are likely to be confronted by the four honor-guard draugr. They will rise from their sarcophagi if the PCs ascend to the plinth. They are, clockwise from the top: Torthir, Alma, Brennir, and Lanthir—Torthir and Alma are brother and sister Larstens and the other two were Torharth miners picked for their bravery.

The honor-guard will be on edge if they are woken, suspecting the characters instantly of plunder. If the PCs are unable to convince the dead dwarves of their true intentions (or if they are carrying any piece of plunder at all) the four draugr will attack. Otherwise, they will reluctantly agree to return to sleep.

If the PCs tell the draugr what has happened to Pinehall, they appear to know. "The dead see through the eyes of their effigies," Torthir will tell them, "and honor guard are afforded special carvings in the throne room. We have seen all." They will refuse to leave the chamber without permission from their prince, Olfinn.

17. Stair Hall: This hallway is flanked by four pillars, one in each of its corners. A stairway at the northern end descends below the level of the Blomvangr crypts and leads on to the miners' crypt.

A number of Dorls were slain before the doors and in the main section of this hall: 3d12 of them, to be precise. Between days 1-3, 10% of them will have risen as zombies. Between days 4-7, 50% will have, and by day 8 all of them will be up and about.

18. Pillar Hall: This large pillared hallway serves as a forechamber to the Larsten and Fastorth crypts. The pillars are carved with dwarven faces and geometric fluting on all their sides. The very walls are reinforced with columns and piers of onyx and the floors are made from polished blue marble tiles.

There are some fifteen or twenty fallen Dorlish bodies twisted upon the floor here, intermingled with dwarves who they were fighting. The necromantic force of the heart has not penetrated past the Larsten crypts (thanks to the influence of Prince Olfinn) so they remain inert.

Of course, if Prince Olfinn has been corrupted, 2d6 of these corpses will rise as Juju Zombies (day 10 or later).

19. Princely Entryway: This forechamber leads into the princely crypts from the main hall (section 4). Twenty feet square, it has a low ceiling of carved stone that has been smoothed to an almost mirror shine. The far doors are plated in copper which has been formed to represent

Prince Olfinn on the left and Prince Hrunir on the right.

Runes beneath the two princes spell out their names. Overhead, cut into the archway, is another set of runes which reads: "Open the gate and reverently wait/The bones of the dead lie beyond."

Opening the doors starts a timer. If anyone passes through the threshold before 1 minute has elapsed a trap will be triggered: the lip of the door and the tiles beyond (in area 18) are all pressure-sensitive. Stepping through before waiting will cause scything blades to flash through the doorway.

These will deal 5d6 points of damage to anyone unarmored, 4d6 to anyone in light armor (such as padded or leather), 3d6 to anyone in heavier armor (such as chain), and 2d6 to anyone in plate armor. After the trap has been triggered it resets in 20 seconds. Another 60 seconds must pass before moving safely through the doorway.

20. High Clan Entryway: This smallish chamber acts as a forechamber for the Skrifsar and Garhol joint crypt. Two pillars stand in the north and south eastern corners; the northern pillar is scribed in all manner of runes that appear to tell the story of the Skrifsar clan. The other pillar is carved with the appearance of a pair of dwarves holding up the ceiling and dressed in traditional architect's garb—robes, hoods, and measuring tools in their belts.

Of course, there is a trap here on the southern door which leads into area 21, the joint clan-crypt of the Skrifsar and Garhol dwarves.

The doors are blank gray stone. Attempting to open them without first tracing a runic S and a runic G on either door will cause those runes to glow brightly on the surface of the door and a blast of freezing air billows forth. This blast deals 3d6 points of damage (no save) and the affected character must save vs. paralyzation or be knocked down.

If a character does trace these runes on the doors, they glow beneath their fingers and the gateway is safe to open for the next hour.

21. Skrifsar/Garhol Crypts: The clan-crypts of Skrifsar and Garhol were built together and combined in a single great hall. Huge pillars support the ceiling, carved from the natural

stone of the mountain. Two bays in the east and west sides of the hall contain the familial tombs of the two clans with the Garhol tombs on the eastern side and the Skrifsar tombs on the west.

This chamber will not contain undead before day 5. If the PCs enter after day five, however, the power of the heart has had a chance to reach this crypt. Roll on the following table:

1-2	2d4 Dwarven skeletons
3	2d4 Dwarven zombies
4	2d4 Dwarven Juju zombies

Each of the five great sarcophagi in either bay of the chamber contains a whole family of dwarves from that clan. Each family will be interred with a number of coins and art objects—treasure type U.

Like all dwarven tombs, robbing them carries a 1% chance that the familial patriarch awakens as a draugr and begins savaging the characters.

22. Fastorth Crypt: This huge crypt is not protected by its prince, as he is in the deep slumber of the afterlife and can hardly be roused. His influence cannot protect them, and therefore there are already a few undead even when the adventure begins.

The walls are lined with inset shelves where hundreds of Fastorth dwarves lie in repose, most of them already reduced to skeletons. The Fastorth are the most numerous of all the dead, as most of the dwarves who died at the settlement before it was granted a Colony Stone became Fastorth dead.

The center of the chamber is occupied by the bier which contains the four great sarcophagi of Prince Hrunir's honor-guard. The walls are tiled in mosaics depicting the seven-gated journey into the netherworld.

23. Prince Hrunir's Tomb: Prince Hrunir is a draugr prince armed with the following magical items:

Axe of Thunder and Lightning: This axe was made by smiths from the Arinnfal and sent to Prince Hrunir when he was given the colony stone of Pinehall. The blade of this axe is made of a silvery-steel ædr ore

and patterned with stylized thunderbolts. Wielding the axe reduces all damage from lightning or electricity by 3 points per die. Additionally, whenever the wielder rolls a 20 the axe unleashes a brilliant flash and clap of thunder; everyone within 30' must save vs. paralyzation or be stunned for 1d4 rounds.

Chain Armor of Absorption: This chain armor was made by a master smith from Pinehall itself. It appears to be a regular suit of chain but it grants the wearer a 30% magic resistance rating. Any spells absorbed by the armor heal the wearer a number of hp equal to the level of the caster.

Shield of the Mountain: This is a +2 shield which grants its wielder a +2 bonus to all saves vs. breath weapon. Additionally, no blow or magic can knock the wielder off his feet.

24. Upper Forechamber: This small hall leads back into the great settlement itself. The north and south walls are each carved with a marching array of gates—three broad archways leading nowhere. The final arch lies over the passageway into the crypt, making seven in all, a number that any cleric can recognize as being related to death and the afterlife (the so-called "seven gates").

The detritus of battle are great here, though there are no corpses present. The dwarves held off their Dorlish attackers in this spot for many hours, and do one can see the dark smudges of long-oxidized blood, the barrages of bolts and arrows, and the scars of magical attacks in the room.

On the far side of the chamber, a double door leads to a winding stair that ascends into the mountainside and, after some thirty minutes of following it (in reverse, for the funeral processions of dwarves always came down the passage) one will find themselves inside Pinehall proper at area (47) on that map.





GranarHOLL

The dwarven city of Pinehall (Granarholl in Orthr) was founded by Hrunir Fastorth in response to Iriemite aggression in the Pinefall Forest. Composed of both an above-ground (now ruined) and under-ground city, Granarholl was the very center of dwarven life in the Vales and nearby lands during its heyday.

Destroyed in the War of the March by the Dorlish half-elf mage Tiriodar and his necromancer nephew Alphonsar, Granarholl stands empty and silent. Many dwarves fled through the crypts, while others were captured and came marching out through the front gates, closing them forever behind them and unlatching the counterweights that allowed them to be opened.

Alphonsar himself was shot to death in the throne room while he ran greedily after the vaults of Granarholl. He carried, strapped to his chest, the relic known as the Heart of the Alchemist which gave him great physical prowess and magical power.

Now that the finger has drawn close to the heart, their power is amplified. The heart is beginning to wake up and its necromancy is animating those dead that lie strewn through Granarholl's streets and lanes.

At the beginning of the adventure, the heart isn't strong enough to raise the dead buried under the rubble of the above-ground city. However, after day 3 the wandering monster chart presented here can be used in the above-ground ruins as well.

Days 1-3 (4 or Less on a D10)

- 1-2 2d4 + 2 Dwarf skeletons
- 3 2d4 + 4 Dorlish zombies
- 4 1d6 Dwarven Juju zombie

Days 4-7 (5 or Less on a D10)

- 1-2 2d4 Dwarven ghouls
- 3 2d4 + 6 Ghouls and ghosts (10% of force)
- 4 1d8 Juju zombie

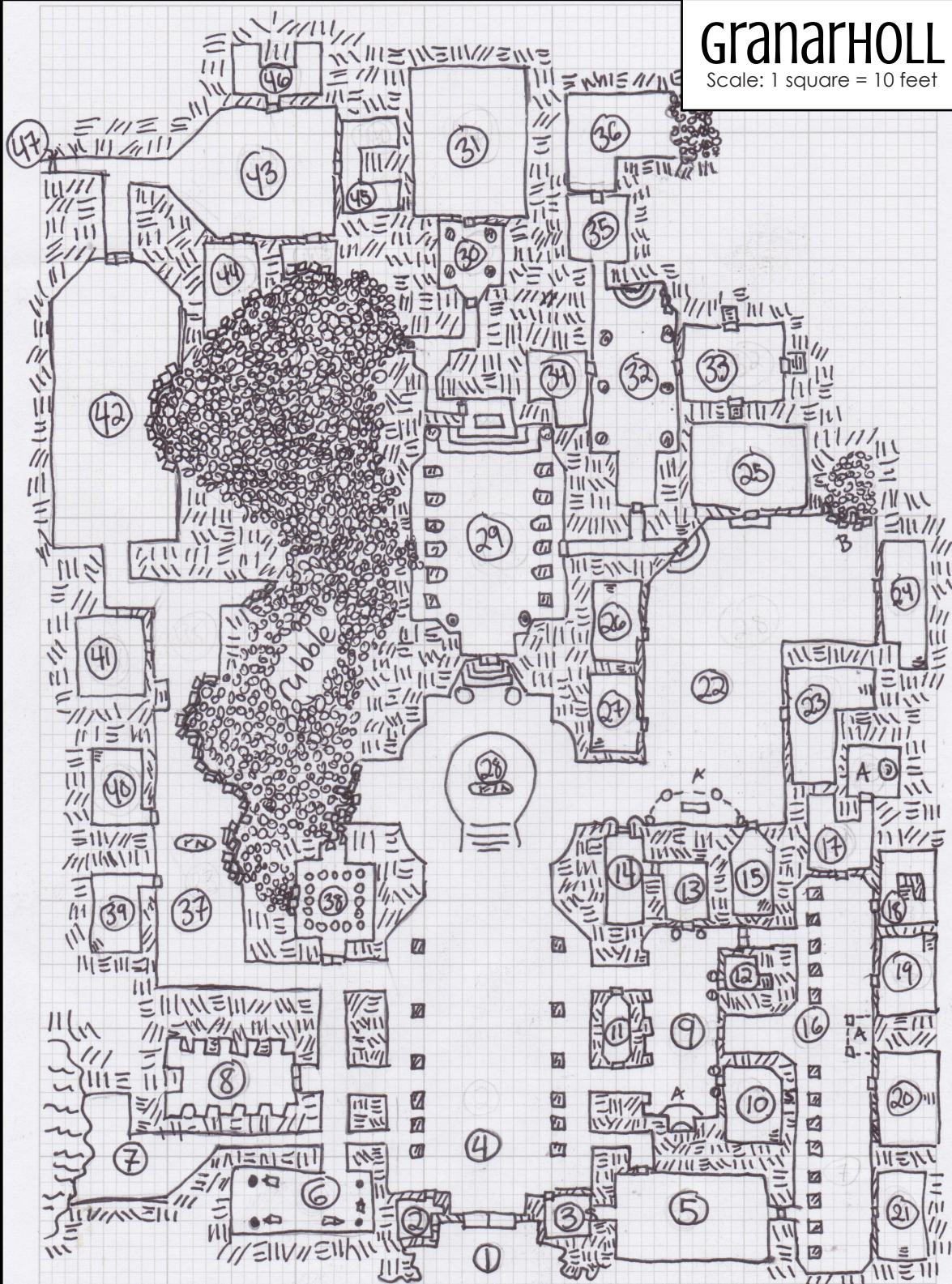
Days 8+ (6 or Less on a D10)

- 1-2 2d6 + 2 Ghouls and ghosts
- 3 1d12 Juju zombies
- 4 1d4 Insane draugr



GranarHOLL

Scale: 1 square = 10 feet



1. Entrance: The main gates of Granarholl stand, imposing and silent, in the mountainside. They are flanked by the bodies of two square towers carved from the sheer rock. Each gate weighs 50 tons easily, and cannot be moved by sheer force.

There are runic inscriptions on the gates that can be read even at a distance, though the gilding that once lined them has been scraped off. They say "The Hall of Pines," and in smaller letters, "Hrunir was its founder."

The Granarholl gates could be opened again if the counterweight was engaged, but as it stands the dwarves were allowed to seal the hall by disengaging it when they left.

2. Gate-control Tower: This tower has narrow arrow-loops overlooking the Granarholl gate: its interior has no floors above the first, but rather narrow stone platforms that provide space for a single row of dwarves to fire from the loops and another row to walk up or down behind them. Barren stone stairs follow the walls up, twisting and turning along them.

At the base of the tower there stands the winching mechanism for the main gate, and a huge chain runs up the very center of the tower into the ceiling (where, by clever mechanism, it joins with the gate itself). It runs through the tower floor as well, and peering down through the narrow hole may (with a light source) reveal a massive iron cask that serves as the counterweight. A stout wooden lever against the inner eastern wall serves to determine whether the weight is engaged. It is currently pulled facing north, that is disengaged.

Engaging the lever will cause a complex series of actions to occur in the ceiling and the chain to shake visibly. After a few moments (and some deafening sounds) the main gates will weigh no more than a few pounds each and be easily opened.

3. Gate Tower: This tower is a mirror of area (2) in all ways, save that there is no chain here. This side of the gate saw brutal fighting, leaving a number of dwarven and Dorlish corpses tangled on the floor.

The upper courses of this tower hold the warning bell that summoned the dwarves from their homes to fight the invading Dorls. It's a large brass thing big enough to climb into,

fitted with steel runes and an iron clapper, rung by pulling a rope that is tied off against the stairs.

Days 1-3:

- 1-2 2d4 + 2 Zombies (Dorl and Dwarf)
- 3 1d6 Ghouls, 2d4 Zombies
- 4 1d4 Ghosts, 2d4 Ghouls

Days 4+

- 1-2 1d4 Ghosts, 2d4 Ghouls
- 3 2d4 + 2 Ghosts
- 4 2d4 Juju zombies

4. Central Hall: This massive section of the ancient hall served as the main market, meeting place, and place of exchange for all the clans. It is utterly enormous, being cavernously high. There were once plans to carve out balconies and manors up above, but the stairs leading to them were destroyed when Prince Althr collapsed the great temple.

160' wide at its widest point and nearly two thirds that in height, the soaring vaults, towering pillars, and intricate detailwork make this one of the most impressive locations within the dwarven hold. Brackets line the walls where lanterns were hung (those have been removed by looting Dorls).

The floor is littered with bodies, all of which are preserved by the power of the heart. A chilly tang of necromantic magic is in the air and there are enough dead here that if they are not dealt with, the central hall may be filled with newly animated corpses every time the PCs return. Dealing with them, of course, is a matter of hours during which any number of unpleasant things may wander out of the depths of the hall.

Undead-per-hour:

- 1-2 2d6 Zombies
- 3-4 2d4 Ghouls
- 5 2d4 Ghouls, 2d4 Zombies
- 6 2d4 Juju zombies

5. Gate-barracks: The passageway to this sub-hall is choked with the bodies of the dead. PCs who wade through them will be surprised to find that many are animate but

unable to rise due to their crippling wounds. Dwarven fletching peppers the Dorls, and grievous axe- and sword-blows mar their bodies. Walking through them will provoke them to claw and rake at the character's legs. Treat these as flank attacks (+1 bonus). A character walking through the thirty feet of dead provokes 2d6 of these attacks over the course of three rounds (it takes a full round to move 10' through the corpses) and they deal 1d8 points of damage per attack.

If the PCs should choose to attack the corpses on the ground, they have the advantage of height. Treat each 10' square as though it has a collective total of 10d8 hp. When that has been depleted, the corpses within are all destroyed or incapacitated in such a manner as to render them harmless.

The door of the barracks is made of reinforced steel and has been jammed open with a length of old wood. Runes of defense and warding have been placed upon it, though it looks as though someone attempted to efface them.

The room proper is littered with carnage and ruins of battle. The sturdy beds that once stood three horizontally were hacked apart and burned, leaving a pile of char in the center of the floor and a sooty stain upon the iron-vaulted ceiling.

2d6 weapons and 1d8 pieces of armor can be found here, as well as the obvious latch to open the secret door to area 3. Another reinforced steel door leads into the Varhair Clan Hall (area 16) through the eastern wall.

Dwarven Weapon:

- 1-3 Bundle of 2d10 crossbow bolts
- 4-5 Short sword
- 6-7 Battle axe
- 8 Dwarven crossbow

Dwarven Armor:

- 1-2 Steel helm
- 3-4 Wooden shield with steel boss and rim
- 5 Steel reinforced boots
- 6 Chain byrnie or pants (1d2 decision or DM's choice)

6. Weapons-forge: Opposite the barracks stands the public weapons-forge which was mined into the mountain early in the history of the hold and has served as a weapons smithy ever since. Of course, most respectable smiths in Pinehall would have a private forge belonging only to them. However, this forge was good for barracks-work and weapons that were given to dwarves who had been picked to serve in the militia.

Anyroad, this wide space has outfitting for six anvils and furnaces. The Dorls never assaulted this room, but they did loot everything with any material value. The anvils and furnaces remain, the one too heavy to carry and the others built into the very walls and floor.

There are a number of smithing tools within easy reach: hammers, tongs, grinding wheels, buckets for quenching, and other such things.

7. Deepwater Lake: This room appears to be a hall before it opens up wider into the cavernous Deepwater Lake which served as a cistern for the city. The evil magic enfolding Pinehall has kept anything untowards from creeping out of the lake, but if PCs attempt to explore it they will find it vast and quite deep. All manner of horrors might be waiting out there.

The lake itself is fed from a bubbling spring that wells out of the far wall. Following the spring is an entrance into the Undernight, and dwarven tunnel-runes mark it as such.

8. Armory: This long room was protected by a double door of steel-reinforced-oak that has the marks of being forced. Long gouging scratches mark either door where Dorlish implements cracked them open. Beyond, the room is low and feels close, though there is plenty of walking space.

The chamber walls are pierced with shadowy alcoves where armor was once hung and stored. All that's left now are some battered chain byrnies and pants and the wooden pegs the stuff was hung on.

A knot of dwarven guards were slain right in the center of the room, all Larsten longbeards. Four of them, slain not by magic but by arrow and sword, lie on the floor. They still wear the gold-chased partial plate they died in, poll-axes clutched in their hands. Their twisted forms are splayed over a spray of

dwarven gold and their flesh has turned a sallow nut-brown.

Touching them, their gear, the remaining armor, or even passing any further into the room than the center, will cause them to slowly rise. The necromantic power of the heart has transformed them into sightless juju zombies, their empty staring sockets speaking of the horror of their condition. They cannot reason, and will simply attack all living things within range.

9. Market Hall: This side hall was an extension of the marketing done in the main hall (area 4) and contains a number of shops that look in on it. Each of the facing shops has an upper course that serves as a house as well, with balconies and shuttered windows that open on them.

The ceiling here is much lower than in the main hall, sinking to around 50' in height. The three shops against the north and eastern walls are flanked by squat pillars with rings for lamps to hang from.

Dead dwarves are scattered across the hall, many bearing the green-fletched arrows of Dorls in their bodies or brutal sword-wounds. None of these dwarves are armored, having all been summoned by the gongs to fight and not having time to dress.

2d6 dwarven bodies are present, fully one half of which will be dwarven ghouls when the PCs enter for the first time.

- a. Statue of Glíta the Craftsman: This statue stands on a dais against the south wall, inset into it in a large alcove. Glíta the god of Crafts and Industry is depicted carved from mountain granite with a lathe in one hand and a hammer in the other. He is depicted wearing a leather smock. Several dwarves lie twisted at his feet, dead where they fell. The presence of Glíta's eikon protects these dwarves from returning to unlife until the eighth day of the adventure (after which point they become dwarven ghouls).

10. Agrith's Appraisal: An appraiser's shop belonging to a long-dead dwarf, a smooth red gemstone is inset above the doorway in the lintel. It's badly scratched and chipped where Dorls tried to cut it out, but it has not yet come free. Since the stone is the size of a fist (and probably worth some 2,000 gold if it could be

extracted) the PCs may decide to try to get at it. It's held in place by the rock around it and requires a successful BB/LG roll to pry free with a tool. Have the stone make a save vs. crushing to see if it shatters under the pressure.

The interior of Agrith's Appraising is a ruin. Stone counters have been smashed and broken, wooden tables hacked to pieces, and trunks nearly dismantled to get at the good bits. There are some 3d8 dwarven glámr (gold coins) still scattered about the smashed crockery and ruined chests.

A stairway in the south-eastern corner leads up to Agrith's home, which has suffered equally.

- a. Agrith's Home: There is a family of 2d8 dwarven ghouls milling around up here. They will not come down to attack the PCs (unless they are chasing them) but any PC adventuring upstairs may discover them, felled where they tried to defend their treasures.

Like everywhere else in Granarholl, their trunks and chests have all been looted.

11. Small Market: The small market is a 20' wide hall couched between the market hall (area 9) and the main hall (area 4). Broken pottery and ruined stalls litter the market but there are no valuables left to take, the rubble having been scoured clean.

With two easily watched doors, the small market may be a place that the PCs can use to rest and recuperate.

12. Blomvangr Leathers: This Blomvangr leather-shop served as an outlet for the entire clan's leather wares. Miraculously, it escaped the worst of the Dorl looting. The ground floor is more or less in-tact, a long counter dividing the store into halves. Piled upon it are leathern tunics, gloves, hats, and boots. More of the goods, with more expensive trim, can be found behind the counter near the leather-crafting tools that comprise the Blomvangr workshop.

Upstairs, whole sacks of unworked leather await in a warehouse-like environment.

13. Horfal's Tools and Metalcraft: Horfal Varhal and his family (the Thiri) owned Tools and Metalcraft, a shopfront signaled out by the



pick-axe hanging above its stone door. They made a good deal of the tools used by the mining clans. He died defending the hold but since the Dorls had no use for mining equipment they left his shop mostly alone. The other dwarves carefully took his picks, hammers, and other related goods but left his family treasury out of respect.

The shop itself is cleaned bare, a cold forge (devoid of anvil, which was taken in the flight and now has a home in Culcomb) and no corpses are to be found.

14. Thiri Hall: The hall of the Thiri family is joined to their workshop (area 13) by means of a narrow wooden door. The Thiri hall fronts the miner's Clan-hall on the north. That door has been ripped open and hangs on badly damaged stone hinges.

The Thiri hall has three floors, all of which open into the main hall by means of balconies. However, each room has been stripped of its contents and badly damaged as Dorls scraped gold and silver inlay from the walls. There is very little to find here, though some of the upper rooms might be made safe, since the stairways to reach them are visible from the doors.

15. Falath Hall: The Falath family were members of the Torharth clan and their family hall is a poorer mirror of the Thiri construction across the way (area 14). There are a fair number of Falath dead and murdered Dorls within—a total of 3d10 bodies, all of which will be animated when the PCs enter. Half of them will be zombies and half of them will be ghouls. Like the Thiri Hall, the Falath Hall has also been looted and badly damaged. There are cracks up in the ceiling where the mountain herself threatens to tumble down and bury the place entire.



16. Varhalm Clan Hall: This long hall served as the central clan meeting place for Varhalm, and many mansions branch off from it. Its ceiling is some 70' above, and a row of pillars marches up to meet the great stone vault. The pillars are carved in geometric shapes from which ancestral faces of dwarves peer. The walls themselves are cut to depict forges and forge-work of dwarves, all the way around the hall from about waist-height down.

The braziers that once burned between every third pillar are dark and many have been spilled over, but they can easily be righted and used. They weigh about 50 lbs of solid brass but whatever silver inlay they may have had has been scratched off.

The Clan Hall was the site of a last stand of Varhalm dwarves, around the clan forge (16a) where many dwarves fell to Dorlish sorcery and blades. The far walls of the hall are scarred with blasts from lightning and long soot-marks from fireballs and the bodies lying tangled by the forge are badly twisted, mangled, and broken.

They wore chain armor and wielded hammers, axes, and shortblades when they fell. If they are approached, they will rise and use the same weapons, fighting as ghouls though they have no claws and thus never cause paralysis.

a. Clan forge: This public clan-forge is located in the center of the Varhalm hall. It is covered by a roof of cunningly carved granite tiles which is supported by two slender wooden pillars carved with runes and dwarvish faces. As above, note: there are a number of dead Varhalm clاندwarves who fell here and who will defend the forge violently.

If the PCs investigate the forge thoroughly, they will discover a secret cache beneath the anvil, which can slide out of place. This small cache contains one of the few remaining magics of Pinehall that was not stolen during the sacking. There is a small satchel with 248 glámr coins within it and the Shortblade of Turinn (see the magical item supplement for information).

17. Durgr Varhalm's Hall: Durgr, son of Turinn was the clan-head of the Varhalm during the time of the siege. His mansion has many forward-facing windows that peep into the Varhalm Hall

and balconies to boot. The interior of his home is exposed to the hall, his front door having been smashed to stone chips by a Dorlish ram. Within, everything has been taken. The place is literally empty of all goods, cleaned out first by Dorls and then by Durgr's kin.

a. Varhalm Vault: The vault of the Varhalm is empty, its great steel door open. A pair of time-worn tapestries hang from the walls depicting the mountain from without, but that is all that can be found here.

18. Fundin Metalworks: A smelter and forge, Fundin, son of Harald, owned this mansion with his large extended family. The workshop on the ground floor has been left unharmed; in the north-western corner of the shop lies the forge and in the south-western the furnace (complete with vents that lead up through the mountain to expel the heat of the smelter).

In the center of the workshop is a tall pillar which bears a stair linking the upper (dwelling) halls to the working hall. Above the stair, the entirety of Fundin's treasure has been scoured away. Nothing is left, not even bones.

19. Belgerson's Hall: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasures and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

20. Fangath Hall: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasures and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

21. Heitr Hall: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasures and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

22. Torharth/Almor Clan Hall: This massive L-shaped clanhall was the province of the

two mining clans. The three crossed pick-axes which were the Torharth and Almor seals are visible in roundels and etched into the walls on all sides of the great hall. Piles of stone-rubble were assembled to help fight off the Dorls, and these massive barricades were manned by dwarvish crossbowmen and shortbowmen. The room is filled with this massive constructions, each around 25' wide and 12' high.

The far end of the hall was once the entrance to the Pinehall mines, which pulled mostly iron and silver ore from the Black Mountains. The entire archway was collapsed from inside during the sack, hundreds of Dorls lured beneath it to their deaths. Any dwarf or stoneworker who examines the rubble will be able to tell that the huge cave-in was deliberate. It mirrors the sacrifice of Prince Althr in the heart of the temple.

Dead dwarves lie on every side, and Dorls feathered with dwarvish arrows choke the entrance to the hall. The powerful magics of the Heart touched this hall first of all, so many of these fallen (2d8, 2d8+2, or 2d12+2 during days 1-3, 4-7, and 8+) will have risen each time the PCs enter the hall. There are a total of 298 dead here, so you may want to keep track of how quickly they deplete that number if the PCs don't decide to get rid of all the bodies after their first exploration. These undead will be animated as zombies.

a. *The Miner's Reprieve*: This slate-roofed section of the hall was once an open public house and place of rest for the mining clans. An old stone bar and long, low stone benches still mark its place beneath the overhanging roof. A few stout kegs of old dwarvish brew remain, but they have long ago gone sour. Anyone broaching one can smell the stink of it at once, and attempting to drink it will provoke a save vs. poison to avoid vomiting forcefully and losing 1 put of constitution (which returns an hour later).

23. *Jarnung Hall*: This great L-shaped hall was home to the Jarnung family of the Torharth clan. One of the largest of all the mining families, the Jarnungs chose to seal themselves inside and die a slow death of starvation rather than be slain by the Dorlish invaders.

The outer door (made of stone) is locked with a complex dwarvish lock (-45% to lockpicking attempts) though the key



may perhaps be retrieved from the surviving Torharth dwarves if the PCs are smart enough to make the connection.

Within, the PCs are likely to find a gruesome sight: half-starved dwarf corpses huddled around a central heart, clutching each other in their death throws. The preserving effects of the heart have kept them from decaying and they stare accusingly outwards towards the door.

The treasures of Jarnung hall are still in-tact, but they are deadly to touch. They amount to somewhere around 2,000 gold glámr and a separate insert has been provided with a more detailed description of the hall.

24. *Eski Hall*: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasuries and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

25. *Temple of Grafar*: One of the only surviving temples in Pinehall, the temple of Grafar was honored by the two mining clans as well as the Garhols. Indeed, its halls were most often filled with priests drawn from those clans.

A single great open hall served as the main temple floor. The eikon of Grafar lies smashed against the northern wall, the altar brutally plundered. Ruined drafting tables lie in drifts around the room and the unhallowed chill of the heart has crept even here.

A number of priests (3d4) remain in the temple, dead and kept animate by the heart. Upon entering, the PCs will immediately smell the stench of these creatures, which begin shambling towards them. The priests are dressed in rotting scraps of blue and gold cloth, their robes falling off them in strips.

The dwarven undead will fight as ghosts, using their claw-like hands to tear at the PCs. Each of the dwarven priests carries a belt on which hangs a satchel of 2d4 glámr. Around their necks the PCs will find silver necklaces depicting a plumb-guide or level (each worth 25gp when appraised).

26. Lofar Hall: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasuries and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

27. Leiptra Hall: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasuries and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

28. Colony Stone: This huge stone stands on a raised platform in the center of the great hall, just before the gates of the royal chambers which lie beyond. The Colony Stone was untouched by the sack, for even the Dorls feared to desecrate such a potent object.

Cut from the heart-stone of the now sunken Hårnholme mountains, this massive slab of rock stands many times the height of a man. Its dark granite is inlaid with gold and silver and bears the signs of the Dwarf King along its top. A proclamation in runic reads: "Lo, Granarholl (Pinehall) here has been settled and made safe by Hrunir Fastorth who has

been proclaimed its first prince by the King of all Dwarves. Let it be known that new clans have been struck upon the record of the Ages and that Eiri will write down their names in the Halls of the Ancestors."

Beneath this inscription, a long list of new clans and their founding members follows in a small and delicate script.

29. Throne Room: The outer gates to the throne room were, at one time, stone clad in steel, brass, and gold. The precious metals have been scraped off, leaving the doors (one of which bears a carving of Prince Hrunir and the other Prince Olfinn) scratched and badly damaged though the visages of both princes are still visible carved from the rock.

The left door is partially ajar and the two huge brass brackets that once held massive lamps on either side are now empty.

Beyond the doorway the royal hall itself bears the scars of an intense battle. This is where the Dorlish mage Alphsonar fell to dwarvish crossbows and where the heart has been resting ever since his death. The walls themselves are detailed stone and wide pillars stand apace along the sides of the hall. The throne of Pinehall is found at the far end of the chamber on a raised stone platform beneath a rune-inscribed archway, inset into the wall.

Five crossbow-dwarves lie behind the pillars, slain by blasts of Dorlish magic. The rear wall is chipped and cracked where intense bolts of lightning leapt from Alphsonar's fingers. Alphsonar himself prowls the chamber, unable to get too far from the heart without losing his mind completely as he grows farther away from its magic. He has enthralled several dead Dorls and dwarves in the hall—three dwarven and two Dorlish wights serve him.

He cannot himself claim the heart, for if he were to grasp it its energy would consume him. He retains his evil intelligence and spellcasting power, making him a powerful foe indeed. During days 1-5 he is but a humble wight, but on day 6 he has been exposed to the awakened heart for long enough to transform him into a full-fledged vampire.

Waxing and Waning of the Heart: The heart grows in power each night as the hour approaches midnight. It weakens in power

each day as the hour approaches noon. Below a table is presented showing the changes made to the heart based on time:

Hours	Effects
11pm–1am	Full power; all undead within the throne room have maximum hp/hd; the heart operates as listed in the "constant powers" section to the entry.
2am–6am	The constitution draining field is only 100 feet wide. Damage field is 15 feet wide.
7am–10am	Saves against the heart are made with a +2 bonus. The anti-healing field is 50 feet wide.
11am–1pm	The constitution draining field is 50 wide, the damage field 10. Saves are made with a +3 bonus and the anti-healing field is only 25 feet wide.
2pm–6pm	As 2am–6am.
7pm–10pm	As 7am–10am.

30. Vault Forechamber: This smaller room serves as the entryway to the Pinehall vault, which lies just beyond the steel-reinforced doors at its far end. Four massive round pillars carved to resemble the boles of trees support the distant ceiling and a pair of huge unlit iron lanterns hang on either side of the doorway. The doors themselves have been scratched and scraped beyond recognition by Dorlish prying and they stand partially ajar.

31. City Vault: The vault is almost completely empty. Signs of a struggle can be seen: blood splashed on the floor, a few bits of broken bone, a torn satchel, and four hundred thirty two glámr fallen onto the floor. Dwarves from Culcomb may be happy to see the gold (if returned as a gift) but will certainly not be pleased if the PCs arrive and start spending it.

Meeting Alphonsar

While always unpleasant, the once-living wizard trapped in the throne room of Pinehall has lost his mind over the centuries. He knows he cannot escape, yet the power of the heart has made him so hungry and jealous of life that he will be nearly unreasonable when encountered.

If the time is not yet too late (ie, it is day 1-7) it is still possible he can overmaster his desire for murder when encountered. On day 8 the energies of the heart warp him to the point where that is no longer possible.

When the PCs enter the throne room, make a check in secret on a d6. This is how many minutes they have to converse with Alphonsar until he is overcome with hatred and launches into violence. They may trigger that action early, particularly by suggesting they take or actually attempting to get their hands on the heart, which Alphonsar fiercely wants for himself but cannot have.

It is possible that the PCs may convince Alphonsar not to attack them, in which case every ten minutes he must successfully make a Wisdom check (his wisdom was 16) to refrain from doing so. This check is penalized by 2 each successive time it is made.

While the designers of this adventure cannot think of a situation right now in which Alphonsar might be convinced to give up the heart that doesn't mean such a configuration of events

does not exist. Promises to restore him to life may work, though he may realize himself that he is beyond any type of resurrection magic. Either way, don't rule the option of a talking solution out!

Unless, of course, the PCs have brought Prince Hrunir with them. The prince will simply attack Alphonsar on sight, giving him no time to explain himself at all.

Alphonsar's Spells and Gear

Add +2,000 to the xp value of a wight or vampire to determine Alphonsar's xp worth.

Check the chart on page 34 (the Withered Heath, chest contents) to see what the trunk in the heath contains. Any other magical items will be on Alphonsar himself. He cannot use the wand of illusions and will have forgotten the scrolls, but the bracers will still provide him with an AC of 4—of course, if he's a vampire, it will be much lower anyway!

While Alphonsar still has access to his spells, he would much rather tear into his foes with his hands. There is only a 40% chance that he will try to cast a spell on any given round.

Any spells he expends will be gone for good if the PCs retreat and attempt to confront him again: he has lost his spellbook and all desire to study it.

Spells memorized (4/2/1): magic missile x3, burning hands; acid arrow x2; lightning bolt



32. Garhol Clan Hall: This is the beginning of the complex series of halls belonging to the architect-clan of Pinehall. It is the only hall to be provided with running water in the form of a fountain that gushes from high up in the northern wall and splashes down into a basin on the floor.

This chamber was mostly abandoned before the sack, so it bears the marks of neglect worse than any other section of the Pinehall. Deep drifts of dust and strands of spiderwebs mar the peaceful hush of the water. There are no corpses here, dwarven or otherwise, though some may wander in from outside.

33. Architect's Forechamber: This branching hall leads to three large mansions, all of which were purposefully collapsed to keep the Dorls from taking possession of their beautiful interiors. Stones carved in the shape of plants (as though it were a garden) fill the forechamber and during the daytime shafts of light enter through specially designed vents high above.

34. Gorthar Hall: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasuries and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

35. Forechamber to the Back Halls: The back halls, including the Fastorth and Glamirveg clan-halls, were accessed through this forechamber. While new construction would have placed a dwarvish road beneath the

Garhol clan-hall, the project was never finished due to the war and the following siege.

This chamber is was abandoned early in the siege; though it is highly decorated with stone carvings (particularly those of the hall's three princes) there are no bodies to be found.

36. Collapsed Hall: This was the new structure that would eventually have become a road that leads beneath the Garhol clan-hall and provide access to the Fastorth and Glamirveg halls beyond. However, since it was abandoned during the siege it was never fully shored up, leaving it unstable and prone to collapse.

That is exactly what happened about one hundred years ago. Hundreds of tons of rock came crashing down as the old supports wore away with the ravages of time. The Fastorth and Glamirveg halls are now lost beneath its rubble.

37. Skrifsar Clan Hall: This was once the Skrifsar clan-hall, but the collapse of the Great Temple caused an avalanche of stone to pierce the eastern wall and bury many of the Skrifsar mansions in stone.

The collapsed section of Pinehall is still unstable, and rocks occasionally tumble down from the pile. Around the edges the PCs may see some Dorlish corpses: Toriadar and Prince Althr are buried deep within the rubble.

The ceiling here is vaulted up about one hundred feet and it has escaped the collapse (so far) though massive cracks run along its carved piers where damage from the

cave-in has shattered the smoothed and finished stone.

The single most obvious sign of Skrifsar clan wealth that remains here is the Memorial Stone erected near the southern end of the hall. This bears a resemblance to the Colony Stone (area 28) nearby, but is in fact a record of all the dwarves who died fighting the Dorls up until the very moment of the sack.

38. *Outdoor Courtyard*: This courtyard survived the cave-in, but only barely. Ringed by a covered and pillared walkway, the very center of this room is open to the sky by means of a deep channel cut into the mountain. Cool autumn air enters the hall from here and provides a glimpse of the sun or moon to those within.

39. *Ritning Hall*: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasuries and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

40. *Skafal's Inscriptions*.

A shop and mansion in one, Skafal's Inscriptions was one of the most popular Skrifsar foundations.

41. *Bandun Hall*: This hall, like all the others, has been laid to waste. There may be 3d6 dwarven ghouls inside (60% chance) when the PCs first enter it, but otherwise the halls and chambers, rooms and balconies, treasuries and cellars, are all empty save for rubble and smashed dwarvish goods. If the PCs search the entire hall, they may find 4d6 glámr.

42. *Memorial Hall (ruined)*: This hall, one of the largest in the whole hold other than the central one (area 4), is dedicated to the Pinehall ancestors. Prince Hrunir features prominently upon the walls, as do the settlers who originally built the Pinehall.

However, the great retaining walls of the Memorial Hall have been cracked and broken by the fall of the temple. Huge boulders have fallen through the ceiling and the walls occasionally creak with stress.

Here and there are some dwarvish corpses crushed by chunks of stone. They may struggle feebly if the PCs approach, but they cannot break free of the weight that is crushing them.

43. *Larsten Clan Hall*: The Larsten Clan, once one of the Princely Clans of Pinehall, is one of the most beautiful and wondrous relics that remain in the belly of the mountain. Nearly untouched by the Dorlish invasion, the upper walls are patterned with hammered gold and chased with silver. The ceiling, distant and dark, gleams with gemstones and the faint splashes of color that indicate a fresco.

Vast and echoing, the Larsten hall was the last to be abandoned and the Dorls feared to tread there overlong. Thus, stalls and stands can be seen arrayed as though they were abandoned only days ago. Jugs of water, thick with mold, stand open. Casks of unbroached ale are piled in the corners.

There should be a sense of ruinous ominousness about the hall, one that gives the players a creeping feeling of being out-of-place.

44. *Ruined Manor*: This chamber was once a manor, but Prince Althr's gambit destroyed it when he collapsed the Great Temple. It is choked with rubble and the smashed splinters of huge stones.

45. *Aetroc Hall*: The High Judge's Hall, this place is where the Skrifsar stored the writings of the great justices of Pinehall. They have all been carried off, leaving the place a maze of empty stone shelves.

46. *Noble Hall*: A noble manor, this one in much better condition than the one southwards, but still given over to collapse. Doorways are canted, stone has fallen from the ceiling, and the main hall leads only to dead ends. Players may spend up to 30 minutes exploring these before they come to the conclusion that none are viable.

47. *Gate to the Catacombs*





CHAPTER FOUR: THE SEEKERS

Here you shall discover the party of the Seekers. They are searching for evidence of the Alchemist, having recovered one of his fingers (the forefinger of his right hand). Their ultimate goal is to uncover his head and wake it, thus forcing it to give them many powerful magical secrets.

ALBORAEN SYN AGLOVAR

Alboraen, son of Aglovar, is a Golnian wizard who grew up in the harsh pinewoods of that land. He has a crooked nose and a sour expression generally graces his face. Long stringy black hair frames his sallow features from which peer intelligent blue eyes.

The wizard Alboraen is an underhanded man, using his party as much as they use him in order to try to advance his own goals. He is prone to smiling but rather than being disarming his unpleasant demeanor makes it arming, putting everyone around him on edge.

Alboraen dresses in blues and blacks and always keeps two changes of robes in his tent (located at the camp). His spellbook is generally kept locked and hidden in his tent -- anyone who attempts to futz with it will instantly be the target of his wrath.

He tends to smoke when thinking, preferring an acrid Golnian smokeleaf to the more wholesome smelling Umbrian strains.

6th level male human wizard; 15 Str, 8 Dex, 7 Con, 16 Int, 14 Wis, 6 Cha; MV 12; #AT 1; THAC0 19; Dmg

1d6 (quarterstaff); Speed 3; AC 10 (unarmored); Languages: High Varan, r/w High Varan, Maidic, Night Tongue, Golnian, r/w Golnian; WPs: quarterstaff, dagger; NWP: spellcraft, astrology, sage knowledge (the Alchemist)

AL NE

Gear: 9 platinum thrones, 8 gold pillars, 12 silver towers; midnight blue robes with star-covered hood, ironwood quarterstaff with metal bands, leather girdle, one large coin purse, two large component pouches, backpack, spellbook (in backpack or at camp), spellbook key (inside components purse), riding boots, mule, clay pipe, small pouch of smokeleaf

Components: three silver bells, two pieces of silver wire, five lumps of wax, pouch with 5 pinches of colored sand, 10 applications each of chalk, soot, and vermilion, 10 pinches of regular sand, small prism, 1 ball of nitre-sulfur-tar and a small engraved golden tube (1,000 gp value), small flask with 10 drops of molasses

MAGICAL ITEMS

THE ALCHEMIST'S FINGER

This disembodied part of the Alchemist's left hand has the power to cast magic missile once per day (as a wizard of 9th level) as well as becoming more "alive" and active as it approaches other parts of the Alchemist's body. It has a 1% cumulative chance per week

ALBORAEN SYN AGLOVAR





of possessing its bearer and convincing him to attempt to revive the Alchemist. This can be counteracted by 24 hours of complete separation from the artifact.

When in the presence of another body part (within 10'), it grows in power and can transmute 1 cubic foot of nonliving matter to gold by touch once per day.



RING OF MAMMAL CONTROL

This golden ring is fitted with piece of jasper in its heart and fashioned to look like a snarling lion gripping the stone. Alboraen has used it to enthrall a pet boar which he keeps in the camp and uses as a personal warrior.

SPELLBOOK

Alboraen's spellbook is covered in explosive runes on its cover and first page.

Spells Prepared (4/2/2): alarm, audible glamor, *burning hands, *color spray, dancing lights, *detect magic, friends, identify, *sleep; *forget, invisibility, *mirror image; delude, explosive runes, *minute meteors, *slow

XP value: 2,000

KALGAR STONESON

Kalgar has been giving dwarves a bad name for nearly eighty years. An iron dwarf from the ring-town of Tharnveir in Dorlan, Kalgar is a broad-shouldered little creature with a knotted beard of blue-black hair and a constantly furrowed brow.

Kalgar is a heavy drinker, preferring the so-called "dwarf wines" over beer or elven drink. He is a tinker and a builder, fond of constructing simple but brutal traps for his foes. The insult "goblin-minded" has been applied to him by other dwarves more than once.

He has learned to hate many other dwarves and considers them greedy hypocrites. He only really gets along with dwarves pledged to the dark dwarven gods, and even then there is tension.

Fond of his heavy leather gloves and studded leather armor, Kalgar is also prone to wearing a long ragged cloak and cloth kerchief while working on traps and fiddly mechanical things.

7th level male dwarven thief; 12 Str, 16 Dex, 13 Con, 9 Int, 10 Wis, 7 Cha; MV 6; #AT 1 (short sword) 2/1 (short bow); THAC0 17; Dmg 1d6+1/1d8+1 (short sword +1), 1d6/1d6 (short bow); Speed 2 (short sword +1), 7 (short bow); AC 4/5/6 (studded leather + buckler); Languages: Orthr, Runic (r/w), High Varan, North Varan; WPs: short sword, short bow; NWP: appraising, forgery, reading lips, set snares

AL LE

Gear: 12 golden pillars, 25 copper shields, studded leather armor, green tunic, ragged gray cloak, leather gloves, kerchief, brown hosen, leather shoes, girdle, coinpurse x2, lockpicks, backpack, sheath, shortbow, quiver, 20 flight arrows

Gems (in his second coinpurse): chrysoberyl, hematite

Special Abilities: dwarven mining and tunnelsense, +3 to save vs. spell or poison, 60' infravision, 20% magic item malfunction, +1 to hit orcs, half-orcs, goblins, and hob-goblins, -4 to AC from large sized monsters

KaLgar Stoneson





Backstab x3

Thief Skills: w. armor

Pick Pockets	85%	55%
Open Locks	25%	15%
F/R traps	90%	80%
MS	80%	60%
Hide	35%	15%
Detect Noise	15%	5%
Climb W.	50%	20%
Read Lang	-5%	

MAGICAL ITEMS

SHORT SWORD +1, HARNUNG

This sword was dwarven-forged and probably stolen. It is a beautiful shortblade inlaid with silver and gold wire along its grip with a round pommel stone of swirling blue meant to represent the sea. The crossguard is a pair of sea-worms and the blade itself is faintly etched with runes describing Olfr Olfarsson's voyages in the far north.

RING OF FIRE RESISTANCE

This ring, worn on Kalgar's left hand at all times, is set with a large tourmaline that has been polished smooth. Faint elvish runes are visible on its surface, and the setting is made from twining wire of sindabras-silver.

XP Value: 1,400

HELVENAINEN

Perhaps more dangerous than any of her traveling companions, Helvenainen is a beautiful elf of some two hundred years. Her fair hair and blue eyes can be completely bewitching and she has a way of speaking that seems completely naive. In reality, she is a cold-hearted creature who's interior ugliness has yet to catch up with her exterior beauty.

Helvenainen is strongly devoted to her companions, thinking of them the way a man

might think of a particularly praiseworthy dog. She will not hesitate to kill anyone who presents a threat to her or her "friends."

Coldly calculating, Helvenainen also takes money in exchange for simple murder. The only scruples she appears to have center around animals and their treatment; she would gut a man for stealing a silver coin from her, but would never raise her sword against a mountain lion.

9th level female elvish fighter; 11 Str, 15 Dex, 11 Con, 13 Int, 9 Wis, 18 Cha; MV 13; #AT 2 (scimitar); THAC0 12 (+2 to-hit w/ scimitars); Dmg 1d8+4/1d8+4 (scimitar +2); Knockdown d10; Speed 3 (scimitar +2); AC -2/0/-1 (banded armor +1, shield +1, dex bonus); Languages: all elvish dialects + r/w, North Varan; NWP: sailing, WPs: specialization (scimitars), arming sword, mace, warhammer, longbow, crossbow

AL CE

Gear: 50 gold pillars, 17 silver towers, ankle-length blue tunic, banded armor, helmet, shield, girdle, scimitar sheath and dagger sheath, dagger, mace, black hosen, riding boots, green cloak, silver broach, backpack, large coinpurse

Special Abilities: 90% charm resistance, detect secret doors, elven ambushing, speak all dialects of elvish, +1 to-hit with sword of choice (scimitar), 60' infravision

MAGICAL ITEMS

SCIMITAR +2, NISALAAULE

Named after the singing sound the blade makes when it slices through the air, Nisalaule is actually fashioned to resemble a blooming flower. Its hilt is plated in silver and the grip is made of silver inlaid leather. Upon speaking the command word (valé) a warm white glow springs out of the very blade itself.

BANDED ARMOR +1, MILEAN

This ancient banded armor was recovered from a Milean tomb, burial site, or shrine. It is plated with ancient golden sigils from the Imperial Schola during the time of the Second Empire.



SHIELD +1, embossed

This shield was embossed by a master smith in Teral and imbued with vial after vial of blood of the living, giving the metal a strange red hue and dying the wood forever a dark wine color.

XP value: 2,000

THESEUS LE VERT

Theseus is Helvenainen's swaggering Milean lover. He considers the rest of the party to be somewhat expendable, though Helvenainen's

matronly feelings toward them keep him from abandoning them. However, he regards them as a butcher might regard rotten meat.

He tends, for this reason, to keep to himself when he's not sharing a tent with his elvish lover. Recently, the acquisition of the finger has caused him to see a little more merit in the Golnian wizard, but he still has nothing but despite for the treacherous dwarf.

In appearance Theseus is a brown-haired man with amber eyes who stands of an average height. He's only twenty nine, but quite cocksure for his age. A seasoned killer, his face is lined with experience.





6th level male human fighter; 14 Str, 10 Dex, 13 Con, 12 Int, 14 Wis, 17 Cha; MV 12; #AT 3/2 (arming sword); THAC0 15 (+1 to-hit with arming swords); Dmg 1d8+4/1d12+4 (arming sword +2); Knockdown d8; Speed 3 (arming sword +2); AC -4/-2/-3 (plate of missile attraction +3, medium shield +1); Languages: High Varan, North Varan; NWP: survival, fire building, rope use; WPs: specialization (arming swords), dagger, club, staff

AL NE

Gear: 120 gold pillars, 50 silver towers, green milean tunic, brown hosen, hard shoes, girdle, sword sheath, dagger x3 (sheath, sleeve-strap, boot), club (on back), large coinpurse, backpack

MAGICAL ITEMS

ARMING SWORD +2, MILEAN

This sword is made in the imperial style and has the smithmark of Miles etched into the blade. The hilts are wrapped with gold wire and the grip is ivory with leather wrapping. Its pommel and hilts both act as settings for stones: two rubies on the hilts and a sapphire on the pommel.

PLATE OF MISSILE ATTRACTION +3

Theseus knows this armor is cursed, he just doesn't care for all the protection it offers him. It, too, appears to be of recent imperial make. Sleek lines and a dark blue-black tint to the steel mark it out as much as the slim trimmings of golden wire do.

DWARVEN ROUNDSHIELD +1

This shield was recovered from some looted tomb. It bears dwarven runes along its boss and steel rim. The wood itself is old and hard and seems preternaturally cold.

XP value: 975

HIRELINGS

The Seekers aren't alone: they've hired up some people to help them out as adventurers often do. Their hirelings set up tents, carry gear, and all that good stuff. Here's a list of their employees:

BARTLEBY, GNOME, LEVEL 0, 5 HP, LE

Bartleby is a porter and hauler, generally used to setting up the camp with Frances and carrying all the extra gear. He toes a pack mule named Lance with him wherever he goes and he's quite protective of the beast.

FRANCES, HUMAN, LEVEL 1 FIGHTER, 7 HP, NE

Frances is a snide minion, constantly making asides to Bartleby. The two of them have delusions of becoming adventurers like the Seekers some day, though they will more likely just get killed in the aftermath of some foolish adventure.

TOLONO, DORL, LEVEL 0, 6 HP, CE

Tolono is a lazy scrawny chef that the Seekers picked up in Dorlan when they found the Finger. He knows how to cook fairly well as he served a nobleman for six years before running off with the Seekers and stealing a good deal of money.

Tolono alone out of all the hirelings will gladly betray his newfound masters as he's beginning to discover that he doesn't like them all that well.

COREDON, ELF, LEVEL 0 MINSTREL, 4 HP, NE

Coredemilion the elven singer has been with the Seekers the longest and he knows their whole plot: find the Alchemist and enslave his head. He has no particular devotion to them as people, but he thinks that their journey will make him famous as a singer and a poet.



CHAPTER FIVE: THE RULES

Here are supplemental rules, including a way for generating undead attacks on Culcomb and the statistics for a special kind of dwarven undead (the draugr) who's only goal is to watch over the tombs of the ancestors.

RULES FOR UNDEAD ATTACKS

Every night the heart waxes its most powerful at midnight; this means that the undead begin to assault Culcomb between 2-4am each morning.

The first night of the attacks, the heart animates 40 undead creatures to wander amongst the hills. Fully 3d10 of them will reach Culcomb.

For the first few nights, the heart can only produce mixed skeletons and zombies. There will be a 60/40 mix with the greater number being skeletons during this period. As it grows more powerful, it will begin to raise more and more zombies as well as ghouls and even, at its height, take control of the dwarven draugr.

DEFENDING YOURSELVES

The attack only ends when all the attackers that evening are dead. Each day, the numbers of undead that didn't make it into Culcomb grow, filling the valley with potential dangers.

If the PCs do nothing at all, every HD worth of undead in Culcomb will kill 1d4-1 townsfolk per hour until they are stopped.

When small skirmishes break out between the militia or the townsfolk and the undead,

use the birthright skirmish rules to determine the result.

Townsfolk have an AC of 10, Militia of 6, and undead based on their entries in the MM. Add up the total number of HD in a group to get the group's hit points.

Figure the attack roll required to hit the enemy.

Roll the attack and add the number of creatures in the unit to it.

For every 5 points the attack hits by, the unit deals one point of base damage to its enemy.

Then roll the casualty dice (as describe below).

Undead roll 1d6, militia roll 1d8, and townsfolk roll 1d4. The group that wins this exchange modifies its casualties by the difference.

eg., a group of 20 townsfolk is under attack by 20 zombies. Their THAC0 is 19, the townsfolk's AC is 10. The zombies roll a 7 and add their 20 to it. Since they need a 9 to hit, 27 is 15 points over, resulting in 3 casualties.

The townsfolk roll a 4 on their contested die and the zombies roll a 1; the townsfolk (THAC0 20 vs. AC 8; they roll a 10 and add 20, resulting in 30 -- they need 12, so that is 3 hits) take down 7 zombies and the zombies take out 3 townsfolk.



Insofar as undead are concerned, all casualties are deaths. Half of all casualties inflicted on living people are deaths, the other half injuries.

COLLECTING MATERIEL

1 hour/person = 1d4 hp of wood or 1d12 hp of construction

100hp = 10 logs (1 wagon)

Building structures

Barricades - 100 minimum hp, passively grants militia squads a -5 AC bonus. Fits 4 militiamen per 100 hp. Can be used to construct a 10' palisade per 100 hp.

Ditches - 100 hp per 20' section, grants -3 AC and +3 to-hit to militia groups using it. Fits 4 militiamen per 100 hp.

Lookout Tower - warns townsfolk to get indoors before the attack, costs ~500 hp of wood to construct. Undead kill 1d4-2 townsfolk per hour instead of 1d4-1.

Pit - one person/4 hours

Fortified house - costs (# of windows x 5) hp to fortify any house. Undead must first break through any window (or the walls of a wooden house) before they can hurt people inside.

Ditches and barricades can also be used to slow the approach of the undead or thin their numbers so less of them are fighting more militiamen at once. Even unmanned ditches and barricades present an issue to attacking foes.

As the DM, you should draw up some general lines of attack each night and divide the undead into groups that are roughly 10% of the total size of the attack (thus on the first night, groups will generally be 4 undead) and determine the direction from which they attack.

Roll	Direction
1-8	South
9-11	Southwest
12-13	West
14	Northwest
15	Northeast
17-18	East
19-20	Southeast

RAMPING UP THE ATTACKS

Night	Undead	Arriving in Culcomb
1-3	40	3d10
4-6	80	6d10
7	100	8d10
8	150	1d10 x 10
9-10	300	2d10 x 10
11-15	500	5d10 x 10
16+	1,000	5d10 x 10

This will continue until 15,000 undead have been disgorged.

RETURN OF THE DEAD

While many players will be familiar with the trope of the bitten becoming "infected" and turning into zombies, it's important to note that this isn't that kind of zombeism. The presence of the heart is necromantically raising all manner of dead folks, and those bodies that aren't tended to after 1d4 days (in Culcomb or elsewhere) will be subject to the same issues of return.

A NOTE ON DISEASE:

It's also important to note that doing battle with corpses is a great way to get sick, and not just a little sick but badly so. Wounds that are not cleaned have a 5% chance to fester and become badly infected. Infected wounds can reduce movement (if they are on the legs), dexterity (arms), constitution (torso or head), and charisma (anywhere).



Dwarven Draugr

CLIMATE/TERRAIN: Dwarven crypts and tombs

FREQUENCY: Very Rare

ORGANIZATION: Nil

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Very (11-12)

TREASURE: M (x5), (G, Qx20, R)

ALIGNMENT: LG

NO. APPEARING: 2d4

ARMOR CLASS: 2/4/6 (chain and shield)

MOVEMENT: 6

HIT DICE: 8

THACO: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 (weapon) +8

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: see below

SIZE: S to M (4' and taller)

MORALE: Unshakeable

XP VALUE: 4,000

In appearance, draugr resemble their former selves, generally bedecked in glimmering ornamental armor and wielding ornamental weapons. Their eyes burn with a cold blue light and their flesh is taut and hard as nutwood. They are extremely cold, mist or steam generally rising from them in warmer (temperate) climes. They are also immensely heavy and dense, the presence of the dwarven spirit in the deceased

body lending it gravity and weight (and granting an effective strength of 20).

Draugr retain all their personal tics and expressions of life, leaving them looking like ghostly shadows of their former selves.

COMBAT

When a character closes within 5' of a draugr, they're in for a surprise. The intense cold that this creature radiates actually deals 1d4 points of damage per round at that range.

In addition, draugr can lock eyes with someone and attempt to stare them into submission. The target must save vs. paralyzation or immediately lose 2d4 points of strength. These points return at a rate of 1 per hour. If the target saves, he may never again be affected by that individual draugr's stare.

Draugr are immune to normal weapons and are also immensely strong, with an effective strength of 20 (+8 to all damage and the ability to deal structural damage).

Draugr are turned as Spectres or other 8 HD undead. As they are undead, they receive all benefits common to that condition (immunity to mind-altering magic and charms, etc.)

ECOLOGY

Draugr are guardians of dwarven crypts, the honored dead who wake to defend their territory. There is a chance that the spirit of a dwarf who's tomb is being looted will suddenly return to its body (and dwarven bodies tend to remain preserved for longer than mannish ones) and animate it, demanding that the intruders leave and surrender all booty or die.

Of course, they retain the personalities they had in life and can be reasoned with (though taking treasure from their crypt is never an option they are willing to entertain).

Only dwarves who, in life, reached level 5 or above as fighters can ever reawaken as draugr. They have a 1% chance of waking up when their tombs are disturbed. They are still dwarves, and the spirits inhabiting the dead forms are those of the deceased ancestor. They recall their former lives and would even be willing to assist their kin in times of need.





Draugr Prince

CLIMATE/TERRAIN: Dwarven crypts and tombs

FREQUENCY: Very Rare

ORGANIZATION: Nil

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Very (11-12)

TREASURE: B

ALIGNMENT: LG

NO. APPEARING: 1

ARMOR CLASS: 2/4/6 (chain and shield)

MOVEMENT: 6

HIT DICE: 10

THACO: 9

NO. OF ATTACKS: 1 or 3/2

DAMAGE/ATTACK: 1-8 (+9)

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: see below

SIZE: S to M (4' and taller)

MORALE: Unshakeable

XP VALUE: 6,000 / 7,000 / 10,000 (spellcaster)

Draugr princes, while not necessarily actual royalty or highborn, are the most powerful of all draugr within the dwarven world. They are frequently actual princes or noble-dwarves who have died and whose bodies have been lovingly preserved by their kin. They will often wake

to defend their clan-treasure or to confront strangers in their tombs.

Most draugr princes are buried with magical weapons and armor of some kind (which helps account for their treasure rating). This is factored into the secondary xp value.

COMBAT

Draugr princes are surrounded by an aura of extreme cold like their lesser kin. It extends to 10' and deals 2d4 points of damage per round rather than 1d4. In addition, anyone affected by this aura must immediately roll a save vs. spell. If the save is failed, the affected character loses 2d4 points of strength and dexterity; these points return at a rate of 1 per hour.

They do not have the power to chill their opponents into submission with a mere glance like their lesser kindred.

Draugr princes may be assumed to have additional powers based on their class before death. Warriors have weapon specialization with their chosen weapon and priests may have spell levels available to them.

Draugr princes are immune to weapons of less than +2 and have effectively 21 strength (+9 damage).

Draugr princes turn as Unique Undead.





APPENDIX: MAGICAL ITEMS AND THE CONTENTS OF ALBORAEN'S JOURNAL

MAGICAL ITEMS FROM STRATHWAIT

AXE OF THUNDER AND LIGHTNING +2

XP value: 3,500 GP value: 8,000

This axe was made by smiths from the Arinnfal and sent to Prince Hrunir when he was given the colony stone of Pinehall. The blade of this axe is made of a silvery-steel ædr ore and patterned with stylized thunderbolts. Wielding the axe reduces all damage from lightning or electricity by 3 points per die. Additionally, whenever the wielder rolls a 20 the axe unleashes a brilliant flash and clap of thunder; everyone within 30' must save vs. paralyzation or be stunned for 1d4 rounds.

CHAIN ARMOR OF ABSORPTION

XP value: 3,000 GP value: 5,000

This chain armor was made by a master smith from Pinehall itself. It appears to be a regular suit of chain but it grants the wearer a 30% magic resistance rating. Any spells absorbed by the armor heal the wearer a number of hp equal to the level of the caster.

SHIELD OF THE MOUNTAIN

XP value: 2,500 GP value: 3,000

This is a +2 shield which grants its wielder a +2 bonus to all saves vs. breath weapon. Additionally, no blow or magic can knock the wielder off his feet.

SHORTBLADE OF TURINN, +2

XP value: 2,500 GP value: 7,000

Turinn, son of Andvar, was the greatest smith ever to dwell in Pinehall. He died long before the March War and left behind this blade as legacy of his passing. The sword was the prized possession of the Valhailr clan and, rather than let the Dorls get it, they hid it, knowing that the defenses of Pinehall would be overcome.

The blade itself is a beautiful short sword made for use with a medium (or larger) shield. It has a handle of silver-chased ivory and polished jet insets along the hilt. The pommel is laid with fine fire-gold (balglamir) wire and the blade itself is broad and sharp. Tiny runes along the blade's spine proclaim: "I was made by Turinn son of Andvar and in me is great fury."

The sword, when used in combat, begins to glow with a fierce blue-green light. It is speed 0 (effortless to wield) and, when used



in conjunction with a medium shield or larger provides the wielder with a further +1 bonus to-hit (granting +3 to-hit and +2 damage).

MAGICAL ITEMS FROM THE MARCH WAR

FEJARO'S BATTLE SEATS OF MARVELS

XP value: 1,000 GP value: 3,000

Fegaro Silanese was an archmage of the Protectorate of Dorlan who lived in the 3rd century of the 10th Age. He was a most powerful wizard and served on the Protectorate Council (now the Council of Mages) for most of his adult life. He is well known amongst the Dorls for creating such spells as Fegaro's Fire, the Unkind Displacement, and the Conjunction of Many Woes.

However, in his old age Fegaro grew very fond of drink and food to the point where his health deteriorated greatly. He was still needed on the frontlines of the Protectorate's many wars with Teral and Essad, so he created the first Battle Seat as a way to allow him to fight and judiciously fling spells even though he had ballooned out in size.

The original Battle Seat was said to be plated in gold, capable of turning away enemy spells, flying to any height, and even deflecting arrows. Today, Fegaro's plans are used to manufacture more mundane chairs: pillow-bedecked wooden frames, the battle seats can convey even the eldest and most frail of archmagi into the fray.

Most battle seats move slightly slower than a brisk trot, at movement 8. They hover between 2-5 feet off the ground (on their master's whim) but can rise no higher. They can be active for up to three hours per day (or three activations, whichever happens sooner). They generally have maneuverability rating C, requiring a good deal of space to turn.

CAPTAIN'S AMULET

XP value: 1,000 GP value: 800

These amulets are often worn by Dorlish wizard-captains due to their inability to wear armor on the field. Captain's Amulets are most commonly made in the shape of heraldic badges or devices that belong to one house or another. They can be made from any material though silver and gold are most common. More valuable amulets may be studded with gems or encrusted with them.

Captain's Amulets for all intents and purposes work as a ring of protection +1. However, their protection is cumulative with rings of protection as well as bracers of defense.

RING OF BRILLIANCE

XP value: 2,500 GP value: 5,000

Rings of brilliance were often given to the most senior commanders of a Dorlish army detachment and used to manifest signal lights for battle coordination. They can produce light of any conceivable color from the rock-crystal stone mounted atop them. These rings can only be used by wizards and have an additional power: any rings of brilliance found will have 1d4 empty spell-slots within them. A wizard may load these slots up with a number of spell levels equal to the number of slots remaining. When the spells are called upon, the slots empty again.

GLOVES OF PUISSANCE

XP value: 800 GP value: 2,000

Originally, the Gloves of Puisseance were worn only by the patriarchal heads of noble families in Dorlan and the most powerful wizards who served as Vecchio or Magi of the Council. The secret to creating them was codified in the early 4th century and has been passed on, from Council member to Council member, since then. However, their proliferation throughout the uppermost ranks of the Dorlish nobility was inevitable, and now many high lords and their servile wizards have access to these powerful items.

These gloves come in many forms though the most standard is purple Agstower leather with magical runes embroidered in thread-of-gold.



Any mage casting a spell while wearing these gloves increases the puissance of the casting: all saves made against the wizard's magic are made at a -4 penalty.

MIRROR OF DECEPTION

XP value: 500 GP value: 1,200

These small mirrors are actually amulets worn by some battle-mages who graduate from the Dorlish College of Wizardry and Tactics. They are polished silver mirrors hung from silver chains and the magic imbued in them is such that, once per day, they may be activated to cast mirror image to summon up 1d4+4 images of the user. Immensely helpful in hand-to-hand combat, these mirrors are highly valued by war wizards and the like.

Thankfully, the secret of their creation was lost shortly after the War of Six Passes, leaving the numbers of this device low. They are highly valued by the magi of Dorlan, and it is considered a great boon to own one.



ALBORAEN'S JOURNAL

I compile this slim codex now for my own use, but also so those who will come after me that they may understand the greatness of the Seekers and our achievements. I have here assembled the most relevant information concerning the sorcerer known as the Alchemist in ages past; this book shall be the most complete of all books on

his power, might, and legacy. I have here taken liberally from other codices and manuscripts and copied them with interstices written by myself.

...EXCERPTS...

I. THE BODY OF THE ALCHEMIST

In form, the Alchemist much resembled a man and yet he could no longer be truly said to belong to that race. For he had enacted rituals upon himself most potent, and each fragment of his being was instilled with great power. His very hands had become killing tools, his eyes were changed and their humors made anew, his arms and legs given sinewy strength, and his heart was made over again using the necromantic magics he had stolen from his long-time foe.

It is said that if you were to wound him in the morning the mark would be gone by nightfall, yet if you were to strike him beneath the zenith of the sun the wound would linger until the next morn. What magics caused this to be, I can not say.

He was mighty in lore, beyond the likes of wizards today, a true sorcerer. It is said that he could, with a simple touch, turn base material to gold. His will was so great that even were his limbs to be severed from him, still they would live on and thrive. Cut from him his arm, and his arm would crawl back and its severed stump would knit to the ruin of his shoulder. Cut from him his head, and his body would seek to recover it and unite it again with his throat!

II. THE DEATH OF THE ALCHEMIST

At last, in the wilds of Golnia, He was caught. Hemmed in by soldiers of the Tetrarch he was unable to escape though he did his best to break free. On every side he dealt death, magic flew from him as water from a fountain, but they were too many and they overcame him. At last, his might exhausted and their own wizards tired from maintaining their counter-spells, the Tetrarchs' men fell upon him and tied him to the ground.

His trial was swift. He was gagged and his hands were bound throughout, so he could not work his magic. Yet it is said that he caught the gaze of a young woman and even with so little



contact as that he forced her upon his guards and she died screaming on a blade. Then, his eyes were put out with hot pokers.

The sentence was pronounced: he was to be destroyed for his crimes. The following morning with the sun low in the sky the men who would carry out the sentence led him deep into the woods. They found an unmarked glade and tied him to a post. There they discovered that his eyes had already returned to him, by some miracle of his magic. They avoided his glance studiously but he was not yet cowed. He flung magic with the free fingers he could waggle, so they sheared his fingers from his hands.

His hands they took at the wrists, and thereon they divided his body into parts so that it could never be reunited. His head, his feet, his arms, his legs, even the organs of his torso, all of these they hacked apart and buried. The grave was unmarked, the body-parts hidden away in separate plots so that no one might uncover them.

Even as it was put into the earth, his head flung curses and vile abuse at its tormentors until the soft loam was heaped upon it and it was at last silent.

III. SPIRITING AWAY THE BODY

It is said that when the Alchemist was slain, there was one man who recognized the power the wizard had in him and realized that, though his body was divided and hacked all to pieces, the parts could still be used. His name, according to legend, was Carathas. He had been the very man to hold the axe and cut the fingers of the Alchemist from his hand.

When the bloody deed was done, he snuck back to the forlorn place in the wood where the Alchemist was buried. The body had been distributed in several pits, so Carathas knew he needed care to avoid uncovering the Alchemist's still-living head if he would avoid the magic it could still work, handless and breathless.

He found the place where the Alchemist's fingers were kept and he tucked them one by one into his scrip. It is said he crept away from there with the power of a demigod hidden beneath his tunic and in after days he used them to become very rich. I do not know the truth of this tale, but I repeat only what I myself have heard in the wild places of Golnia. It is

possible, even, to locate the house that was said to belong to this man though I have never seen it or been in the district where it is said to reside.

IV. DISCOVERY

From whence came the heart, I cannot say. I am uncertain of its provenance, but it seems a most evil relic. If I had not seen it myself I would have scarce believed it, but the Baldannus boy came wearing it in a strange contraption strapped to his chest. I only had to take one look at the thing to know that it was an evil relic of some dark past. When I pressed the young wizard about it, he merely avoided my questions and spoke of friends in Golnia and long dark searches in the pinewoods.

I do hope the boy disposes of the thing soon; he had an ill look to him that I liked not at all. I have written his uncle Tiriodar in the hopes that the head of the house might do something to persuade his kin to destroy or do away with such a dark thing. Why, I am certain I saw it pulse and move within the cage he had designed for it! I could not be away from it fast enough!

And now it comes full circle, for I have found none other than the finger of the Alchemist himself! I am certain the relic belongs to him. By following the instructions in the Carathic Manuscript, I was able to uncover one of his lost digits and, according to the writings of Tolariaus Faustellion, the finger itself can lead us to the other lost parts of the Alchemist. Yes! The enchantments he used upon his bodyparts cause them to wake when they are brought near to one another, and in waking they can be used to divine the location of each other piece of his shattered form.

Imagine the power over Him that we would have if we went and dug Him up! He would be beholden to us for our efforts, and forced to give to us the most powerful secrets! Indeed, our next occasion shall be to uncover the necromantic heart worn by the Baldannus wizard Alphonsar. If legend is held to be true, he and Tiriodar were both slain some centuries ago in the war with the dwarves of Pinehall. I will encourage the others to go there with me and we shall find the heart, whether it be with his corpse or no.

