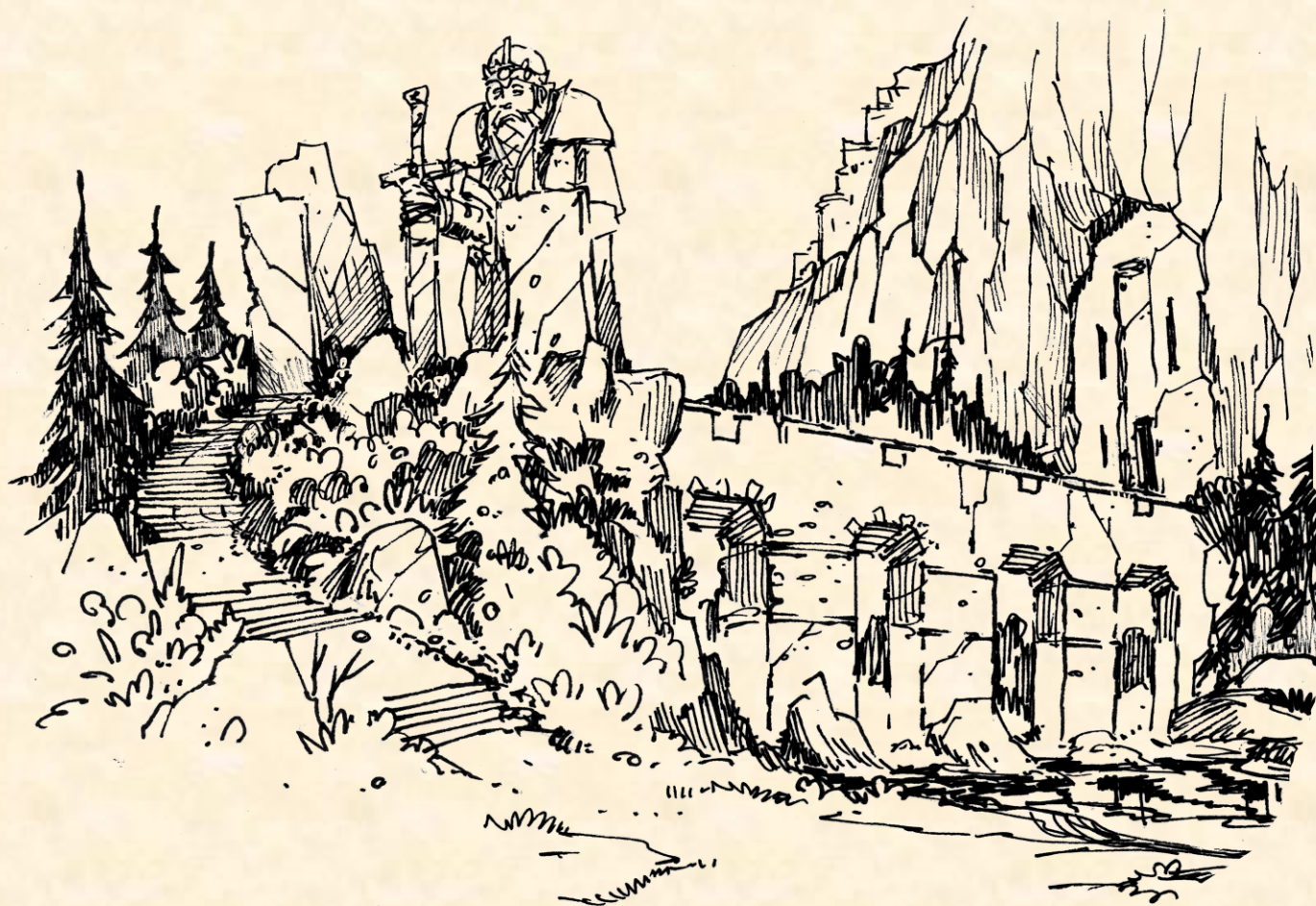

HALLS OF THE DWARF LORD



Halls of the Dwarf Lord

Rumours & Hooks

A young but cowardly archaeologist believes he has deduced the location of the lost *Fortress of Dûmora*, a dwarven hall of the Second Age. He wants someone to comb part of the *Viridian Woods* looking for it, and report back to him.

A number of frontier woodsmen and sentries have reported animated skeletons walking the outer perimeter of the *Viridian Woods*. The area is clearly cursed, but the nobles still want someone to investigate. A band of reckless, expendable, gold hungry adventurers are just the ticket.

Halls of Dûmora

In the Second Age, long before the last of the dwarves were made slaves to trading houses of *Dol-Karok*, the *Fortress of Dûmora* stood on the border of Griffon Rock and the *Viridian Forest*, a testament to *Stonelord Tolbren's* wealth and power.

Lost to antiquity, the halls sat silent for centuries until the great doors were recently breached by the *Kraagoi* cyclops tribe. The cyclops' have lived in the halls for generations, damaging or defiling most of the dwarven artefacts, but some valuables still persist in a secret vault.

During the past year, the barrow wight *Gorvex* has taken control of the halls, cowing the tribe with sorcery and his undead minions. The necromancer is slowly building an undead army, killing and animating any beastmen, barbarians or other humanoids he encounters. At 110 years of age, the wight is quite mad, and filled with delusions of grandeur.

The party might become involved in this adventure by (i) reading about *Dûmora's Axe* in a lost dwarven scroll, (ii) being asked to investigate sightings of skeletons in the *Viridian Woods*, (iii)

being hired by a young archaeologist to survey part of the *Viridian Woods* and report back to him, or (iv) wandering into the area while travelling the woods at large.



Viridian Woods

This expansive woodland surrounds the small mountain known as Griffon Rock. The forest is primarily pine and fir trees, with an undergrowth of moss and thick bracken. Bears, wolves and a wide variety of game are common, as are beastmen and barbarians.

Travelling to Dûmora is a trek of approximately three days, assuming the party takes the shortest route to the mountain. There is a 30% chance of a random encounter every 8 hours. If an encounter occurs, roll 1d8, adding 2 if the encounter is during the last day of travel.

-
1. A border patrol of 3d4 *Centaur*s (LFG p.102) can be heard thundering towards the party before they appear. The adventurers are approaching centaur territory, and they are not welcome.
 2. A *Bloodroot Treant* (LFG p.127) is masquerading as a large pine tree. The bones of two boars are entangled in its roots.
 3. 4d6 *Beastmen* (LFG p.100) are tending to a sacred grove, lined with the skulls of exulted warriors. To observe this secret ceremony means death to outsiders.
 4. 1d4 *Dire Bats* (LFG p.100) are hanging in the treetops or flying overhead. Upon detecting the party, they swoop in for an opportunistic meal.
 5. An ancient *Harpy* (LFG p.113, but with 9 HD and *Off Turn Attacks*) named *Ebecinzyr* lives here high in a grand pine tree. She has sung her beguiling song for over a century and devoured more beastmen and barbarians than most creatures in the forest. She will be intrigued by a party in heavy armour and foreign garb, and might be inclined to talk to them, rather than eat them. The old harpy knows many secrets of the woods.
 6. 5d4 *Giant Rats* (LFG p.121) spring from cover, intent biting chunks out the players before fleeing into the undergrowth!
 7. 2d6 *Griffons* (LFG p.113) are wheeling overhead, screeching to each other while they search for meals between the trees. A party of adventurers is exactly what they need, if they can find them.

8. A *Minotaur* (LFG p.118) has detected the party's scent and is waiting to ambush them. He carries a boulder to throw before charging into melee.
9. 1d6 *Cyclops* (LFG p.103) from Area 7 are returning from a recent raid, carrying sheep and children in heavy nets (for eating).
10. 2d10 of Golvex's *Skeletons* (LFG p.124) are walking this area, looking for humans to kill and return to their master for animating.

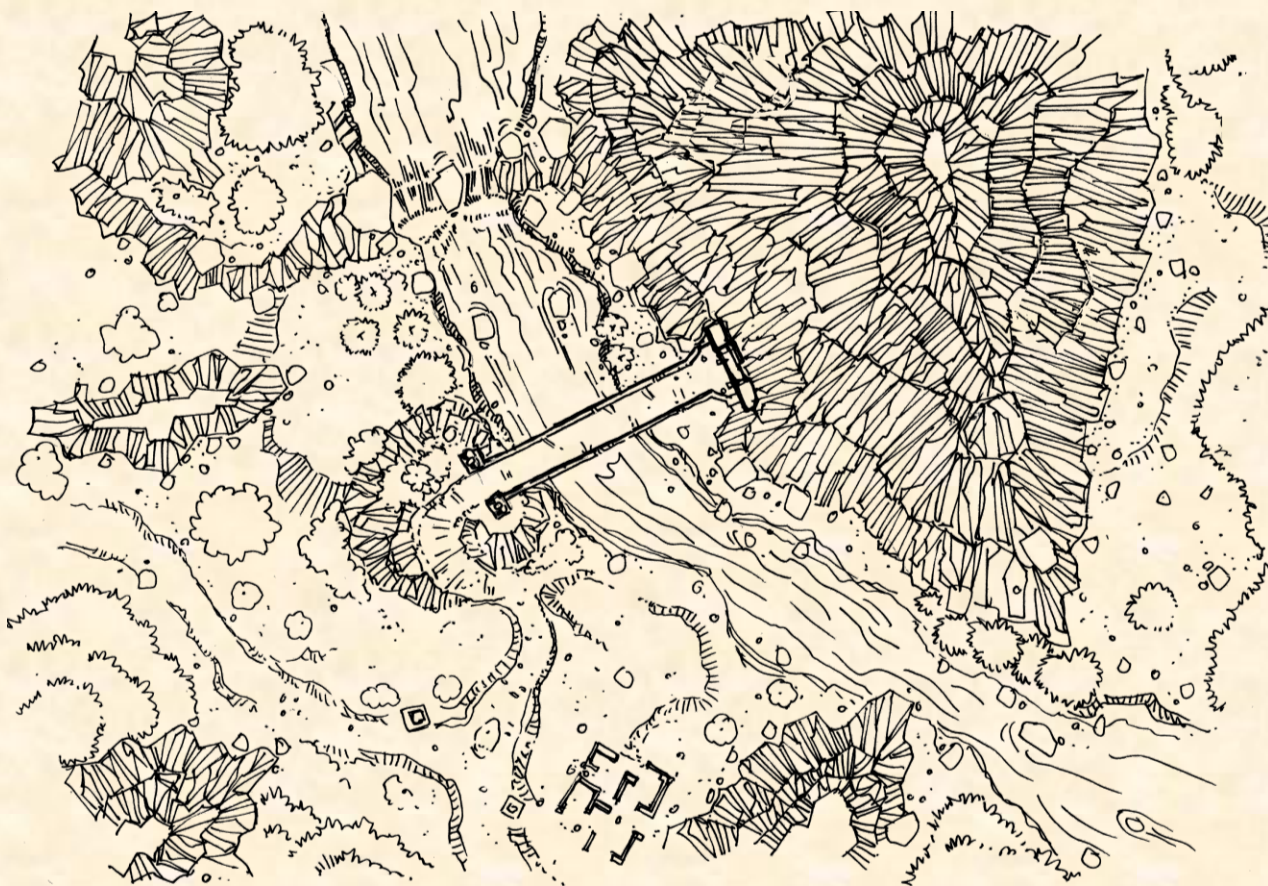
Crossing the River

The narrow but deep and fast flowing *Silverwash River* runs by the keep. Stoney steps lead up between two colossal granite statues, depicting ancient dwarf lords of the Second Age. The left statute is heavily damaged and missing its upper third. Faded dwarven runes can be still be read about the base of the statues, commemorating their construction 1,200 years ago.

The bridge is in good repair, 20 ft wide, 120 ft long and 60 ft high. It has a 3 ft lip on either side to prevent falling off. The river is about 60 ft wide beneath the bridge, and 40 ft wide at its narrowest point further south.

In addition to the bridge, further upriver is a collection of fallen mountain rocks that have formed a makeshift ford. Crossing here requires a Dex (Acrobatics) check to navigate the slippery rocks, and a Str (Athletics) check to swim some of the submerged sections.

Swimming the river to cross at the narrowest point requires a Str (Athletics) check at disadvantage due to the powerful currents. A character that fails a swimming check is dragged down river into rapids, banged into rocks, and almost drowned, causing 2d4 damage and 1d3 Con loss.



However the party cross the river, a hazard is waiting for them. If they use the bridge, 2d4 *Griffons* sweep down from high atop the mountain to attack. If they cross via the ford or swimming, a gigantic 18 ft *River Serpent* tries to make a meal of one of them before retreating.

Griffon, AC 14, HD 4, 2 Claws 1d4+1 and Bite 2d4, 19: special, S19 D15 C16 I2 P14 W13 Ch8, L7, Mv 120 ft flying. On a natural 19-20 a humanoid target is grabbed and may be flown away with (victims may use their action to make a Str or Dex Contest to break free).

Gigantic River Serpent, AC 13, HD 10, Bite 2d6+1 + poison, 19: special, S20 D14 C16 I3 P10 W13 Ch5, L10, Mv 30 ft or 40 ft swimming. On a natural 19-20, a target is constricted and rendered helpless. A trapped victim may spend their action to make an opposed Str check to break free.

Dûmora Random Encounters

Whilst exploring the fortress, there is a 30% chance of a random encounter every 20 mins. If an encounter occurs, roll 1d8:

1. 1d4+1 *Cyclops* (see Area 7) are making their way down the hall, drinking from frothy mugs. They are outrageously drunk, swaying and singing. They might mistake the party for skeletons, depending on how they act.
2. A unit of 3d4 *Skeletons* (see Area 1) have been stationed here by Golvex for some reason (1d4: (i) to alert him to intruders, (ii) to bar further passage, (iii) to attack any non-cyclops, or (iv) to seize and hold any non-cyclops intruders until he comes to check on them, which frankly, could be days).

3. A freezing chill settles over the area as the spirit of a long dead dwarven housemaid suddenly emerges from one of the walls. It floats across the corridor, glancing briefly at the party (half her face has been torn off, her blouse bloody), then disappears into the opposite wall. If a PC attempts to interact with the spirit, it either (a) (50%) shrieks, causing those within 20 ft to make a *Luck* (Will) save or suffer a moderate madness, or (b) smiles sadly before softly touching the PC on the arm (gain 1 *Luck*). The GM might change these percentages depending on the approach the party takes (if any).
4. *Kronlump* (from Area 7) appears from around the corner, cursing her kin; they doused her with urine and set her hair on fire. She is in a furious mood. If the party speak with her (she speaks broken common), she will gladly aid them in killing her despised clanmates. After everything is done, however, she will probably still want to eat the fattest PC.
5. 1d4 *Giant Centipedes* (LFG p.102) have snuck into the fortress, crawling along the ceiling to avoid skeletons and cyclops. They have been hiding in a darkened crevice, but are growing hungry.
6. 3d6 *Skeletons* (see Area 1) are dragging dead barbarian and beastman bodies along the corridor, making their way to Area 12.
7. *Bronhoc* (Area 10) is swaggering down the passage with a female cyclops on each arm, whispering soft murmurings in their ears. The females don't look impressed, but he drags them along with him regardless. He will be incensed at the sight of humans in the complex,

immediately calling for aid and brandishing a large knife from his belt.

8. *Gorvex* is heading to Area 4 to check on his bubbling brews, or Area 5 to check (or feed, if they are getting too loud and annoying) his zombies. He is escorted by his *Dwarven Skeletons* (see Area 13).

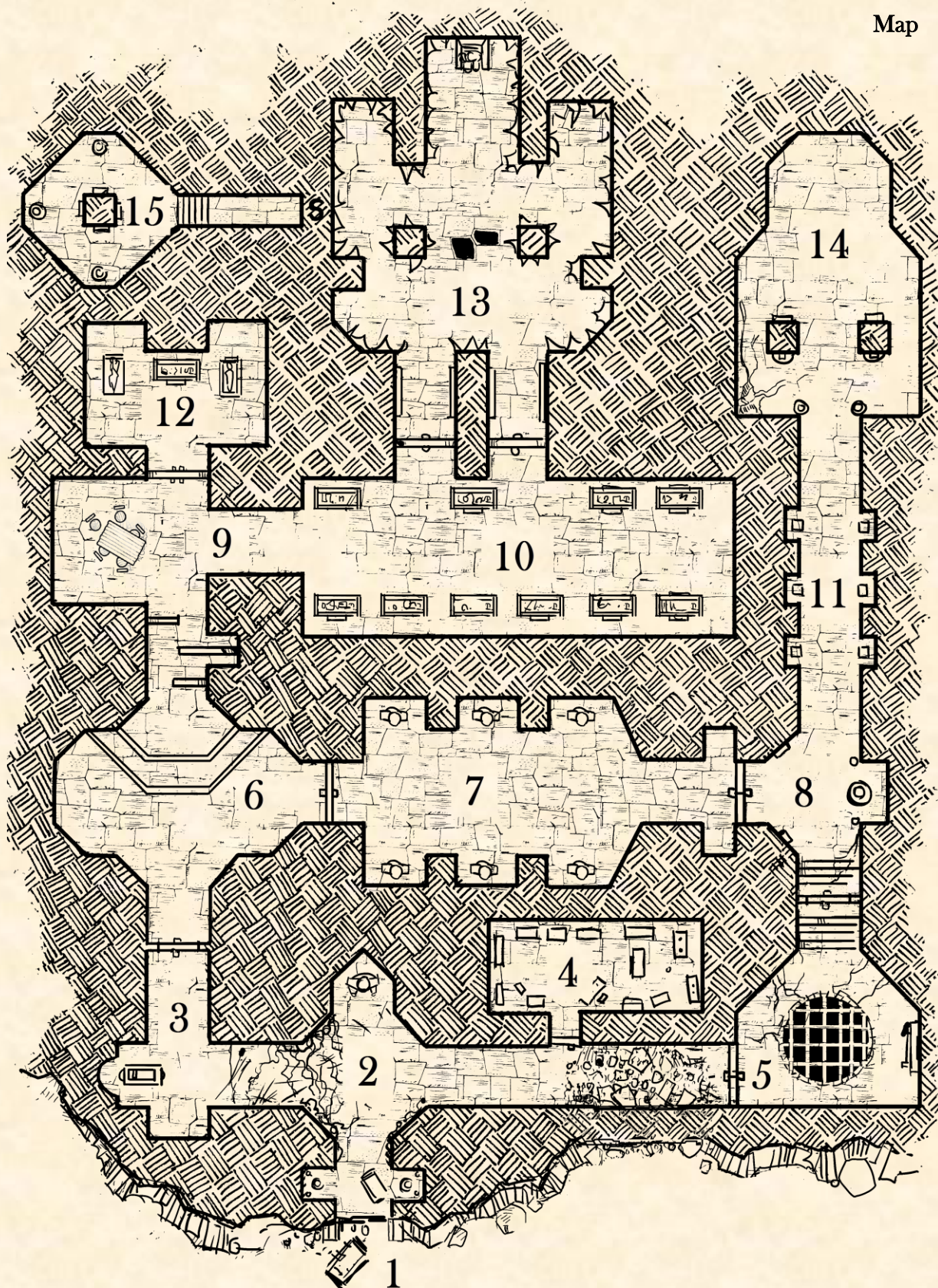
Area 1 - Entry

The face of the fortress is carved from the mountainside, expertly cut and fashioned by the dwarven masons of old. The 10 ft stone doors that once barred entry to Dûmora lie on the ground, speckled with lichen. Scraping away the moss reveals the anvil and moon sigil of the dead Tolbren clan (Int (General Lore) check at disadvantage to recognise).

The interior of the fortress is cold and stark, the air relatively still beyond Area 3. Straight lines, geometric patterns and dwarven runes are cut into most walls and floors. The ceilings are generally 7 ft to 10 ft high. Torches and lanterns provide light for the cyclops' that live inside. Doors are made of granite unless noted otherwise, slowly sliding back and forth into wall recesses.

2d4 skeletons guard this area at all times, standing inside the small east and west alcoves. They automatically detect any living creature within 60 ft (LFG p.124) and move out to investigate any intruders. The skeletons' orders are to kill any living creatures that attack them, or move within 20 ft of the entrance.

Skeleton, AC 11, HD 1, Spear 1d6+1 & Shield, 19: other nearby bones (or a defeated skeleton) animate to aid this skeleton, S13 D13 C10 I- P13 (special) W- Ch-, I4, Mv 120 ft flying. Skeletons are *Undead* with the usual benefits and are impervious to piercing damage from arrows, etc. Skeletons automatically sense any living creature within 60 ft. These skeletons are all armed with shields, enabling them to negate the first hit they



suffer (LFG p.40). The skeletons are carrying 1 x Carry Loot (LFG p.136).

Area 2 – Welcome Hall

The northern end of this 20 ft wide, 30 ft long chamber has a 7 ft cobalt statue of a dwarven warrior brandishing a heavy axe. An Int (General Lore) check reveals the weapon is a replica of the Axe of Dûmora (See Area 15).

Corridors branch off to the east and west. A 10 ft wide corridor runs about 100 ft east, partially clogged with large piles of rubble fallen from the ceiling, ending in a door. About 50 east a door is set into the northern wall.

To the west, the floor is heavily cracked and pitted (but safe). About 60 ft west is a small alcove containing some kind of bronze floor plaque.

Hiding in the rubble to the east are 2d4 *Xornlings* (they caused the cave in). If they remain hidden, they follow the party by climbing along the roof, waiting for an opportunity to drop onto their backpacks and steal/eat their gold/gems/metal before slipping quietly away.

Xornling, AC 15, HD 1d4 hp, Bite 1d2 + special, 19: bites a chunk from the target's weapon, reducing the damage die by one category until repaired, S6 D17 C9 I4 P13 W12 Ch9, L3, Mv 20 ft inc climbing walls, etc. *Xornlings* "hear" gems and metals within 120 ft and will eat 1d10 coins, gemstones, or a chunk of a metal every few hours. *Xornlings* are natural chameleons and gain advantage when hiding. Bites cause 1 Str loss (*Luck* (Con) save resists). An adventurer reduced to zero Str is turned to stone.

Area 3 – Memorial Plaque

An 8 ft bronze memorial plaque is set into the floor here, marked with old dwarven runes. If none of the party speak dwarven, an Int (General Lore) check at disadvantage deciphers the gist of it. The plaque commemorates the *Battle of Ank'mon*, a subterranean complex infested with

aberrations, in which many dwarven soldiers perished and were ultimately repelled. If the plaque can somehow be removed from the floor, it is worth 500 gp.

Area 4 - Laboratory

This 15 ft by 35 ft chamber was previously a barracks, but has been converted into a library/laboratory. Multiple small tables line the walls, cluttered with scientific glassware (some of which are bubbling away quietly), bowls, books, parchments and star charts. There is a random magical scroll (50%, LFG p.152) or potion (50%, LFG p.150) somewhere amongst the mess.

Area 5 – Dungeon

Entry to this 30 ft asymmetrical chamber is via locked doors to the north and west (Gorvex has the keys). The room is dark and unlit, dominated by a 15 ft diameter barred pit (12 ft deep), originally used as a dungeon.

Gorvex uses this chamber as a *Brain Eating Zombie* holding pen. Locked in the pit are 4d6 brain eating zombies, horrific, fast moving variants of the walking dead. If an adventurer enters this room, the zombies immediately begin moaning, climbing each other to reach through the grate, thumping their fists and biting the bars.

The grate can be wound open by using a winch on the ground nearby. Releasing the zombies would be an extraordinarily bad idea for any nearby humans (or cyclops).

Brain Eating Zombie, AC 11, HD 2+2, Bite 1d6 + 2, 19: special, S15 D10 C14 I- P12 W- Ch- L5, Mv 30 ft. On a natural 19, the target must make a *Luck* (Con) save or become infected, transforming into a brain eating zombie in 2d4 hours (*Cure Malady* or similar transform them back). An adventurer reduced to zero hp must be recovered from a zombie in one round or they die.

Some of the undead still wear jewellery, carry pouches, etc. Looting them returns 1 x Carry

Loot and 1 x Trinkets & Curios (LFG p.136, 141).

Area 6 – Audience Chamber

This 45 ft by 30 ft audience chamber was once used as a waiting or receiving area for visitors. The northern section has a two stepped tiers where dwarven guards once stood. The three sectioned door in the northern corridor has been broken by the cyclops and no longer functions.

The cyclops use this room as another living area. When the PCs enter here, roll on the Random Encounters table to find out what happens.

Area 7 – Hall of the Ancestors

This irregularly shaped hall is 60 ft long, 30 ft wide and 12 ft high. Stonework and faded frescos depict the beautiful geometric patterns of the longbeards, flanked by six 7 ft dwarven statues. The statues are of various stonelords of the Tolbren line.

In conjunction with Area 10, the hall serves as the main living area for the cyclops, who like the high ceilings. There are 3d6 cyclops socialising or sleeping here at any one time. The room contains sleeping mats, wooden tables, chairs, shelves and so on.

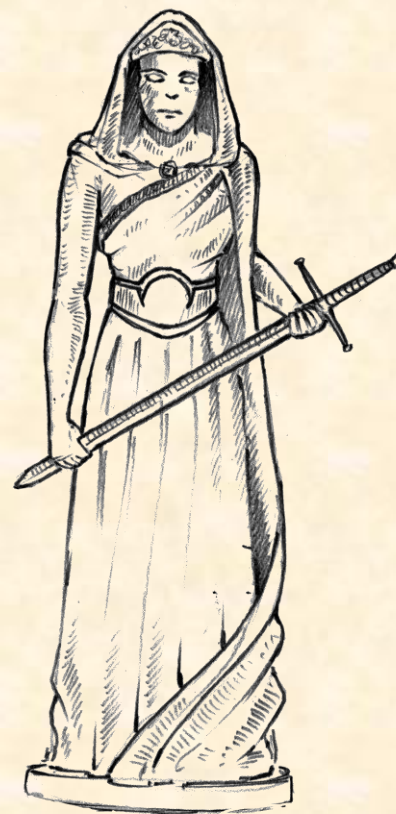
One of the cyclops, *Kronlump*, despises Gorrax, along with most of her kin who treat her very poorly. She might be persuaded to turn on her fellows with the right incentive (not the least of which includes killing *Bronhoc* (Area 10) and/or Gorrax). Searching the hall garners 1 x Carry Loot and 1 x Valuables (LFG p.136, 147).

Cyclops, AC 12, HD 7+2, Giant Club 2d8+1, 19: special, S19 D12 C16 I6 P8 W10 Ch9 L9, Mv 40 ft. Cyclops' have disadvantage on ranged attacks, *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach. They retain vestiges of augural ability and gain a free attack on a natural 19 or 20 attack roll.

Area 8 – A Statue in the Dark

The western and southern stone doors to this intersection are locked (Gorrax has the key, or they may be opened with a Dex (Traps & Locks) check).

The 25 ft by 20 ft intersection is unlit (as are Areas 5, 11, 14), apart from whatever light filters in from Area 7. Adventurers will need their own light source to proceed much further.



A white alabaster statue depicting a human female holding a sword stands in the eastern alcove. If inspected carefully (Perc (Detection) check), an adventurer might notice the sigil of *Renley Shogu*, a human artist from the Second Age famous for puzzles and hiding secrets within her art (Int (General Lore) check). The statue is worth 500 gp. If the statue is broken into pieces, a preserved scroll is found inside. The scroll marks the location of *Varn Karagoss* (the “Place of Ending”; a frost giant burial ground of antiquity).

Area 9 – Antechamber

This 25 ft x 20 ft antechamber is used by the cyclops as an eating area and larder, with a number of wooden tables, chairs and shelves spread about. A recently butchered and salted human corpse is packed onto one shelf. There is a 50% chance of 1d4 *Cyclops* eating or socialising here (if just one, he/she is asleep).

Area 10 – The Forges

This large 25 ft by 70 ft chamber is littered with ancient forges, stained and blackened with fire and molten steel. Large ventilation chutes run up into ceiling vents long since closed to the outside world. Smithing tools of all kinds can be found on iron benches and hanging from wall hooks.

The cyclops use this chamber as their second main living area, similar to Area 7. There are 3d6 cyclops' (see Area 7 for stats) lounging or working here (wrestling, repairing clothes, etc) at any one time.

The cyclops leader, *Bronhoc* (45 hp) will usually be found here. This foul tempered dictator leads the clan by being the strongest and the meanest, breaking the bones of any challengers before feeding them to the brain eating zombies in Area 5. He dislikes Gorpex, and does not trust him, but is prepared to work with him until he finds a way to be rid of him. It isn't all bad, after all; the skeletons often bring them fresh meals.

Area 11 – Corridor of Relics

This 50 ft by 10 ft corridor is unlit and silent. The six alcoves each display a small urn, bowl, idol, necklace or other art object on a stone pedestal. The bronze, silver and gold antiques are worth 300 gp each.

Gorpex has trapped the corridor with a small patch of *Yellow Mould* on the ceiling of the second eastern alcove (the Cyclops are not permitted here). It is easily spotted by anyone looking in the alcove.

Yellow Mould, AC 10 (automatic hit in melee), HD 3, Projectile Spore (see below), 19; the spore bursts in 10 ft radius, S6 D- C16 I2 P14 W- Ch-L6, Immobile. Projectile spores burst in a 5 ft radius, requiring a *Luck* (Con) save or the victim dies a horrible choking death in 1d6 rounds. An apothecary with the right herbs can delay the spore poison for 3d6 hours. Yellow mould suffers double damage from fire.

Area 12 – Stonelord's Tomb

This 30 ft by 20 ft tomb has three large marble sarcophagi within, expertly cut and inscribed with many of the Tolbren clan's victories, defeats and other important milestones. Laid to rest in the three sarcophagi were Stonelord Tolbren, his wife, and second wife. All three have been exhumed and animated by Gorpex. Any personal treasures once buried with the dwarves have been relocated to Area 14.



Area 13 - Throne Room

This very oddly shaped, approximately 50 ft by 50 ft chamber was the throne room of Stonelord Tolbren, where the family held court and received other clan nobles. A simple, but perfectly cut throne, formed from the mountain itself, is situated at the northern end. The walls of this chamber are covered in the geometric patterns favoured by the Tolbrens.



Since taking over the fortress, Gorpex uses the throne room as his residence and main work place (as a wight, he does not sleep). Some changes have been made to the room, adding vicious looking metal spikes to the walls and twin column. Anyone impaled into on the spikes suffers 2d6 damage and must make a *Luck* (Con) check or roll on the Injuries & Setbacks table (LFG p.54). Note that Gorpex is immune to these non-magical/cold iron blades.

Additionally, two pits have been placed between the columns (*Luck* (Dex) save to avoid, or plummet 20 ft. The “lid” of the pit then springs back up and locks into place (Dex (Traps & Locks) check to open, or break open with a Str check at a -1 penalty at disadvantage).

The barrow wight is never without his bodyguard of 1d4+1 *Dwarven Skeletons* (as Skeleton, but AC 16 (heavy armour and shield), 4 HD, Battle Axe 1d8+1, and immune to magic).

After approximately 130 years of undeath and sorcery, Gorpex is quite insane. He is driven by a deep, inexplicable need to conquer and kill, animating the dead to grow his “army” of eternal drones. He has delusions of ridding the entire region of all living things, crafting a glorious Empire of the Unliving. There is no prospect of Gorpex negotiating with the party in any genuine manner, but he might parley with them as he manoeuvres into a better position to attack. Sorcery has left Gorpex hunchback and riddled with black spines. The cyclops sometimes refer to him as *Churgoza* or “Spineboss”.

Gorpex, Barrow Wight, Boss Monster AC 14 HD 5 (68 hp), Claw 1d6 + level drain, 19: the wight’s touch imparts dark sorcery, the target rolls on the Dark & Dangerous Magic table, S17 D14 C14 I14 P16 W15 Ch8, L8, Mv 30 ft. Gorpex is Undead, and a Boss monster, with the usual benefits (LFG p.95). He is immune to non-magical weapons except those of cold iron. A Claw attack causes 1 level loss until the next adventure. A target drained to zero levels rises as an obedient skeleton or zombie in 1d4 hours. Gorpex may cast up to 4 spells per day chosen from the following: *Shield, Stinking Cloud, Thunderwave, Lightning Bolt, Fly, Animate Dead*.

Gorpex carries no significant valuables, but he does have the keys to several Areas. His treasure is stored in Area 14.

Area 14 – Defiled Chapel

This 30 ft by 45 ft chapel has been destroyed by the cyclops', the altar broken and holy frescos smeared and defaced. Only the two large holy water basins attached to the two pillars remain unbroken, filled with treasures and trinkets of the current residents (Gorvex uses the chamber as his treasure room). There are sacks of coins, gemstones, art pieces, etc scattered randomly about the place (1 x 7 HD Lair Treasure, LFG p.).

3d4 *Ogre Skeletons* stand alongside the walls of the chapel, with orders to slay any living creature (other than cyclops) that enters the area, or attacks them.

Ogre Skeleton, AC 12, HD 4, Spiked Club 2d8, 19: other nearby bones (or a defeated skeleton) animate to aid this skeleton, S13 D13 C10 I- P13 (special) W- Ch-, LA, Mv 120 ft flying. *Ogre Skeletons* have 10 ft reach, are *Undead* with the usual benefits, and are impervious to piercing damage from arrows, etc. *Skeletons* automatically sense any living creature within 60 ft.

Area 15 – Secret Vault

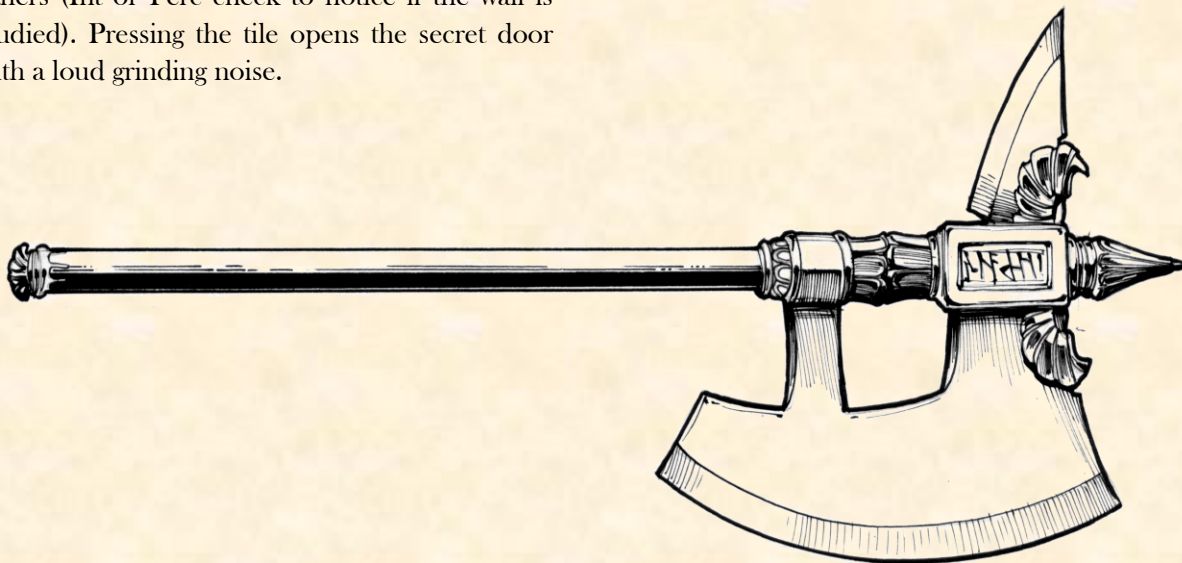
This hidden vault is accessed via a secret door on the western wall of Area 13 (a single tile of concentric circles, part of the geometric pattern on the wall, is slightly “out of sync” with the others (Int or Perc check to notice if the wall is studied). Pressing the tile opens the secret door with a loud grinding noise.

The vault consists of a large stone chest. The chest is locked and requires a Dex (Traps & Locks) check at disadvantage to open. Additionally, the chest is warded with the equivalent of a *Rock Storm* spell (triggered if the chest is opened). The magic has faded over time however and is weak, granting advantage on the *Luck* save.

Inside the chest is 1 x 5 HD Lair Treasure (LFG p.140), plus the *Axe of Dûmora*. The battle axe is magical, with a steel blade that never dulls and is inscribed with the dwarven runes for its legendary namesake (a dwarven warrior who never tired, and once cleaved a wyvern skull in twain). The first attunement grants the bearer advantage on all checks to resist fatigue, and may invoke a *Thunderwave* effect once every 1d4 days. Any further attunements are at the GM's discretion.

Aftermath

If Gorvex is not destroyed, it is likely that Bronhoc and his cyclops' will eventually be made into undead thralls. The barrow wight will continue to add to his skeleton/zombie ranks, wiping out local barbarian and beastmen tribes before setting his sights beyond the woods. If Gorvex and the cyclops are slain, barbarians or beastmen are likely to claim Dûnmora for their own (or perhaps the party, depending on how far they want to be from civilization).



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