

Approach to Moergorond

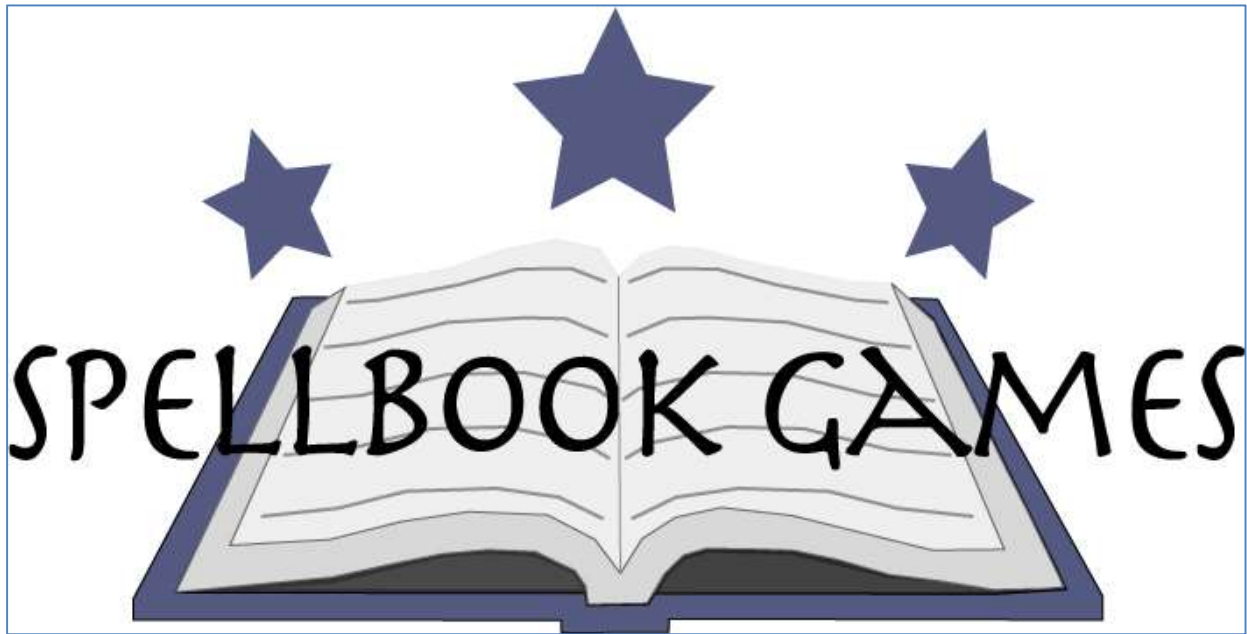


APPROACH TO MOERGOROND

By

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**Production by
Paul Elkmann**



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APPROACH TO MOERGOROND

Introduction

This Adventure describes the local area outside a long-abandoned Dwarven City and the approaches that Adventurers might take in approaching the city ruins. The Adventure is constructed for lower-level Adventurers (L2 – L5) and provides both challenges appropriate for newer Adventurers, and opportunities for them to learn and practice their skills.

The Adventure is written using Spellbook Games' *Portal to Adventure* RPG rules, but is usable with Original and First Edition Dungeons and Dragons rules with only minimal adjustments. Games Masters using any other rule set (3.x and more recent) will have much more adjustments to make in using this Adventure.

Common Abbreviations

Adventurer Level – class} Lx, Armor class – AC, Feet/foot (measurement) – FT, greater than or equal to – GTET, Health Points – hp, less than or equal to – LTET, to damage – TD, to hit – TH

The Legend of Moergorond

The island of Ghaol Dhalld stretches for more than 300 miles southeast into the Sea of Storms from the Nidevellir continent, separated from the mainland by the 14 miles of the Strait of Storms. The center of the island is dominated by three chains of mountains, the Bahlphon, the Zelanaw, and the Widkallens. Moer Vale lies deep in the Zelanaw Mountains, near the island center. Dwarves came to Ghaol Dhalld more than 3000 years ago, and by 2250 years past reached the Moer Vale, establishing a silver mine at the foot of Wydorriith Mountain. Over the next 500 years the Dwarves found gold on Juttermad Mountain, iron on Mount Paagdoon, and coal on Ker Wert and Mountain Trewk. They also founded the town of Kolli on Lake Moer, and the villages Lokdell and Mantry. The city that came to be called Moergorond developed from the original silver mine and became a major Dwarven center.

The Dwarves of the Zelanaw Mountains banded together to form the Rhellevarn Kingdom about 1700 years ago, the Kings coming from the Chendmair Clan of Alquerran. The Rhellevarn Kingdom prospered for a long time, especially after building the Endless Bridge to the mainland, founding the town of Ganali Forge on the mainland, and building the Ganali Forge Road to connect the island to the Elchanim Valley and the elves of Lindoran. The Bazaldrau Clan of Moergorond became the Kings of Rhellevarn about 1000 years ago with the death of Llelgo Chendmair, last heir of Alquerran; Llelgo was killed in the final battles at Lindoran, aiding his friend King Foriell against the undead horde of Suotrom. After the destruction of the Elves and the ruin of central

Nidevellir, the Dwarves of Rhellevarn continued to prosper through trade with the human lands of southwest Nidevellir and the islands in the Gulf of Nurn. The subsequent 400 years were a time of peace for the Dwarves, and all of Rhellevarn prospered.

Disaster struck Ghaol Dhalld beginning about 600 years ago with the first known cases of the Haelfsenne Plague, also known as the 'purple collar.' The first few cases happened after an unusual purple algae bloom at the south end of the island, and they were both slow-acting and mostly disfiguring but not fatal. The disease occurred occasionally for the next 50 years or so, killing a few, and maiming or disfiguring more Dwarfs. Other races appeared to be immune, although there are a few reports of mild cases occurring in Gnomes. About 550 years ago the disease became much more deadly, and became faster-acting with a very high death rate, above 90%. The wizards of Imladistar suspect the original disease was manipulated by magic, since at the same time it also became very resistant to the cures of Priests, to disease-curing potions and to Holy Water.

For 25 years the Dwarves of Ghaol Dhalld went in fear of the purple collar, and extraordinary measures were taken to contain it in the Zelnaw Mountains and to keep it out of the major Dwarven cities. Communications with other groups of Dwarves virtually ceased during this period as other communities tried to keep the disease out; what trade there was often was now handled by non-Dwarves. The overall population of Dwarves on the island dropped by a third in these years as outlying Dwarves either died or moved off the island to escape the plague. As the outlying towns were abandoned, the economy of Rhellevarn was decimated. Each major city closed in on itself, depending on only what it could produce locally.

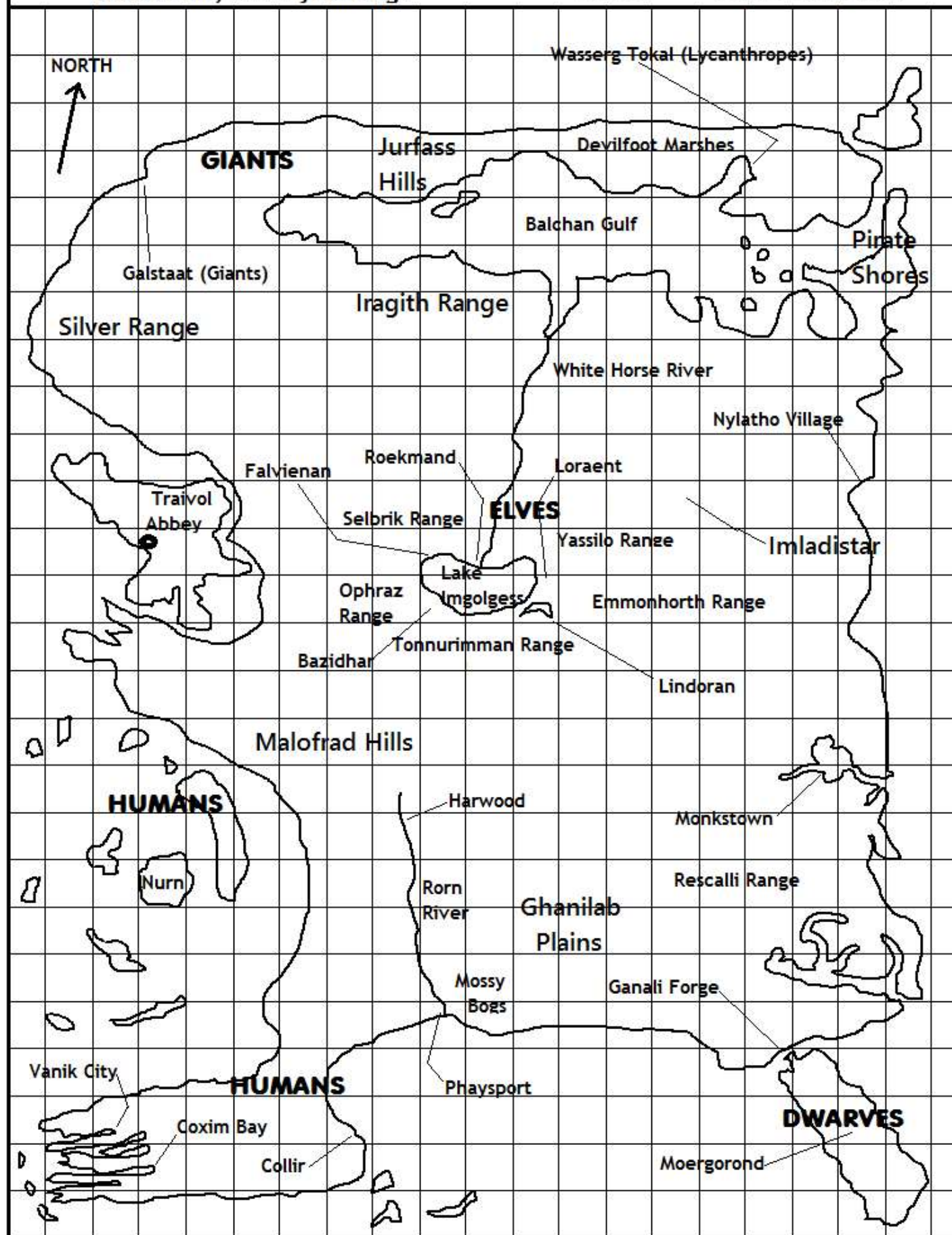
The end came quickly to Moergorond, as it did to all of the other Dwarven cities on Ghaol Dhalld; Cases of the purple collar appeared inside the underground city in the Spring, five hundred twenty seven years ago, and within three months one-tenth of the population was dead; after six months one-third of the Dwarves were gone. Threllgylcax, King of Rhellevarn, decided to abandon the city, and all other remaining cities. The sick were left in the city, along with a few willing Dwarves who would not abandon them, the rest evacuated through the small Human port of Dryskaw Harbor. These survivors became the origins of the widely-scattered Dwarven Diaspora that exists today.

Page 2 shows an overview map of Nidevellir as it was at the time of the Shadow Lord's War and the sealing of Foriell's Vault (see *Treasure Vaults of Lindoran*, Judges Guild, 1980). Page 3 shows a map of Ghaol Dhalld as it was after the fall of Lindoran, before the Haelfsenne Plague.

Nidevellir, 1000 years ago

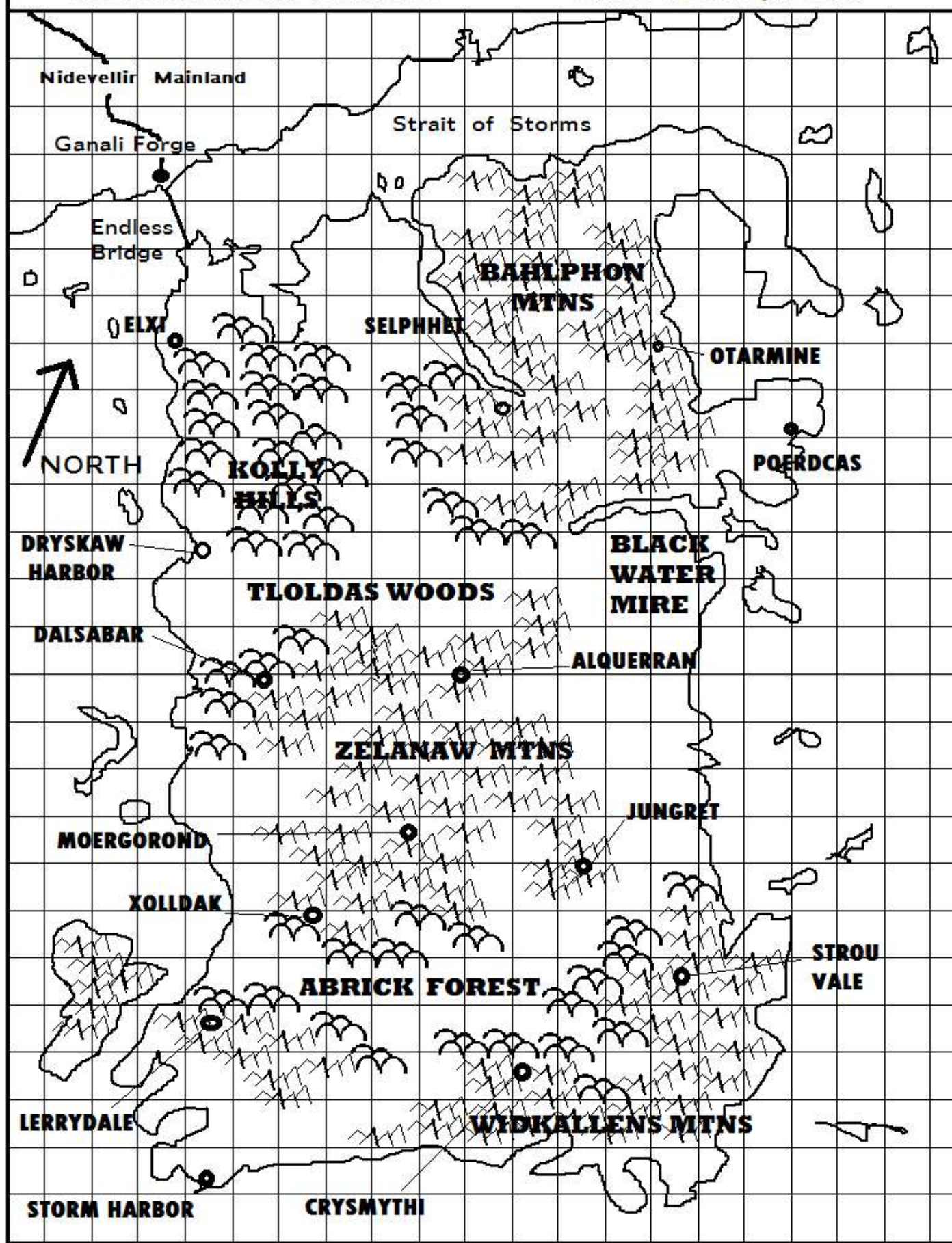
SCALE

100 miles per block



GHAOL DHALLD, 800 YEARS AGO

SCALE 12 miles per block



ADVENTURER INFORMATION

Possible Start of the Adventure. The entire party of Adventurers are Dwarves. The survivors from Moergorond founded the city of Prallavo; your great-grandfather was a child when his family left, and he became the Chief of Clans in Prallavo. Great-grandfather recently died, and his last request was to have his ashes laid to rest in his family crypt in the Temple of Dergavi (God of Dwarves) in Moergorond. As one of the youngest Dwarves in the extended family, this duty has fallen to you.

Gyrmadac Plaza is the area immediately inside the city gates, a large oval-shaped open area several stories high. The Temple of Dergavi is on the fourth elevation, near the King's offices. An area of crypts is beneath the Temple. The family (Luvutha) crypt is in the north corner of the crypt level; some of the other crypts in this area are those of the Vaban family, Emacails, Quordans, Odafrorays, Axalans, Turys, and Ballusands.

The Adventurers should be provided the local map of the area that is found on page 7.

Knowledge of Moergorond (for a party with access to research, seers, survivors, history books, etc.). Moergorond is an underground Dwarven city in the Moer Vally, built into Mount Wydor-rith near Lake Khestdeep. Three villages are also found in the Moer Valley, Lokdell to the southwest, Matry to the southeast on Mananon, and Kolli on the north shore of Lake Khestdeep near Alphrin. Four mines are in the area: a coal mine on Paagdoon, a silver mine on Kerwert, a small gem mine on Trewk, and a copper mine on Juttermad. Several worked-out (abandoned) mines are also in the mountains around the Moer Valley.

The city had a peak population of about 18,000 Dwarfs, and the total valley population was near to 25,000 Dwarfs. The main part of the city of Moergorond has more than 30 levels, from its deep silver mines to the warehouse and craft shops, to the living quarter and public areas. Five other areas under the mountain are connected by tunnels: Pellekrond, Goinrod, Kethycan, Rolwondor, and Zueldra. The King also has a retreat at the top of the mountain called Ginokpeck.

The main city gate is on the south side of Wydororrith near the low point with Kisselgarth. The door is above the valley floor and it is reached by a raised causeway. A ramp down from the valley floor leads to a cargo gate for shipping and receiving goods.

Two thick stone walls separates the city gate from the Moer Valley, the inner wall is about a quarter-mile from the city gate, 1½ miles long; the outer wall about 2 miles long. The two walls are separated by about a half-mile. Each wall has a well-fortified entry gate and two watch towers. A Trade Town was built between the walls for non-Dwarves, and this is where most business and trade occurs.

There are a series of guard stations located on the Wydorrrith and Kiseelgarth ridges above the city. Air vents are located further up the mountain.

Weather

This provides the general weather information for the first few days after Adventurers arrive in the area.

Winter

Yesterday	Clear and sunny, no clouds, moderate breeze from the south, comfortably cool with a high well above freezing. Snow was on the ground up to 4 inches deep with drifts to 5 FT; snow was melting in areas with west exposure
Last Night	Few clouds, light southwest breezes, blue Dwarven star visible at dawn to the northeast, temperatures just below freezing
Today	(Dawn) Sunny with increasing clouds, becoming damp and humid, stronger breezes from west-southwest, temperature is just above freezing, expect today to be a lot like yesterday
Tonight	Becomes completely overcast by dawn, colder temperatures (low 20's), less variable breeze from the west-southwest, damper, new moon, light fog and mist at dawn
Tomorrow	Mostly overcast with occasional breaks showing sun; high temperature colder but above freezing (low-40's), breezes from the south-southwest of variable speed with some intense (strong) gusts
Tomorrow Night	Mostly overcast with occasional small clear patches, first edge of the moon visible towards dawn in the breaks; lower temperature below freezing (upper 10's); light/variable fog-mist towards dawn; breezes from the south-southwest of variable speed with some intense (strong) gusts
Third Day	Fully overcast with no breaks, high temperature colder than previous day but above freezing (upper-30's), moderate breezes from the west
Third Night	Full overcast, temperatures well below freezing (~10°); moderate breezes from the west/strong gusts, light snow flurries 2 hours before dawn to first light

ADVENTURE INFORMATION

Winter Weather, continued

Fourth Day	Dark/overcast, temperatures just below freezing, winds shift to from northwest by mid-morning and become stronger and steady, intermittent snow flurries continue throughout the morning, heavier snow begins after noon with 3 inches accumulated by nightfall
Fourth Night	Temperatures fall sharply to well below freezing (10's); winds continue from the northwest and are strong and steady with near-gale gusts, snow continues overnight: total 6 inches by midnight & 10 inches by dawn, the snow tapers to flurries near dawn and the wind speed drops
Fifth Day	Fully overcast, temperatures warm somewhat (mid-20's) but remain below freezing, winds become light and variable from the west, snow flurries continue on-and-off through the morning and finish by noon
Fifth Night	Decreasing clouds through the night, the moon is at first quarter and shows after midnight, temperatures are below freezing (~20°), winds become moderate from the southwest; thick fog moves in at dawn

Spring Weather

Yesterday	Drizzle in the morning with clearing clouds, mild temperatures (50's), becoming less humid, mild winds intermittent from the north
Last Night	Clearing clouds with thick fog from midnight past dawn, chilly temperatures (high 30's), more humidity, calm winds
Today	Partly cloudy, mild temperatures (upper 50's to low 60's), humid, calm winds; a low-intensity earthquake happened this morning and knocked some old trees over
Tonight	Clear skies, temperatures in low 40's, moon rise near dawn in third quarter, less humid, slight breeze from the northeast
Tomorrow	Clear skies, afternoon moon rise, temperatures in low/mid 60's, less humid, strengthening breezes from the north-

Spring Weather, continued

Tomorrow Night	Bands of clouds after 3 am, temperatures in the low 40's, low humidity, moderate winds from the east-northeast, moon rise soon after dark, last quarter
Third Day	Bands of clouds separated by empty sky, temperatures in mid-60's, rising humidity, moderate winds from the east-northeast
Third Night	Increasing clouds, temperatures in the upper 40's, rising humidity, moderate winds from the east with strong gusts, new moon, mists at dawn
Fourth Day	Mostly cloudy, temperatures in upper 60's, becoming very humid, drizzle in mid-afternoon for an hour, light winds from the east
Fourth Night	Continued cloudy, temperatures in the upper 40's, very humid, light winds from the east-southeast, new moon
Fifth Day	Thick dark clouds, continuous but light rain most of the morning, temperatures near 70°, moderate winds from the east-southeast
Fifth Night	Thick dark clouds, temperatures in the lower 50's, moderate winds from the east-southeast; strong storm begins 3 hours after dusk lasting 4½ hours and turns severe after 2 hours - 2d6 strikes 1d12 lightning, avoid 1d20 roll GTET [27-Agility]

Summer Weather

Yesterday	Partly cloudy, very humid, moderate winds from the south-southwest, temperatures in the low 80's
Last Night	Increasing clouds, somewhat less humid, moderate winds from the south-southwest with periods of near calm, temperatures in the low 60's
Today	Mostly cloudy, moderate humidity, moderate to strong winds from the south-southwest, temperatures in the low 80's; 1 hour of thunder about 2 pm
Tonight	Mostly cloudy, moderate humidity, moderate winds from the south-southeast, temperatures in the low 60's, first quarter moon

ADVENTURER INFORMATION

Summer Weather, continued

Tomorrow	Partly cloudy (less in pm), low humidity, temperatures in the upper 80's, light winds variable from the southeast quadrant
Tomorrow Night	Mostly clear, low humidity, temperatures in the upper 50's to low 60's, light winds variable from the southeast quadrant
Third Day	Mostly clear, humidity rising, temperatures in the upper 80's, strong winds variable from the southeast quadrant
Third Night	Light high thin clouds, humidity rising, temperatures in the upper 50's, strong winds from the east
Fourth Day	Partly cloudy especially after noon, humid, temperatures in the mid-80's, strong winds from the east-northeast, distant rumbling sounds (avalanche 15 miles northeast)
Fourth Night	Partly cloudy, humid, temperatures in the low 60's, strong winds from the east-northeast, moon is red 2 am to dawn
Fifth Day	Becoming overcast in morning, very humid, temperatures in the low 80's, strong winds from the east-northeast shifting to north-northeast; light steady rains begin late afternoon
Fifth Night	Overcast, very humid, temperatures in upper 50's, strong winds from the north-northeast, rain turns to heavy downpour 2 hours after dusk and continues 16 hours; possibility of mudslides

Autumn Weather

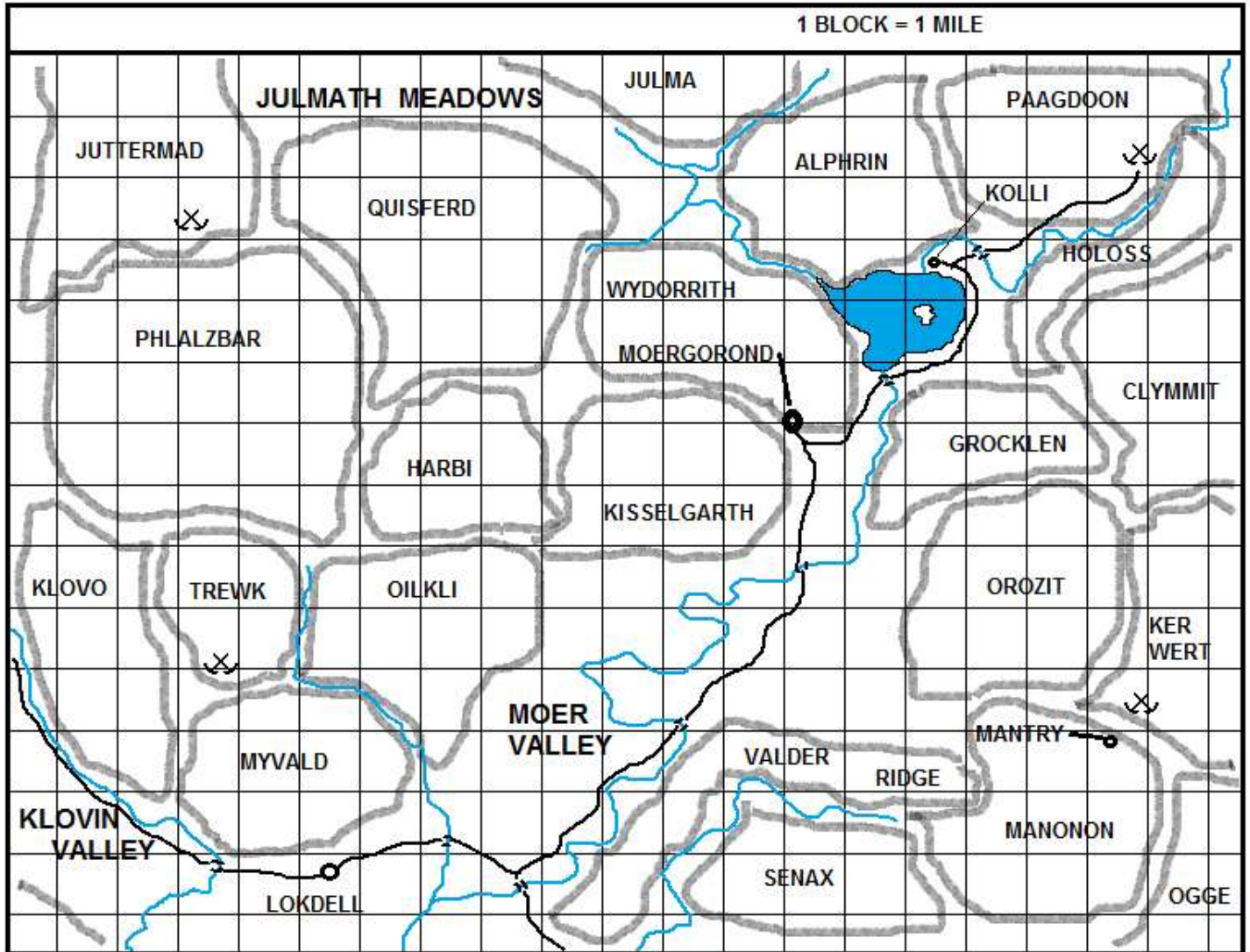
Yesterday	Overcast, humid, temperatures in the upper 60's, light winds from the north, pervasive mud from rains 3 days ago
Last Night	Overcast, humid, temperatures in the lower 50's, light winds from the north-northwest, light mist/drizzle from 10 pm to 3 am
Today	Morning overcast to mostly cloudy after noon, humid, stronger winds from the north-northwest, thin fog for 3 hours after dawn, temperatures in the upper 60's
Tonight	Mostly cloudy, humid, temperatures close to 50°, humid, moderate winds from the north, light fog midnight to 4 am, third quarter moon

Autumn Weather, continued

Tomorrow	Partly cloudy (morning) to overcast afternoon, temperatures in the mid 60's dropping to low 60's in the late afternoon, moderate winds from the north, light rain on/off throughout the afternoon
Tomorrow Night	Mostly cloudy, very humid, temperatures in the upper 40's, light winds from the north changing to from northeast, heavy fog moves in 4 am
Third Day	Mostly cloudy, continued humid, temperatures in the upper 50's morning to low 60's afternoon, moderate winds from the northeast to east-northeast
Third Night	Mostly cloudy to overcast after midnight, continued humid, temperatures low 50's changing to low 40's with rain, moderate winds from east-northeast to east, light rain starts 2 am changing to heavy rain by 5 am
Fourth Day	Overcast, very humid, temperatures low 50's, moderate winds from east, heavy rain dawn to mid-afternoon
Fourth Night	Overcast, very humid, temperatures mid-40's, strong winds from east changing to southeast by midnight; a bear was sighted during the night but did not enter camp
Fifth Day	Overcast changing to partly cloudy by early afternoon, continued humid, moderate winds from the southeast to east, fog dawn to mid-morning
Fifth Night	Partly cloudy changing to overcast by 2 am, continued humid, moderate east winds to strong east winds by dawn, light rain begins just before dawn



MOER VALLEY AREA

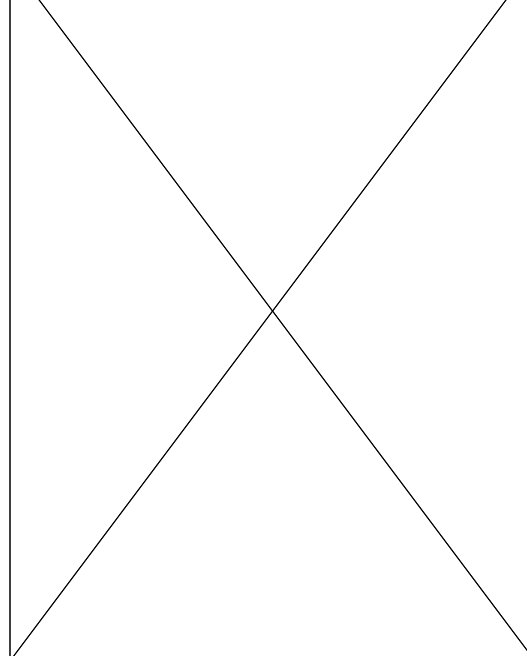


Road Conditions

The road has a few widely-spaced segments of solid unbroken pavement but is mostly cracked with uneven and upturned pieces of stone, covered partially to completely in dirt, leaves, and debris. Movement is at the same rate as walking along a gravel path. It is not difficult to discern where the road is, but it would be difficult to drive a wagon across it. Depending on season the areas to the side are mostly frozen dirt, soft mud, or hard dried dirt with some thick patches of moss. Mudslides, or their remains, lay across the road bed every 6 to 10 miles, along with occasional large tree trunks and other larger debris. (Winter) Snow is generally 1 FT to 2 FT deep with drifts to 5 FT. (Spring) A few small patches of snow are still found in hollows and protected crevices along the road. (Autumn) Deep drifts of dried leaves are found in hollows and crevices.

Warm to hot springs are found every 1d6 miles along the road; each pool 1d100+50 FT across, 8-15 FT deep. Hot springs experience a hp 3d12 scalding bubble on 1d12 rolls of 12, checked every 10 minutes of use.

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APPROACHING THE MOER VALLEY

Encounters

In Julmath Meadows: A herd of 220 HD4 **Giant Deer** (AC8, hp1d6+10, Gore 1d8); the herd panics and stampedes if GTET 3 animals are killed; the herd also stampedes if Adventurers approach within 75 FT (detect by scent if *invisible*). A stampeding herd moves in a direction determined by 1d8: (1) north, (2) northeast, (3) east, (4) southeast, (5) south, (6) southwest, (7) west, (8) northwest. An Adventurer caught in a stampede must avoid stampeding animals for 3d12 rounds by succeeding on a 1d20 roll GTET [30-Agility], checked every 5 rounds; for every failed avoidance check the Adventurer suffers hp1d6.

In the Klovín Valley: (Daylight, Spring/Summer) Three HD4 **Dragon Lizards** (AC44, hp1d8+20, Bite 1d6, Tail 1d4, 2x Claws 2hp, Agility 18, limited/unreliable *telepathy*, *teleportation* 10 miles 5/day) are found feeding on two deer carcasses. (At camp, Overnight) A pack of ten HD2 **Shadow Hounds** (AC20, hp1d6+8, Bite 1d6/1d8 hours blindness, save 1d20 GTET [28-Stamina], Infrared vision, 50 FT *zone of darkness* 5/day, attracted to persons Will GTET 18) attack the camp about 3 am.

At the first bridge over the Moerwash Stream (southeast end of the Moer Valley): Group of 14 **Goblins** (9x HD1 {6x d4 club, 2x d4 dirk, 1x d6 mace}, 4x HD2 {1x d4 Dirk, 1x d6 mace, 2x d4+1 spiked clubs}, 1x HD3 {d6 short sword, short bow and 22 d3 hunting arrows, short12 med14 long16}, hp 5/10,17, AC16 [-2], AGIL15) with two handcarts filled with raw fish and rabbit carcasses. They run northwest towards Lokdell if they can.

Along the upper Moerwash Stream (saddle between Paagdon and Holoss): (Summer/Autumn) Group of four HD1 **Dryads** are found bathing in the stream (AC 14, hp1d4+6). 6 spells/day {*create fog*, *command plant*, *control rain*, *disperse magic*, *glow ball*, *1d8 magic arrow volley @ hp1d3/arrow*, *missile shield*, *mobile ears*, *1d12 thorn spray*, *wall of plants*, *hold person*}, *teleportation* between trees at 1 mile, double damage from Fire Magic, friendly with Elves, tend towards good). (Winter) Herd of eight HD2 **Giant Boar** are rooting in the remains of a small stone building (AC12, hp1d6+8, Agility 16, Bite hp2, Tusks 1d6, Trample 1d12+1d6).

On Phlalzar: (Daylight) two HD5 **Baku** (AC40, hp29, hp33; Bite 1d10, 2x Claws 1d6, Agility 15, composite: lion's head, horse's body, tiger's feet, cow's tail) are found under a shallow rock shelf. (Overnight at camp, Summer/Autumn) A group of eight HD3 **Fireflies** (AC16, hp 1d6+15, Bite 1d3, Flame Spit 1d8 {1/8 rounds}, Agility 12 ground 18 airborne) attack the camp.

On Alphrin: (Spring) A group of six HD4 **Giant Goats** (AC15, hp1d6+15, Bite hp2, Kick 1d4, Horns 1d6, Trample 2d8) is found grazing in a pine thicket. (Summer) A group of seven HD3 **Giant Poisonous Frogs** (AC12, hp1d6+14, Bite 1d4 {*paralyzing* poison, 2d100 minutes, save 1d20 GTET [28-Stamina], Tongue 1d3, Agility 15 in water 12 land) are found swimming in a small pond.

Near Manty (saddle between Kerwert and Manonon): (Daylight) one HD6 **Black Annis** (AC18, hp42, Short Sword, Staff, *telepathy* 50 FT, moves silently in woods, Shaman {*Basic free* 8:

1d6+4 Attack (Force), -3 *Confuse Weapons*, *Detection*, *Dominate Person*, *Horga's Mage Block*, *Jaco's Mesmerize*, *Levitiation*, *Illusion*, *Minor Sleep*, *Remove Panic*, *Waken*; *Lesser free* 6: *2d6+4 Attack (Force)*, *1d6+4 Attack (Acid, Cold, Fire, Electricity)*, *Arrow Volley 1d8 at hp1d3*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Hold in Place*, *Stun*}; hideous female humanoid, 6 FT tall, single pale eye, long greasy hair, wears animal skins, cannibal lives in a small wood cabin. (At camp) A group of ten HD1 **Coyotes** (AC14, hp 1d3+4, Bite 1d6 {rabies on 1d100 roll of 1}, 2x Claws 1d2, Agility 13) attack the camp at about 11 pm.

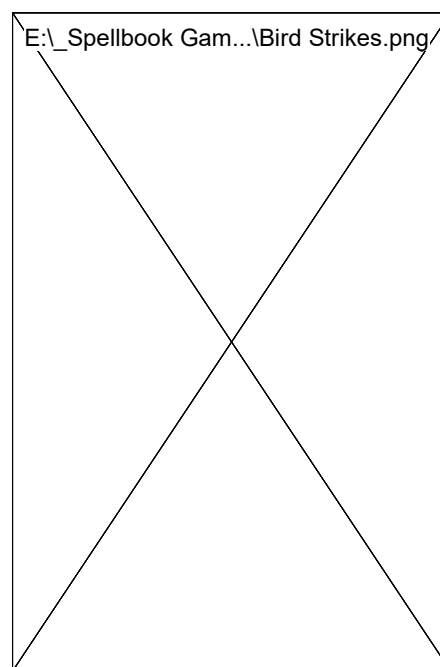
Between the second and third Moerwash Bridges (~5 miles): HD8 **Giant Black Bear** (female, hp38, AC16 [-2], d6 bite, 2x d6 claws, d12 bear hug) and two HD2 **Bear Cubs** (male, hp12/14, AC10 [-1], d3 bite, d3 claw)

Mountain Bypass (off road), mile 4: 6x HD2 **Giant Rats** (hp8, AC10 [-1], 1d3 Bite/disease, save 1d20 roll GTET [26-Stamina], AGIL14)

Mountain Bypass (off road), mile 9: HD9 **Griffon** (eagle's head, lion's body, long leathery wings, long tail with bone stinger; hp54, AC36 [-4], d10 bite, 2x d6 foreclaw, d4 stinger – paralyzing poison); tearing at a stag's carcass; Adventurers see at 150 FT. The Griffon does not pursue if the Adventurers retreat.

Random Encounters

Gamesmasters should roll for random encounters in mid-morning, mid-afternoon, and at night; a 1d12 roll GTET 11 indicates an encounter. Use the random encounter table found on page 9 to determine the specifics of an encounter; the table uses 1d100 to select an opponent.



RANDOM ENCOUNTER TABLE

1d100	Description	1d100	Description
1	1d4 HD4 Ammits	51	1d4 HD5 Garm
2	One HD10 Aitvaras	52	1d8 HD6 Hill Giants
3	1d10 HD2 Alkanost (good)	53	1d3 HD9 Fire Giants
4	1d20+1d12 HD2 Ice Ants	54	1d3 HD8 Stone Giants
5	1d20+1d8 HD1 Fire Breathing Ants	55	One HD4 Ghost (near death site)
6	1d12 HD4 Ant Lions	56	1d12 HD2 Ghouls
7	1d8 HD3 Armorpeckers	57	1d20 HD2 Giant Goats
8	1d6 HD3 Giant Badgers	58	1d20 HD2 Goblins
9	One HD6 Banshee (near grave site)	59	One HD9 Griffin
10	1d20+1d12 HD2 Giant Bats	60	1d8 HD1 Giant Hedgehogs
11	One HD3 female Bear, two HD1 Cubs	61	One HD7 Humbata
12	One HD6 male Grizzly Bear	62	One HD6 Hippogriff
13	One HD9 male Ursus Bear	63	1d4 HD8 Ki-Lin (good)
14	1d12 HD4 Spitting Birds	64	One HD3 Kinnara (good)
15	1d12 HD3 Stinger Birds	65	1d8 HD4 Lamia
16	One HD6 Black Annis (humanoid)	66	1d6 HD5 Snow Leopards
17	1d8 HD2 Giant Boars	67	1d8 HD6 Lycanthropes (Bear/good, Boar, Wolf)
18	1d12 HD3 Bugbears	68	1d12 HD3 Lycanthropes (Rat)
19	1d20 HD2 Lightning Bugs	69	1d6 HD4 Mautherdoogs
20	1d8 HD2 Rabid Dogs	70	1d10 HD4 Minotaurs
21	1d20+1d10 HD1 Wild Dogs	71	1d12 HD4 Flying Monkeys
22	1d6 HD4 Centaur Lancers	72	1d6 HD6 Giant Moose
23	One HD8 Chimera	73	1d4 HD4 Giant Mountain Lions
24	One HD9 Cockatrice	74	1d8 HD4 Naiads (near water)
25	1d3 HD4 Cougars	75	1d8 HD5 Ogres
26	1d20 HD1 Coyotes	76	1d6 HD2 Giant Owls
27	1d8 HD1 Giant Crickets	77	1d6 HD4 Giant Arctic Owls
28	1d8 HD2 Giant Mole Crickets	78	One HD6 Ghost Owl
29	1d3 HD7 Dedy (good)	79	1d4 HD5 Giant Snowy Owls
30	1d20+1d12 HD3 Giant Deer	80	1d6 HD4 Perytons
31	1d12 HD3 Giant Musk Deer	81	1d8 HD4 Poltergeists
32	1d6 HD5 Dopplegangers	82	2d20 HD1 Giant Rats
33	One HD10 Brass Dragon	83	One HD6 Rotting Dragon (undead)
34	One HD12 Bronze Dragon (neutral)	84	1d4 HD4 Rusulki (good)
35	One HD7 Copper Dragon	85	1d8 HD3 Satyrs
36	One HD13 Red Dragon	86	One HD10 Giant Psychic Snail
37	One HD 11 Green Dragon	87	1d4 HD2 Lake Sirens (near water)
38	1d6 HD3 Giant Dragonflies	88	One HD14 Simorg
39	1d6 HD1 Dryads	89	2d20 HD1 Skeletons
40	1d6 HD3 Giant Eagles	90	1d12 HD2 Warrior Skeletons
41	One HD4 Air Elemental	91	1d8 HD3 Uber Skeletons
42	One HD8 Earth Elemental	92	1d6 HD3 Giant Skunks
43	1d4 HD6 Ettin	93	One HD7 Specter
44	1d20 HD0 Giant Ferrets	94	1d3 HD7 Common Sphinx
45	3d20 HD1 Giant Flies	95	1d8 HD2 Giant Forest Spiders
46	1d8 HD4 Basilisk Flies	96	1d8 HD3 Giant Poison Spiders
47	1d20 Giant Flesh Flies	97	1d6 HD5 Wertzels Spiders (fire breathing)
48	1d12 HD3 Giant Foxes	98	1d4 HD9 Berg Trolls
49	1d4 HD5 Giant Arctic Foxes	99	1d6 HD3 Giant Woods Turtles
50	1d12 HD4 Gargoyles	100	1d12 HD3 Giant Warthogs

VILLAGE RUINS

Dwarven Houses

Dwarven houses of the Moergorond period that were constructed in the outdoors were typically round, 100 FT diameter, with a ground-level area and a lower floor built into the ground. The roof has a high pitch and reaches almost to the ground. Inside, a circular wooden platform is typically constructed over the opening. The upper area and platform were one open room, while the lower area has ten to twelve rooms. Large fireplaces are constructed on each elevation, sharing a common chimney flue. See the diagram below.

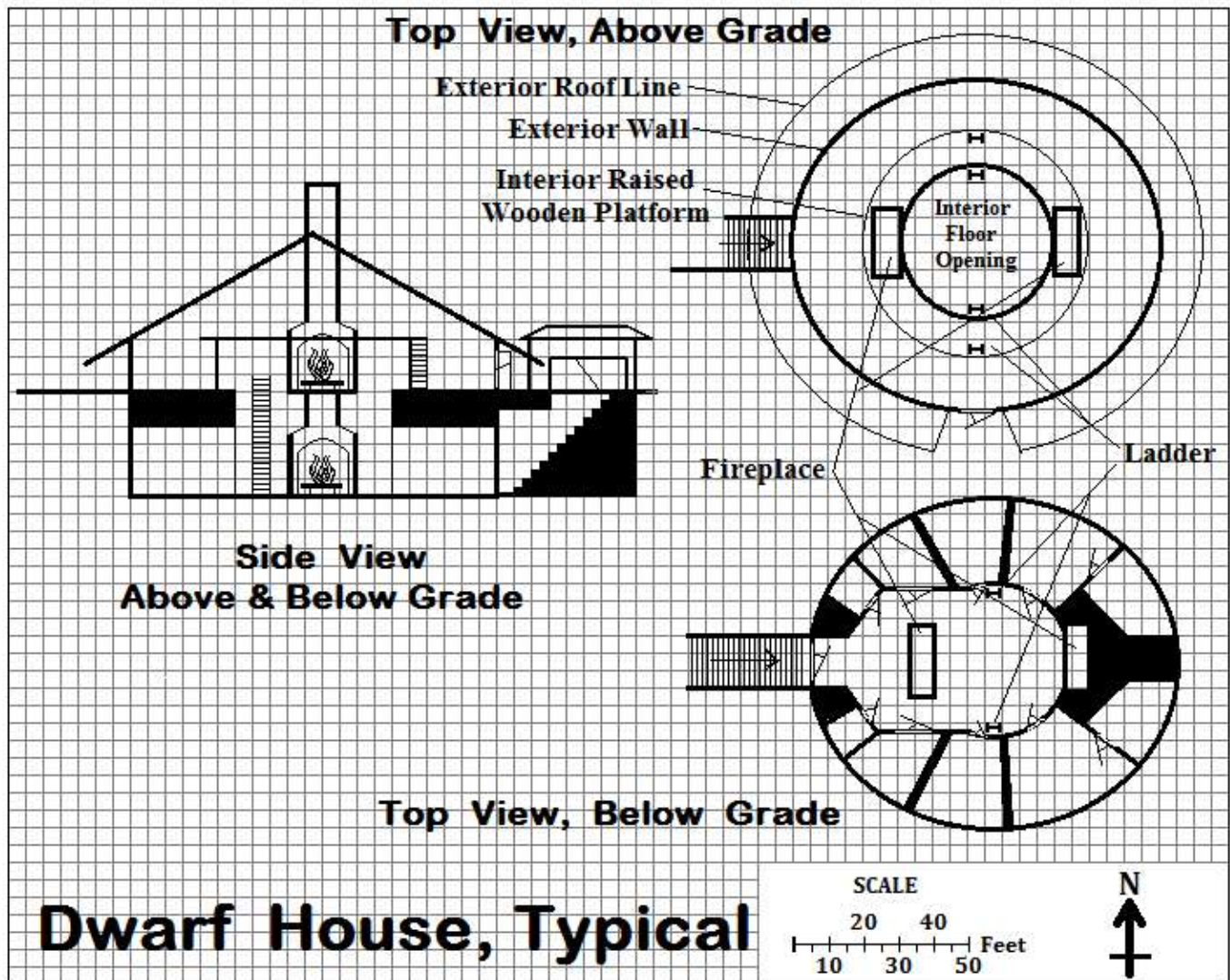
Ruins of Lokdell

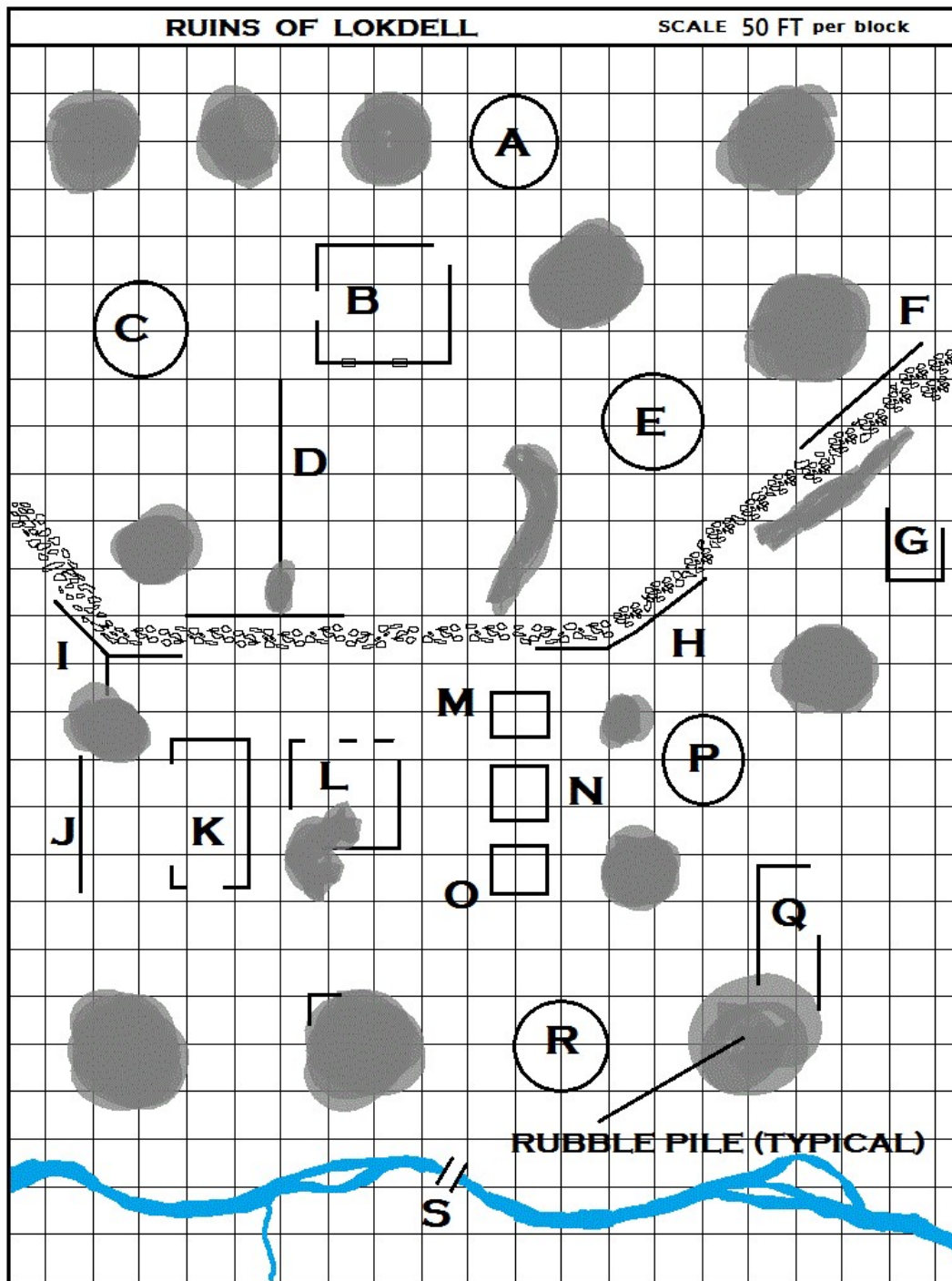
Lokdell is located on the Klovin Valley road (south center section of the area map), west of the first (south) Moerwash River Bridge, and south of Myvald Mountain. A more detailed map of the village is found on page 11.

The area around Lokdell is fairly flat with light vegetation up to large shrubs. In winter snow averages 2 FT deep with drifts to 6 FT against large objects; in Spring the mud may be 4 inches deep; in Summer much of the vegetation has thistles and briars; in Autumn leaves may pile up 3 inches deep, concealing potholes and other hazards.

The road through Lokdell is broken into many small segments and pieces, varying from 5 FT across to 15 FT. Adventurers travel the road at the same speed as on gravel. An Adventurer falls every quarter hour unless succeeding on a 1d20 roll GTET [25-Agility]; check if trying to run and apply a -4 roll modifier. A mount twists its leg/falls every 30 minutes unless succeeding on a 1d20 roll GTET 4 (experiences severe leg damage on a roll of 1).

Adventurers digging in the ruins around Lokdell find an object on 1d20 rolls GTET 14, checked every 15 minutes of work.





Determine the found object(s) using 1d20: (1) pewter cup, (2) pewter plate, (3) metal comb, (4) ceramic vase, (5) ordinary hammer, (6) bronze flask, (7) bronze door knocker, (8) glass bottle, (9) clay jar holding spoiled food, (10) glass jar of spoiled perfume, (11) bronze key, (12) small silver-faced mirror, (13) ordinary Dirk, (14) bronze belt buckle, (15) rusted iron pot, (16) steel needle, (17) 1d6 brass buttons, (18) decorative ceramic figure, (19) bronze lamp, (20) roll on valuable table. VALUABLES (1d20): (1) 1d10 CP, (2) 2d12 CP, (3) 2d20 CP, (4) 1d12 SP, (5) 2d12 SP, (6) 2d20 SP, (7) 1d6 GP, (8) 1d12 GP, (9) 2d20 GP, (10) 1d100 GP vial perfume, (11) 500 GP silver brooch, (12) 750

GP silver-jade pin, (13) 1000 GP gold-turquoise armband, (14) 1250 GP gold-pearl bracelet, (15) 1500 GP pearl necklace, (16) 1750 GP gold-ruby ring, (17) 2000 GP platinum-emerald medalion, (18) 2200 GP gold-diamond tiara, (19) 2500 GP platinum-jade-onyx-sapphire crown, (20) 3000 GP gold-ruby-diamond necklace and locket.

RUINS OF LOKDELL

[A] **Axerment House.** The house is in poor condition and collapses when entered on 1d20 rolls GTET 16 (2d6 crushing damage, avoid 1d20 GTET [30-Agility]). The upper wood platform has fallen. The lower door is missing and a variety of refuse is found in the lower main room. In Winter a HD7 **Black Bear** occupies one of the lower side rooms (backpack, 3 iron spikes, 3 wood stakes, 40 FT light cord, 2 candles, Throwing Hammer).

[B] **Village Center.** The sturdy stone shell of a two-story building, the wood roof and upper floor have fallen in. The two doors on the south side ground level are missing. A thorough search discovers three intact ordinary Dwarf skeletons (a Dwarf handling the bones contracts the plague on a 1d100 roll of 100 followed by a 1d10 roll of 10, no save). In Spring and Summer near dawn and dusk Adventurers are attacked by six HD2 **Giant Bats**.

[C] **Churdosk House.** The house is in poor condition and collapses when entered on 1d20 rolls GTET 14 (2d8 crushing damage, avoid 1d20 GTET [30-Agility]). The roof has many holes and the upper wood platform has fallen. The lower door is warped and sticks in its frame (Strength GTET 19 to push open). The lower level contains a variety of rotting furniture, linens and cloths, and broken household goods. In Summer a hp1d8 **Exploding Fungus** grows in one side room.

[D] **West Plaza Wall.** A discolored 10 FT tall by 2 FT thick segment of wall on the west side of what was once the village plaza. The plaza stones are found under 5 inches of dirt, mud, and decayed vegetation, forming a 250 FT by 250 FT square between the Village Center and the road.

[E] **Evexall House.** Although the house is not in good condition, there have been some attempts at repair; a builder would estimate the house was partially repaired about 20 years ago by someone with minimal carpentry and masonry skills. The doors are somewhat sturdy and open easily. The upper wood platform has been removed. Adventurers find rickety camp furniture inside, a make-shift stone hearth thick with (cold) ashes, a tin cup, an empty canteen, a whetstone, a battered oil lamp, and an old dutch oven.

[F] **Northeast Wall.** A battered and unstable segment of 4 FT tall stone wall along the northwest side of the road. If the **Goblins** at the Moerwash Bridge have retreated to Lokdell, there will be **caltrops** among the leaves on the road between the wall and the rubble pile immediately to the south.

[G] **Chandler Shell.** Three 8 FT stone walls are all that remain of the shop that once was here. The wood floor is rotting and collapses on 1d20 rolls GTET 12, dropping Adventurers 6 FT into the crawl space below. In Summer two HD1 **Goblins** (short sword, short bow, 10 arrows) are found here.

[H] **Southeast Corner Wall.** A segment of 5 FT high wall in good condition along the south-southeast of the road where it makes a turn. **Poison Ivy** grows on the wall in the summer into mid-Autumn.

[I] **Southwest Corner Wall.** A segment of 6 FT high wall in good condition along the south-southwest of the road where it

makes a turn to the northwest. Adventurers find **caltrops** in the road in any season.

[J] **Western Wall.** A segment of 8 FT tall wall in moderate to unstable condition. The wall collapses on 1d20 rolls GTET 16 if anyone tries to climb it.

[K] **General Store.** Most of the west wall and some of the south wall are missing, otherwise the shell is a well-made stone wall 8 FT tall. The north wall topples to the north on 1d20 rolls GTET 15 if someone tries to climb it. The west end of several cross beams rest on the ground. An Adventurer digging in the debris finds an intact *magnetic compass* on 1d20 rolls GTET 17, checked every 10 minutes (limit 2); after the compass is found, a *1d12 Heal Wounds Potion* is found on rolls of 20 (limit 1). From late summer through mid-autumn the tubes of six HD3 **Giant Mud Dauber Wasps** (AC18, hp18-15-19, Bite 1d3, Stinger 1d8 {1d100 minutes *paralysis*, save 1d20 GTET [28-Stamina]} and 4x Claws 1d3 airborne) are found on the inside face of the east wall.

[L] **Smithy.** There are gaps in the north wall and at the northwest corner; a 6 FT tall pile of rubble takes up most of the southwest corner. The remaining walls are well made, sturdy, and 9 FT tall. The north half of the roof is intact. The building contains two hearths, three large rusty anvils, two stone vats, a stone work table, a set of adamantite casting molds, and a ruined bellows. Adventurers digging in the refuse find 1d10 rusty iron tools (hammer, spike, chisel, tongs, large awl, screwdriver), the rusted head of a double-bladed axe, two rusted hatchets, a good War Hammer wrapped in oilskin, and two bronze keys. A floor panel in the southeast corner (-6 to find) covers a locked bronze chest (one of the keys fits, -4 open lock); the chest holds 47 CP, 15 SP, a 420 GP silver-ruby locket, and a 50 GP silver flask of good quality brandy. If the **Goblins** at the first Moerwash bridge are allowed to retreat, they come here and wait 3 hours.

[M] **Four Walls.** All four stone walls are sturdy and intact, the south wall is 3 FT high, the west, north, and east walls are 4 FT.

[N] **Weaver.** All four stone walls are sturdy and intact, and 9 FT high; a few beams cross between the walls but the roof is gone. An empty door frame is on the west side. Inside are the broken remains of two weaving looms.

[O] **Carpenter.** All four stone walls are sturdy and intact, and 9 FT high; most of the roof is intact (any weight put on the rafters will cause a collapse on 1d20 rolls GTET 7, 2d6 crushing damage, avoid 1d20 roll GTET [30-Agility]). An empty door frame is on the west side. Inside are the broken remains of a frame saw and drill press. Adventurers searching the debris find 1d10 rusted tools (level, hand drill, claw hammer, cross cut saw, rip cut saw, maul, awl, pliers, wrench, t-square). In Winter the building holds a den of three HD3 **Giant Skunks** (AC14, hp12-15-17, Bite 1d4, 2x Claws 1d3, Rear Musk {*nausea/paralysis* 2d12 minutes, save 1d20 GTET [32-Stamina]}). In Summer the building has a HD2 **Giant Rattlesnake** (AC15, hp18, Bite 1d6, *paralyzing* venom 1d100 minutes, save 1d20 GTET [30-Stamina]).

RUINS OF LOKDELL, RUINS OF MANTRY

Ruins of Lokdell, continued

[P] **Pazimeg House.** The roof has collapsed and the remains is found inside the sturdy upper stone wall. The door to the lower rooms is missing. The lower rooms hold ten wooden barrels which contain 3x moldy flour, 2x corn meal with worms, spoiled apples, 2x meat jerky {makes Elves sick, save 1d20 GTET [28-Stamina]}, spoiled beer, and rotted potatoes. In the Autumn one room houses two HD3 **Giant Warthogs** (Tusks 1d8+1, Trample 1d12+1, Agility 14).

[Q] **Bakery.** Most of the east wall is missing, and a pile of rubble makes up most of the south end, with walls protruding from the rubble. The remaining walls are sturdy and 9 FT tall. The north wall collapses on 1d20 rolls GTET 14 if any weight is put on the wall. Inside are the remains of five beehive ovens, along with the rusting remains of baker's tools (bowls, pans, whisk, metal spoon, etc.). In the Spring five HD1 **Stigae** (20 inches, fliers, AC10, hp6, Bite 1d3 {disease on 1d20 rolls GTET 15, save 1d20 GTET [22-Stamina]}, Stinger 1d3, Tentacle hp1, Agility 14) are found in the second oven.

[R]. **Rheust House.** The stone walls are sturdy but the roof has holes in it and is unstable (collapses on 1d20 rolls GTET 18 checked every 10 minutes, 2d6 crushing damage, avoid 1d20 GTET [30-Agility]). The upper door is missing, the lower door is intact and stuck (Strength GTET 19 to open). The interior wooden platform has collapsed. Adventurers don't find anything of value inside (looted by Goblins).

[S] **Falling Creek Bridge.** A stone bridge over a 30 FT wide mountain stream, from 4 FT to 6 FT deep. The structure is sturdy but the wooden floorboards have rotted and some are missing. Persons walking over the bridge fall through the boards on 1d20 rolls GTET 14 (avoid 1d20 roll GTET [26-Agility]). In Summer eight HD1 **Giant Bees** (AC10, hp5, Sting 1d3) are under the bridge.

Ruins of Mantry

Mantry is a mining village on the lower slope of Mananon, across the valley from the coal mine on Ker Wert. The village area is terraced, the first terrace is 45 FT above the valley, the second terrace is 20 FT above the first, and the third is 25 FT above the second. A stone ramp connects the first terrace with the valley, the sides are well constructed and sturdy, the ramp is wide enough for two wagons to pass comfortably. Two stone stairs connect the first terrace to the second, and the second to the third. In the southwest a pond is on the second and third terraces, connected by two waterfalls; the ponds are 3 FT deep to 8 FT deep. See the map on page 14.

A rockslide damaged Mantry some years ago. Vegetation grows on the slide area now, but the ground remains unstable. Adventurers crossing the slide area cause additional slides on 1d20 rolls GTET 12 (7 in Spring, 16 in Winter; 1d8 crushing damage, avoid 1d20 GTET [32-Agility], apply a -2 roll modifier for Adventurers with Agility GTET 19).

Adventurers digging in Mantry find salvageable items on 1d20 rolls GTET 18, checked every 10 minutes. Determine the found item using 1d20: (1) miner's lantern, (2) mattock head, (3) metal shovel, (4) 1d6 steel spikes, (5) empty clay flask, (6) wood crate, (7) maul, (8) metal wedge, (9) pewter plate, (10) pewter pitcher, (11) metal tankard, (12) ceramic smoking pipe, (13) empty metal tin, (14) glass vial, (15) metal buckle, (16) rusted iron pot, (17) bronze cauldron, (18) metal candlestick, (19) ordinary Dirk, (20) Valuables. Determine a valuable item using 1d20: (1) 1d6 CP, (2) 1d12 CP, (3) 1d20 CP, (4) 1d6 SP, (5) 1d12 SP, (6) 1d20 SP, (7) 1d6 GP, (8) 1d12 GP, (9) 1d20 GP, (10) 20 GP gold snuff box, (11) 50 GP Holy Symbol {Dergavi, God of Dwarves}, (12) 100 GP gold pin, (13) 225 GP gold ring, (14) 300 GP armband, (15) 500 GP gold-ruby-bloodstone ring, (16) 750 GP silver-pearl necklace, (17) 1000 GP platinum-turquoise brooch, (18) 1250 GP pair of platinum-diamond earrings, (19) *1d12 Cure Wounds Potion*, (20) *1d12+1d6 Cure Wounds Potion*.

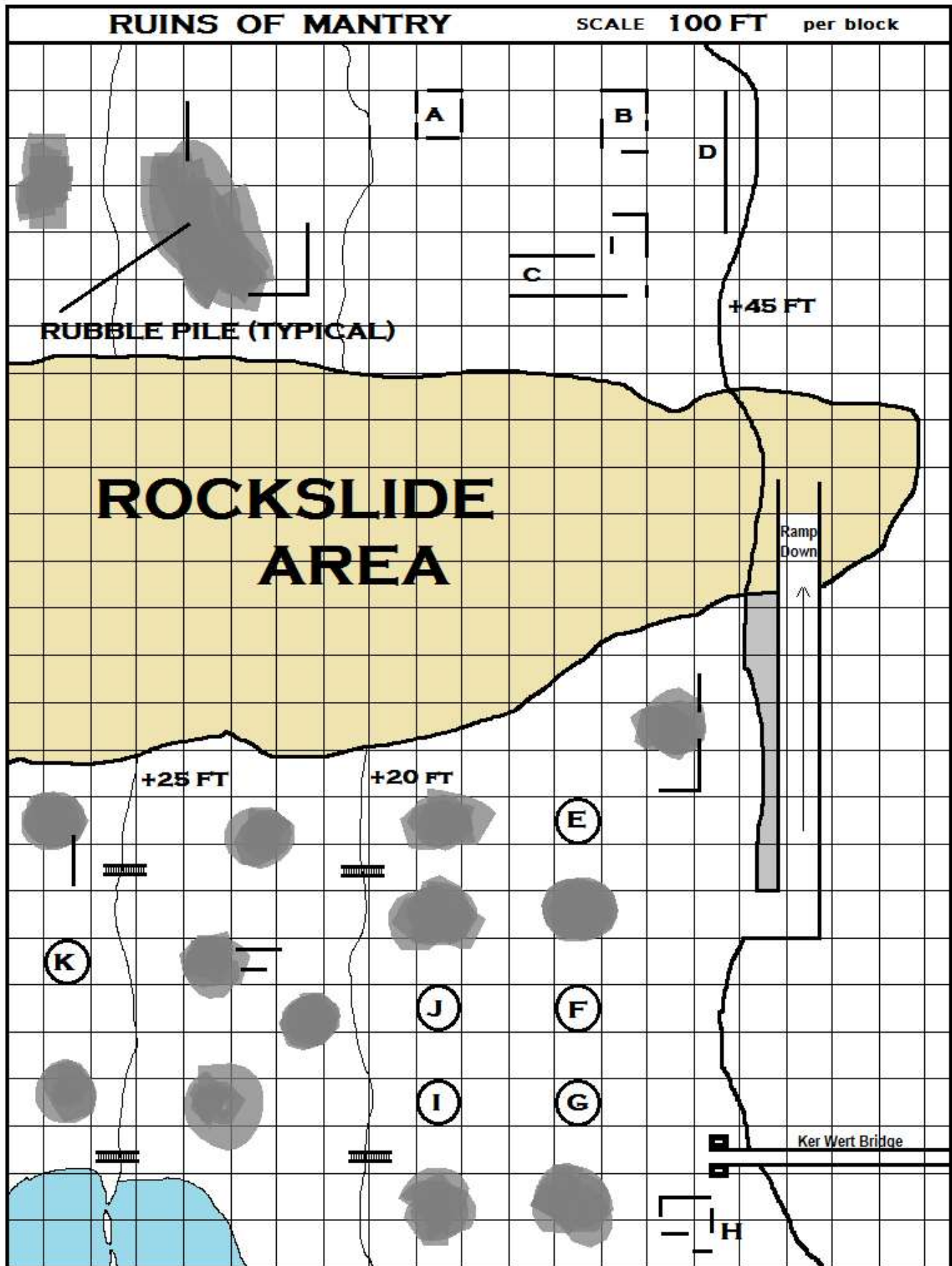
Ker Wert Bridge. Two solid stone towers anchor the west end of the Ker Wert Bridge, each tower is 20 FT thick and 40 FT tall. The bridge crosses the valley on stone arches, each arch 200 FT across at the base. The wood decking appears to be in good condition; an Adventurer crossing the bridge falls through the decking on 1d20 rolls GTET 16 (14 in Spring), checked every 300 FT of travel (avoid 1d20 roll GTET [27-Agility]).

[A] **Fallen Tower.** Breaks are found in all four sides, the empty door frame is on the south side. The north wall is 2½ stories high, the east wall 2 stories high, and the south and west walls are 1½ stories high. Debris/stone from the fallen stories are on the ground around the tower, making it difficult to approach. The ground floor and second story floor are largely intact. Adventurers searching the debris find parts of two Dwarf skeletons, a rusted Helm, two rotting wood Shields, five silver Spear heads, two rusting canteens, and an empty Dirk's scabbard. The ladder to the second floor breaks on 1d20 rolls GTET 17. The second floor was used as barracks and contains thirty-two rusting metal cots. In Autumn the ground floor is occupied by four HD4 **Blue Winged Spiders** (AC20, hp17-21-24-29, Bite 1d6, 2x Claw 1d3, Claw Rake 1d8 airborne, resists Basic Air mage 1d20 GTET 12, immune to domination).

[B] **Crushing Mill.** The walls are sturdy, well-built, and 12 FT high, although there are gaps in the west, east, and south walls. The interior is filled with a variety of large rusting machinery with metal rollers, stone grinders, hoppers, hoists, and metal sifting trays. Adventurers find the interior occupied by five HD1 dwarf **Skeletons** (AC14, hp3-3-4-5-5-7, 1d6 War Hammer).

[C] **Tool Forge.** The remains of a T-shaped building, the walls are sturdy, well-built, and 12 FT high. The west end of the long side is missing, along with much of the west side of the short end, and the southeast corner. The interior has five forges, three large hearths, ten large rusted anvils, a cutting rig, two hoists, and a mold line for tool heads. Most of the equipment is in very poor condition and falls apart when examined on 1d20 rolls GTET 18. A hp2d6 *explosive trap* has been rigged in the second hearth which goes off then the hearth is probed (6 FT radius, avoid 1d20 roll GTET [32-Agility]).

RUINS OF MANTRY



RUINS OF MANTRY

Ruins of Mantry, continued,

[D] **Protective Wall.** A sturdy section of 5 FT tall wall along the cliff's edge.

[E] **Eladuff House.** The house is in very poor repair, the stone walls are cracked, there are many holes in the roof, both doors are missing. The interior platform has collapsed. The entire structure collapses when entered on 1d20 rolls GTET 15 (2d6 crushing damage, 3d6 lower elevation, avoid 1d20 GTET [30-Agility]). Adventurers find an old black wood chest in the back room on the lower elevation (bronze keyhole, needle trap hp2 {poison gone}). The chest holds a wrapped Chainmail Shirt, full-face Helm, steel Gauntlets, a chain mail Waist Skirt, a silver-bladed Dirk in its scabbard, a War Axe, and a Short Bow with a quiver of 15 hunting arrows {all sized for a Dwarf}.

[F] **Fingargan House.** The house is in very poor repair, the stone walls have cracks and a few holes, the roof has many missing shingles and a few small holes, thick debris fills the stairs down to the lower level. The upper door hangs from one hinge, the lower door is in place (stuck, requires Strength GTET 19 to push open). The lower elevation is filled with smashed furniture and other broken household goods (find Rapier on 1d20 rolls GTET [32-Intelligence]). Adventurers searching the thick ashes in the upper fireplace find (-4 to find) a 40 GP silver box holding an *Invisibility Potion*.

[G] **Gerlasys House.** The house shows signs of being repaired in the last several years, including patches on the roof. The interior is good shape and also appears to have been repaired. Adventurers find eight **Goblins** in the building (6x HD1, 2x HD2); three of the lesser **Goblins** are on the lower elevation. The HD1 **Goblins** are AC14, hp3-4-4-5-6-6, Dirks, Spiked Clubs, and together have 14 CP, 3 SP, six torches, 2x 25 FT rope, a grappling hook, a sprig of garlic, and a flask of oil. The HD2 **Goblins** are AC20, hp14-17, Dirks, Cutlasses, Short Bow and 10 war arrows, and together have 7 CP, 8 SP, 1 GP, a lantern, 50 FT rope, 2x Holy Water, a 40 SP silver ring, a 6 GP earring, a 10 SP copper-jade Armband, and a 15 SP silver belt buckle.

[H] **Drunken Mole Pub.** The stone walls have gaps on the west, south, and east walls, and the south half of the roof has caved in. The interior shows scorch marks and fire damage, the bar is cut and scarred but intact; most of the furniture is destroyed. A hidden (-5 to find, -3 open lock) panel behind the bar opens to reveal a leather bag (16 SP, 4 GP), a *Cudgel +1*, and a well-aged bottle of 240 GP brandy. In Spring the building is occupied by a HD3 **Garm** (6 FT at shoulder two headed bulldog, AC22, hp22, Bite 1d6, Bite 1d8, 2x Claws 1d6, Trample 2d8, see invisible, one-tenth damage Fire Magic). In the Autumn the building is occupied by a pack of nine HD1 **Hyena** (AC8, hp2-2-2-3-4-4-5-7-8, Bite 1d4, 2x Claws 1d3, disease rabies on 1d20 roll of 1 {save 1d20 GTET [33-Stamina]}).

[I] **Istgrom House.** The upper walls are cracked but standing, the entire roof has collapsed and rubble fills the area inside the walls. There are fallen timbers and debris in the stair to the lower level which can be cleared after 10 minutes by persons with Strength

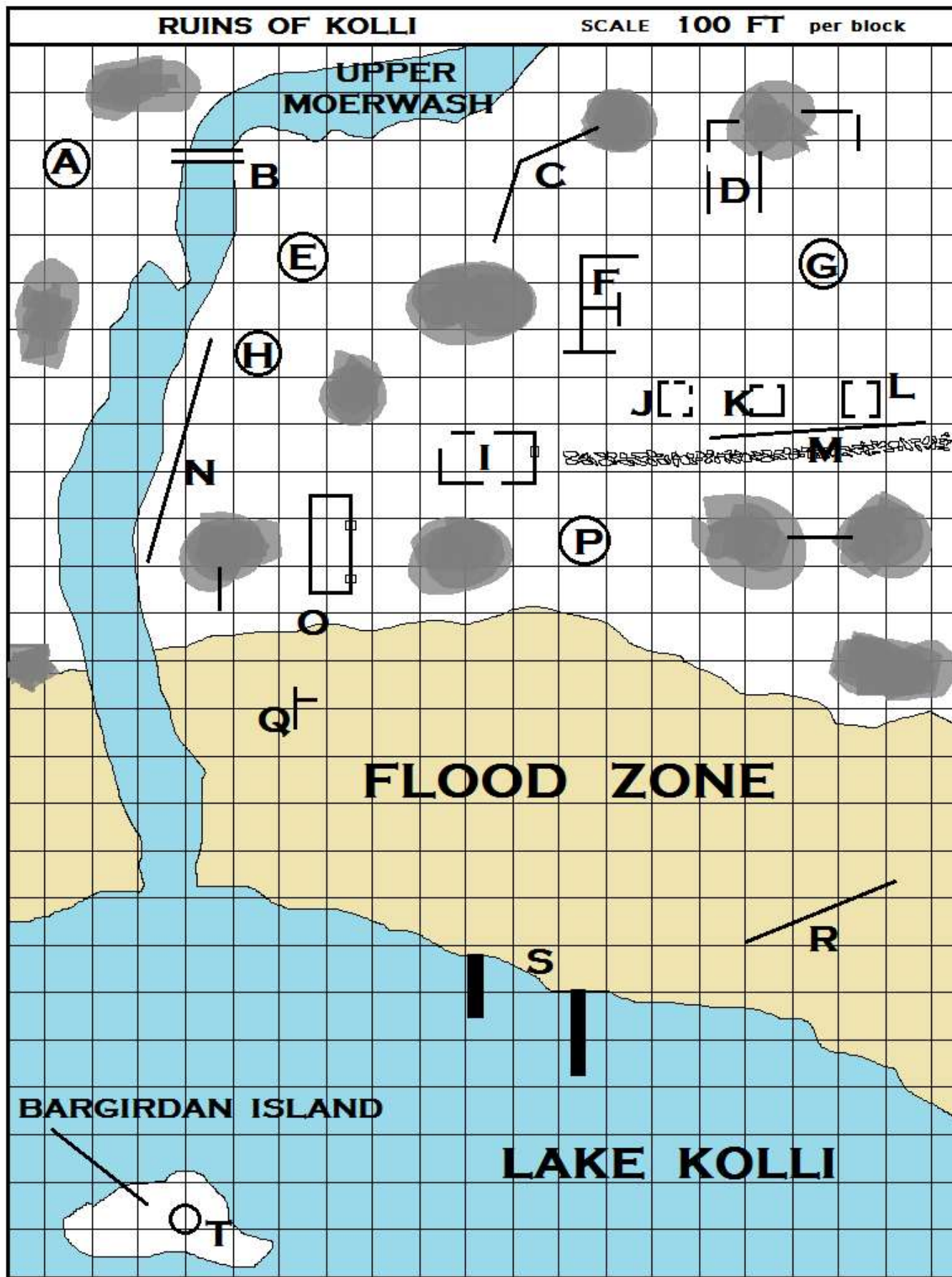
GTET 16. The lower elevation is mostly intact, the furniture is rotting and has mold and mushrooms. Adventurers digging in the debris in the rooms to the right find four Dwarf skeletons (save versus *disease*, 1d20 GTET [28-Stamina]). Adventurers digging in the debris in the rooms on the left find several rusted iron pots and pans, a rusted spade, a rusted Axe head, and 1d6 CP.

[J] **Janeki House.** The house is in poor repair, stones are missing from the wall and the roof is partially fallen in (near the upper door). The entire upper structure collapses when entered on 1d20 rolls GTET 11 (2d6 crushing damage, avoid 1d20 GTET [28-Agility]). Water-mud-snow (depending on season) have collected in the stair down to the lower elevation; the door is warped and required Strength GTET 20 to push open. The lower interior is also wet (iced in winter). All of the furniture and goods are broken or rotted or damaged. A rotting armoire in the left back room is against the wall, a niche in the wall behind it holds a 250 GP platinum-ruby-moonstone Idol of Dergavi, God of Dwarves (*aura of good*; a Priest of Dergavi gains SPM+1 while the idol is within 50 FT).

[K] **Knessmith House.** The house has been repaired but not for a very long time. The roof is patched but leans, the stone walls have cracks and small missing stones, a temporary door has been hung in the upper frame, and the bottom door has been blocked by stones (can be broken through in 15 minutes by a person with a maul or pick, and Strength GTET 17). The interior platform has been supported and one newer ladder installed. The ladders down to the lower elevation break on 1d20 rolls GTET 15 (avoid falling damage 1d20 roll GTET [26-Agility]). There is no interior furniture on the upper elevation. One of the rooms in the lower level has large canvas sacks with ten winter bedrolls, a wrapped iron cook set, two iron dutch ovens, a metal folding tripod, two folding camp tables, three folding camp chairs, three lamps, five flasks of oil (2 spoiled), a 10 SP copper flask of rum (wax sealed), a 20 CP set of copper pan-pipes, and three whetstones.

Pond. On a sunny day (1d12 GTET 8) an Adventurer sees a metallic glint on 1d20 rolls GTET [30-Intelligence]. If so, they can retrieve a 2200 GP gold-sapphire crown from near the edge of the lower pond (success on 1d20 roll GTET [25-Agility]).





RUINS OF KOLLI

Ruins of Kolli

Kolli is a village on the northern shore of Lake Kolli where the Upper Moerwash enters the lake. The area along the lake has been flooded numerous times and very little of the former structures remain. See the map on page 16.

In Winter the lake is solidly frozen out to Bargirdan Island, the ice supports at least 300 pounds. In Spring the lake shore is approximately 200 FT further inland than marked on the map and the river is 80 FT wider along the west side and 50 FT wider on the east side; the whole area of the map is covered in mud 3-6 inches deep which slows movement by half. In Autumn the area is thickly overgrown by thistle bushes which impede movement and have spines that do hp1 damage per 100 FT unless the wearer is protected by metal chest and leg armor.

Adventurers digging in Kolli find salvageable items on 1d20 rolls GTET 17, checked every 10 minutes. Determine the item found using 1d20: (1) pewter tankard, (2) pewter platter, (3) ceramic stein, (4) battered copper lamp, (5) ceramic flagon, (6) copper Holy Symbol of Dergavi {God of Dwarves}, (7) copper canteen, (8) muddy glass bottle, (9) rusted metal buckle, (10) rusted iron pot, (11) rusted head of a War Hammer, (12) ordinary Dirk, (13) filleting knife, (14) fishing rod, (15) rusty boat hook head, (16) 3 power copper spyglass, (17) rusted metal oarlock, (18) seaman's whistle, (19) rusted steel spike, (20) Valuables. Determine the specific valuable item using 1d20: (1) 1d4 CP, (2) 1d8 CP, (3) 2d8 CP, (4) 1d6 SP, (5) 1d10 SP, (6) 1d20 SP, (7) 1d20+1d12 SP, (8) 1d4 GP, (9) 1d8 GP, (10) 1d12 GP, (11) 1d20 GP, (12) 50 GP silver-ivory Armband, (13) 75 GP plain gold Ring, (14) 100 GP gold-topaz Pin, (15) 150 GP gold-jet-moonstone Brooch, (16) 225 GP gold-ruby Locket, (17) 300 GP lake pearl Necklace, (18) 350 GP platinum-diamond-emerald Tiara, (19) *1d8 Cure Wounds Potion*, (20) *Water Breathing Potion*.

[A] **Appsilese House.** The house has been recently repaired, cracks in the stone walls mortared, some patches put on the roof, triple thick leather curtain hung in the upper doorframe, the roof supported on the inside, and the lower door repaired. Most of the interior platform has been removed and the remainder shored up. Adventurers find crudely-constructed furniture inside, a pallet with new blankets, two tables, four chairs, two repaired chests (broken locks), a bench, and an old stuffed chair. A copper cauldron hangs over an improvised stone hearth which has ashes that are not completely cold. One chest holds several human-sized changes of clothing (winter, in season), a pair of leather boots, a worn but sturdy cloak, a rain slicker, two pairs of gloves, and an old robe. The second chest holds five complete sets of pewter tableware, four steins, two glass goblets, a skin of good-quality wine, a bag of 58 glass marbles, a corn-cob pipe with a tin of 10 bowls of good-quality pipeweed, two pewter candlesticks, five new candles, a bulls eye lantern, and six flasks of lamp oil. In winter two pairs of skis and snowshoes hang on the wall. The lower rooms have been cleaned out and are arranged to dry and smoke fish and meat which hang from many stretched lines (several nets hang here also). One leather sack holds 30 meals of rations, and another holds 24 meals of rations. One hour after Adventurers enter the house, **Cay Blinffoern** returns (neutral Human

Warrior L3, AC16 {padded hood, chain mail cap, padded shirt, chain mail Armor, studded leather Gauntlets, leather leg protection}, hp17, Agility 15, Intelligence 13, Strength 19, Stamina 13, Will 13, devotee of Lupanno {God of Crafts and Making, religious ability: +2 on rolls to understand machine workings}, Long Sword +1, Dirk, Bladed Staff, 3x Throwing Knives, Long Bow, 30x hunting arrows, 12x war arrows). He is a good carpenter and a talented Blacksmith and Artificer). Cay is generally friendly towards Dwarves but will be angry with anyone ransacking his base. Cay does not help Adventurers break into Moergorond.

[B] **Upper Moerwash Bridge.** The stone supports are sturdy and well made, and the structure shows some signs of repair in the recent past (some repair has been done by Cay, see #A). Some of the wood planks are rotten, Adventurers crossing the bridge fall through on 1d20 rolls GTET 17 (avoid on 1d20 rolls GTET [26-Agility]). In Summer a HD3 **Armorpecker** (AC32, hp20, Peck 1d4, 2x Talons 1d4 airborne, the protective value of any piece of armor is permanently reduced AC2 by any peck) under the bridge is disturbed by persons crossing it.

[C] **Chevron Wall.** The wall is in good condition with some wear and small cracks, and stands 5 FT tall; it can support at least 250 pounds. The east side is painted black with numerous red chevron designs (^), the red paint is fading and peeling.

[D] **North Warehouse.** The south wall is missing, the west wall has gaps, and the north wall is missing; the northeast corner of the building on the east side of the rubble pile is also missing along with the south wall. The stone floor is cracked and heavily damaged. Adventurers digging in the rubble find a lot of fish bones.

[E] **Ezquab House.** The house is in very poor condition, with many holes in the roof and cracks in stone walls; a rotted leather curtain hangs in the upper door frame, the lower door is missing. The roof collapses when entered on 1d20 rolls GTET 14 (1d10 crushing damage, avoid 1d20 GTET [28-Agility]). The interior has vines growing through the roof (seasonal), and the wood platform has collapsed and broken apart. The upper area has broken and rotting pieces of what used to be furniture. The lower area is floored in ice (winter) or 4 inches of water/mud (other seasons). One lower room has a **Poison Mold** (AC6, hp18, sticky dark blue with white streaks, *Spore Cloud* {4/day, 20 FT range, hp1/round breathed {no save}, poison hp1d3/round for 2d20 rounds, save 1d20 GTET [28-Stamina] checked per round}, immune to fire, grows hp12 from Fire Magic, suffers 1d12 from healing prayers) growing.

[F] **Foundry.** The east walls have completely collapsed (stones visible on the ground); the remaining walls are sturdy stone, 12 FT tall. The stone floor of the interior is cracked, broken, and unstable. Adventurers find four large anvils, six large hearths, four three-man bellows, the broken remains of 15 FT coke oven, and the rusted remains of a foundry line.

RUINS OF KOLLI

Ruins of Kolli, continued

[G] **Guillnehk House.** The house has light damage, with damage to a small part of the roof, a few cracks in the stone wall, and damage to the roofing over the stairs down to the lower level. Both doors are intact (upper: bronze keyhole, found locked; lower: stuck in frame, Strength GTET 19 to force open). The interior wood platform still stands but is unstable; it collapses when climbed on 1d20 rolls GTET 9 (falling damage, avoid on 1d20 rolls GTET [26-Agility]). The interior contains some household furniture in good condition. Three rooms on the lower elevation have good beds (no bedding), and the kitchen area is fully stocked (all the iron pots/pans are well oiled). A magic bag {600 pound capacity} is found inside a locked (-4 open lock) metal chest in the right back room on the lower elevation; the bag contains 37 CP, 10 SP, 3 GP, a 100 GP gold locket, a *1d12 Cure Wounds Potion*, and a Shaman's scroll (*Besting Chance*, *Confuse Weapons*, *Identify Magic Effects*, *Illusion*, *Levitation*, *Minor Sleep*).

[H] **Hoizenden House.** The house is badly damaged with most of the roof missing (bare rafters sticking up) and several sections of the stone wall missing. The interior wood platform has fallen and is in several pieces, some of which have fallen to the lower level. Both the upper and lower doors hang off their hinges. The house collapses when entered on 1d20 rolls GTET 6 (2d8 crushing damage, avoid 1d20 GTET [28-Agility]). The upper interior has a crude stone hearth thick with ashes along with a several pieces of chopped up furniture. The lower elevation is filled with old cobwebs (become ensnared 1d20*15 seconds unless succeeding on 1d20 rolls GTET [32-Agility], checked every minute). In Spring the house is occupied by a HD2 **Grey Ooze** (AC8, hp14, envelopement {1d6 acid/round}, immune poisons, double damage from Fire Magic). In Autumn the house is occupied by four HD2 **Huge Spiders** (AC14, hp10-11-13-15, Bite 1d4+1, Pounce 1d12, infrared vision 75 FT, blends into grasslands 1d20 GTET 6).

[I] **Village Tower.** A three-story stone structure with gaps in northwest corner, north wall, and south wall; the second floor has a gap at the northeast corner; the wood roof is missing. The east door is made of bronze with a broken keyhole (Strength GTET 18 to move). The ground floor has five rotting desks, ten overturned wood file cabinets (paper rotted), seven damaged wood chairs, a badly rusted iron stove, and two scarred wood tables. The upper floor has eight sleeping chambers with rotting pallets. The top of the third desk can be removed (-10 to find); a scroll of Fire Magic is attached to the underside (*2d6 Fire Attack*, *1d8+3 Fire Arrow*, *Flare*, *Flare*, *1d12 Magic Grenade*, *See Invisible*, *See Invisible*, *Smokescreen*, *Daylight*, *Daylight*, *Daylight*). In Spring the second floor is occupied by three HD3 **Giant Musk Frogs** (AC10, Bite 1d4, Tongue 1d3, 3/day *Musk Spray* {forward 10 FT, *blinding* 1d20 rounds, save 1d20 GTET [30-Stamina]; 1d12 rounds intense nausea, save 1d20 GTET [27-Stamina]}). In Winter a HD4 **Gargoyle** (AC45, hp28, Bite 1d3, 2x Punch 1d6+1, Tail 1d3, Infrared vision, one quarter damage from cold magic, blends into rock/stone) is found sitting next to the iron stove with a basket of coal; the Gargoyle has a belt pouch holding 11 SP, 2 GP, a *Li-queur of Haste*, and a silver *Ring of Saving +1*.

[J] **Fishmonger.** The stone walls have gaps in the north, northeast, east, and south walls; the roof has collapsed and charred beams lean against the walls. The interior appears to have been burned completely. Adventurers digging in the debris find many old fish bones, on 1d20 rolls GTET [33-Intelligence] they find a pair of *Spitz's Sandals* (water walking, 3/day, 10 minutes, limit 1).

[K] **Kennel.** The sturdy stone walls are 9 FT tall with gaps on the west and north. The roof is intact with several small holes. The interior is filled with several badly rusted and dented cages (each 6 FT by 4 FT by 4 FT tall. Adventurers digging in the debris find 1d6 very badly decomposed leather (dog) collars and canine skeleton; on 1d20 rolls of 20 a *silver dog whistle* is found that scares off canines (wolf, hyena, rabid dog, jackal, etc.) for 2d20 rounds (limit 2).

[L] **Tackle Shop.** The sturdy stone walls are 10 FT tall with gaps in the north and south walls. The northwest part of the roof is missing. The interior has a scarred and broken counter, broken display racks, and pieces of broken glass. Adventurers find the broken parts of several fishing rods on the floor. The building is occupied by fourteen HD2 **Giant Rats** (AC12, hp4-4-5-5-6-7-7-8-8-8-8-10-11-12, Bite hp2).

[M] **North Road Wall.** The 5 FT wall along the road is sturdy with chunks missing. In Summer and Autumn Adventurers are surprised by three 14 FT deep pit traps (avoid on 1d20 rolls GTET [28-Agility]).

[N] **West River Wall.** The 7 FT wall along the river is sturdy with a few small cracks and small chunks missing. (In any season) there are eleven giant mud dauber tubes attached to the west side of the wall; the fourth tube contains a Dwarf skeleton in rotted leather clothing, a leather bag holds 8 CP, 2 SP, a vial of *Holy Water*, and a silver-bladed Dirk; the seventh tube contains the skin and skeleton of a giant snake {fangs have 2d10 ounces of poison}; the tenth tube contains an elf-sized skeleton, 7 SP and 2 GP are at the bottom. In Summer six HD1 **Giant Mud Dauber Wasps** (AC8, hp2-4-4-5-6-6, Bite hp2, Stinger 1d6, injects 2d20 minutes *paralyzing* venom on alternate stings {save 1d20 GTET [27-Stamina]})) are here.

[O] **Long House.** A one story stone building with 10 FT walls; the two east doors hang from their hinges. The south wall is undermined and falls on 1d20 rolls GTET 12 when weight is put on it. The southern third of the roof is missing but the remainder is sturdy. The interior has a cracked stone floor with sections missing. In Spring a 5 inch layer of mud covers the floor. The interior has been stripped, marks and holes in the wall show where attachments had been located. In Summer and Autumn the house is occupied by three HD1 **Goblin Scouts** (AC8, hp3-5-5, Short Sword, Sling with 10 bullets, 1 blowgun with 8 darts {3 poisoned, 1d100*2 minutes *sleep*, save 1d20 GTET [30-Stamina], *fatal to Elves*}) and a HD2 **Goblin Sergeant** (AC16, hp11, Cutlass, Short Bow with 20 War Arrows).

RUINS OF KOLLI

Ruins of Kollil, continued

[P] **Pholglahaw House.** The house is in poor condition with several holes in the roof and cracks in the stone wall. A rough bear's skin hangs in the upper door frame. The lower doorframe has been bricked up (can be broken by persons using tools with Strength GTET 18 after 10 minutes). The interior platform remains but is shaky, any person GTET 50 pounds causes it to collapse on 1d20 rolls GTET 8 (1d10 falling damage, avoid on 1d20 rolls GTET [26-Agility]). The upper interior has a damaged roll-top desk, straight chair, moldy couch, rough end table, small circular table with a dry ceramic vase, an empty easel, and battered wood chest (no lock). A 5 FT long oil painting hangs on the outer wall, depicting boats on a mountain lake. Two large rusted metal bathtubs sit in the bottom elevation. Everything is covered in a thick heavy layer of dust; there are three sets of human-sized boot prints in the dust. The desk holds 13 CP, 2 SP, a 30 SP wood carving of male Dwarf's head, a 3x magnifying glass, a tin vial of eight wood matches, a pair of broken manacles, and a Lock Pick. The chest is filled with the rotted remains of blankets and sweaters. In Spring and Summer two HD2 **Disease Ticks** (AC10, hp8-12, Bite 1d4, attach on hits with roll GTET 15, blood suck 1d6 while attached, disease on blood suck {save 1d20 GTET [32-Stamina]}, Infrared vision) are on the lower elevation. In early to mid-Autumn two HD4 **Giant Spider Wasps** (AC12, hp22-31, Bite 1d4, Stinger 1d10+3, stinger venom paralyzes 2d100 minutes {save 1d20 GTET [32-Stamina]}, 10 FT web per 15 seconds, immune to poisons, command ordinary giant wasps, resists Basic Air Magic 1d20 GTET 12 and Lesser Air GTET 17; 8 FT body, eight legs, double pair wings).

[Q] **T Wall.** The corner of a ruined building which sticks up through the morass; the walls are 5 FT high by 2 FT thick.

[R] **Diagonal Wall.** The wall is about 350 FT long, 4 FT long, by 3 FT wide. The foundation is weak and the wall is wobbly, it can be toppled by any weight GTET 100 pounds, or by a total Strength GTET 24 being applied (could come down in segments up to 30 FT long). When the northeast end topples it reveals a 4 FT metal box set into a niche in the foundation; the box has Dwarf-made padlock (-6 open lock). It contains 23 SP, 10 GP, a 1575 GP platinum-topaz-pearl necklace and medallion, *Cutlass +1* (Shaman Bane), a pair of Dwarf-sized *Traceless Boots*, a *Physic of Telepathy*, *Patur's Tonic* (disease antidote), and one *Bang Powder*.

[S] **Lake Wharves.** Two solid stone wharves, the west one 140 FT long by 30 FT across, the east one 180 FT long by 25 FT across. The stone appears unaffected by the years since the village was occupied.

[T] **Jhucmond Tower.** A 75 FT diameter circular five story tower located on Bargirdan Island. The tower is constructed of a light blue stone and has a significant ground level crack on the northeast side; smaller cracks can be seen from the ground on the second and third floors, and some windows appear damaged. The tower has entrances on the east and west sides, a metal door on the east is partially off its hinges, the west door frame is missing. A HD4 Wax Golem (AC28, hp30, Punch 1d10, Kick 1d8, Two-

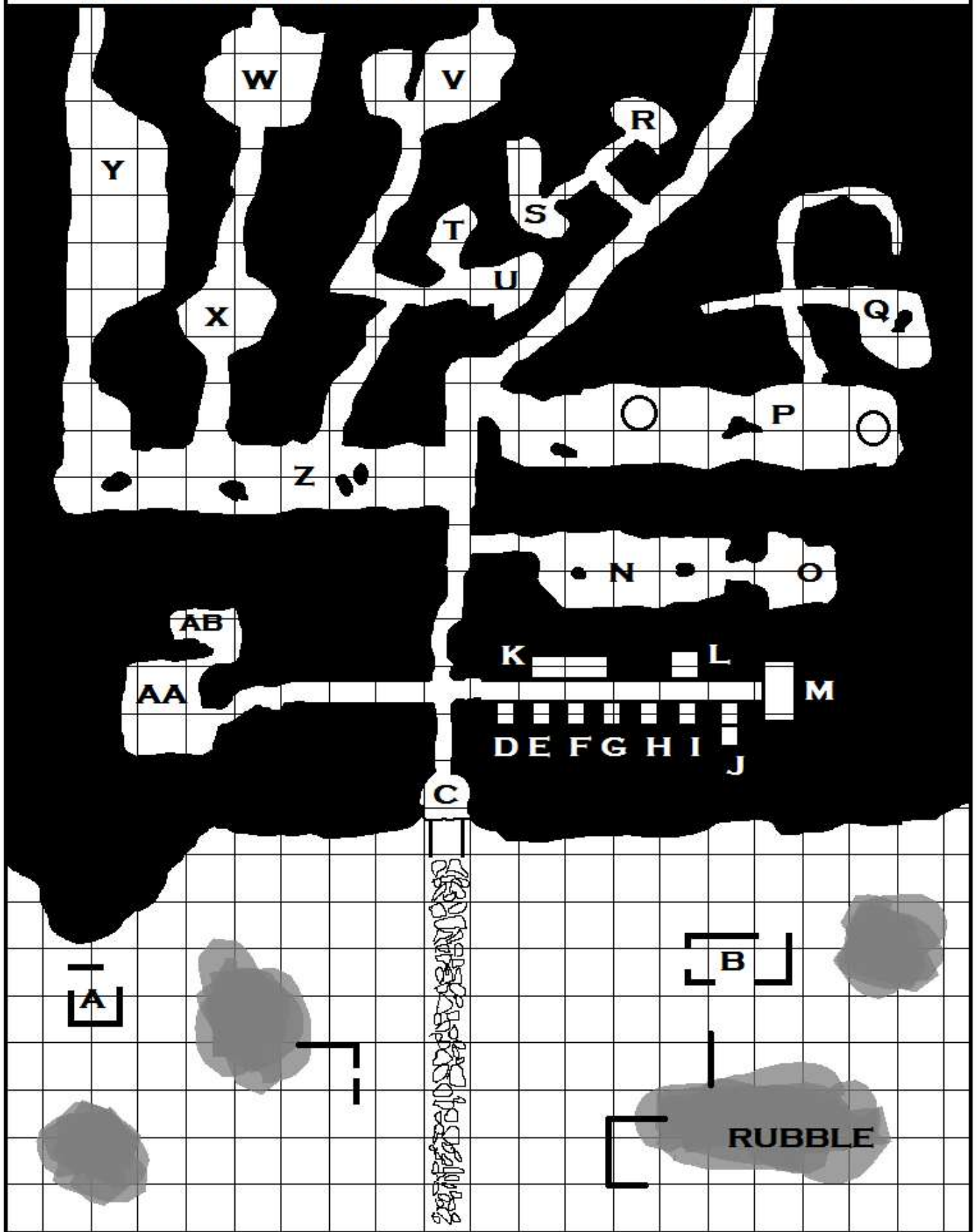
Handed Sword, immune blindness/mental control, walk on water, one-quarter damage Fire Magic, one quarter damage blunt weapons, double damage cold magic) prevents Adventurers from entering the tower.

GROUND FLOOR: The floor is cracked with seeps of mud, there are unidentifiable pieces of mostly-destroyed furniture, three bleached skeletons are each 8 FT tall, and a Two-Handed Sword sticks into the wood ceiling. In Winter the room is occupied by a mated pair of HD4 **Snow Leopards** (AC16, hp19-28, Bite 1d6, 2x Claws 1d3, Pounce 1d8). In Summer the room is occupied by two HD2 **Recluse Spiders** (AC12, hp9-13, Bite 1d4, venom causes gangrene 1 hour and death 24 hours {save 1d20 GTET [28-Stamina]}, Infrared vision). **SECOND FLOOR:** The wood floor is stained and scarred, has a slippery (-3 Agility die roll modifier) brown algae growing on it (Spring, Summer, Autumn), there is no furniture on the floor. A 6 FT red symbol is painted on the wall at the south compass point (a capital S turned on its side over a larger capital X). **THIRD FLOOR:** The wood floor is painted bright green. In the room's center are five rotting benches, two moldy settees, a decrepit wood rocking chair with moldy pillow, two empty wood barrels, the frame of a four poster bed, and a broken armoire. A HD5 **Spirit** (AC35, hp34, *panic* Gaze {1d20 rounds, save 1d20 GTET [30-Will]}, Touch removes 400 XP {regenerates hp1d6}, reduce Will by 1d3 points for 1d4 days {save 1d20 GTET [32-Will]}, Agility 13, Elf immune to touch, iron weapons TD-2, sees invisible/displaced, immune Shaman magic) is bound to the bed frame. The floor collapses on 1d20 rolls GTET 18 (2d12 crushing damage, avoid 1d20 GTET [30-Agility]). **FOURTH FLOOR:** The wood floor is painted a dark grey and has numerous small blood stains. The floor has trash and refuse; the northwest quadrant is a cook's area with three large griddles, space for eight large pots, two cauldrons, a chopping table, five washing vats, two beehive ovens, and four partially filled coal bins. Badly rusted iron pots and implements hang from iron ceiling hooks. Rusted cleaver and knife blades are found on the chopping table. A pewter coffer with a padlock (-2 open lock) is hidden (-4 to find) in the ashes of the second oven; the coffer holds 38 CP, 10 SP, a 300 GP sapphire, a 120 GP piece of carved jade, and a 50 GP pot of perfume. **FIFTH FLOOR:** The floor is painted in blue, and ten empty oil lanterns hang from the ceiling. The frames of fifteen battered Dwarf-sized cots are found here, each one rusted and twisted. In Spring nineteen HD1 **Giant Leeches** (AC6, hp2, Bite 1/round numb skin, bite transmits disease on 1d20 roll of 20 {save 1d20 GTET [27-Stamina]}, when attached hp 1 blood every 20 minutes {hidden}) cling to the ceiling and drop onto unsuspecting persons. The roof door is missing. **ROOF:** The roof area is knee-deep in leaves and other debris, which hide 1d4 caltrops (3 checks, avoid 1d20 roll GTET [25-Agility]). The roof collapses on 1d20 rolls of 01 (2d10 crushing damage, avoid 1d20 GTET [28-Agility]).

The water between the island and shore is between 15 FT and 27 FT deep with a 2 FT layer of mud at the bottom. The lake typically is iced over by late Autumn but the ice is not thick enough to support an Adventurer walking out to the island until early Winter; the ice remains strong enough to walk on until the first weeks of Spring.

UPPER MINE (TYPICAL)

SCALE 100 FT per block



MINE RUINS

Ruined Mine

There are four mines on the local map; the mines are on Juttermad (gold), Paagdoon (iron), Ker Wert (coal), and Trewk (coal). The map on page 20 can be used to represent the entry to any of the mines. Only a small portion of the mine is shown, Gamesmasters will have to provide the rest of the mine to allow Adventurers a full exploration.

A broken road leads to the mine entrance. Many irregularly-sized pieces of paving form the remains of the road. An Adventurer loses their balance on 1d20 rolls GTET [24-Agility], checked every quarter mile. In Winter the road is covered by 6 inches to 10 inches of snow, in Spring the spaces between the paving is 4 inches to 8 inches deep in mud.

A. Ruined Cottage. The remains of living quarters, there are gaps in the northwest and northeast walls; some beams and rafters remain but the roof is gone. The stone floor is cracked. Blown leaves and debris have collected in the corners and along the south wall. The chimney has fallen in at a height of 8 FT. In Autumn the area is occupied by a HD2 **Gelatinous Mass** (AC10, hp14, stick to surface {Strength GTET 18 to break free}, 1d3 acid/round when enveloped); 4 CP coins, four bronze pick heads, a pewter tankard, three 2 CP bronze belt buckles, and a *1d8 Cure Wounds Potion* in a tin flask are in the Mass' interior.

B. Bunk House. Gaps are in the west, south, and northeast walls; the east end of the roof has collapsed into the building. The stone floor is cracked. There are large fireplaces at each end which are in good condition. The stone floor is cracked. The area holds the twisted remains of sixteen rusty metal cots.

C. Mine Entrance. A one-story entry building (one room) is at the end of the road, the south wall is missing and so is its wood roof. The entry is a well crafted stone arch 16 FT tall and 30 FT across at the base. A sign in Dwarish over the arch gives the name of the mine, and the name of the original Dwarf miner.

D. Mine Manager's Office. The room is 28 FT across by 36 FT deep, the door hangs from one hinge and has four arrows in it. The room has a rotted desk and swivel chair, two overturned file cabinets with decomposed papers, two side board tables (one with a hatchet in the top), a splintered bench, a well-preserved leather lounger, and wood rocking chair. The desk contains 2 CP, 2 SP, four dry inkwells, an embossing tool for Manager Durrik, a 3 GP silver letter opener, and a tin of spoiled dates. A hidden (-5 to find) panel under the desk reveals an Air Magic scroll (*Foul Wings*, *Foul Wings*, *Putrid Scents*, *See Invisible*, *See Invisible*, *Target Missiles* +2, *Target Missiles* +2, *Waken*).

E. Assistant Mine Manager's Office. The room is 28 FT across by 36 FT deep, the doorframe is empty. The room has a rotted desk, broken swivel chair, four burned out file cabinets, a side board table, two benches, and an upright mirror stand (the mirror is cracked). A 20 FT by 20 FT area rug is covered in black mold. The back wall shows old scorch marks, as do the furniture. A map of mine hangs on the west wall (mostly illegible). In Summer and Autumn the room is occupied by four HD2 **Ant Warriors**

(AC16, hp10-11-13-15, Bite 1d8, silver eyes and feet) and a HD4 **Ant Lion** (AC32, hp28, Bite 1d8+2, roar causes 2d20 rounds panic (3/day, 50 FT, save 1d20 GTET [30-Will]), large brown ant with lion's head, mane, and tail).

F. Assayer's Office. The room is 28 FT across by 36 FT long, the door is partially attached to the frame and is marked by a badly-painted white X. The room has a rotted desk, two rectangular tables, four damaged straight chairs, a 5 FT lantern stand and double oil lamps, a small circular table, and a large barrel. The tables have a broken assayer's balance, a rusted pair of calipers, a rusted prospector's hammer, a cracked ceramic stein, a small pewter vase, and four large glass beakers. A dirty poster hanging on the east wall describes the properties of various ores.

G. Doctor's Office. The room is 28 FT across by 36 FT long, the metal door has a copper keyhole (-3 open lock) and the hinges are rusted (Strength GTET 19 required). The room has a splintered desk, two straight chairs, a rotted stuffed chair, two moldy benches, and rickety doctor's examining table (collapses on 1d20 rolls GTET 16). Twenty small glass jars holding rotten herbs sit on shelves hanging on the south wall; the shelves also have a small stone mortar and pestle, a sealed half-pound jar of honey (still good), four 8 inch red candles, and a brass candle snuffer. The ceiling is covered in **White Mold** (AC8, hp28, cold wave 1d10 plus reduce movement rate 50% {save 1d20 GTET [30-Stamina]}), grows when attacked by cold, double damage from Air Magic, white crusty bread-like appearance).

H. Accountant's Office. The room is 28 FT across by 36 FT long, a giant badger's fur hangs in the open doorway. The room has a rotting desk, parts of several broken wood chairs, a bench, fourteen wood file cabinets, and rectangular table. The cabinets are filled with moldy unintelligible papers (mold spores hp1d3 lung damage for 1d20 rounds, save 1d20 GTET [28-Stamina]). A dusty 158 GP 4 FT oil painting hanging on the east wall depicts a mountain landscape.

I. Crushing Mill Boss' Office. The room is 28 FT across by 36 FT long, a partial (one-third) wood door is in the doorway. The room has a collapsed desk, two straight chairs, a moldy wood file cabinet, and a hutch against the south wall. A shelf on the west wall has a dry metal lamp, flint & steel, metal file, rusted ball hammer, and a 16 inch nutcracker figure of a miner with pick. A stuffed wolf stands in the southwest corner.

J. Pay Master's Office. The room is 28 FT across by 36 FT deep, a strong metal door with adamantite keyhole (-8 open lock) remains in good condition. The room has a moldy desk, three straight chairs, a divan in poor condition (small mushrooms), a bench with a Dirk stuck into it, nine wood file cabinets (all papers destroyed), and an empty bookcase (a few wood scroll spindles). A shattered oval mirror hangs on the east wall. Two small 10 GP oil portraits of female Dwarves hang on the west wall. A hidden door (-6 to find, -5 open lock) leads to a 24 FT by 25 FT strong room immediately to the south. The hidden room has four metal chest all with adamantite keyholes (-5 open lock). The first chest holds 2110 CP. The second chest holds 1622 SP. The third chest holds 416 GP and fourteen 130 GP pieces of carved jade. The fourth chest holds seventeen chunks of gold ore (300 GP/piece).

MINE RUINS,

Mine Ruins, continued...

K. Conference Room. The room is 120 FT long by 35 FT deep, with two doors from the corridor; the remains of both doors lay on the floor. The room has a broken table 35 FT long by 9 FT wide, and a table 24 FT long by 7 FT long. There are twenty-four leather padded chairs in the room, five are mostly destroyed and eight are damaged. The moldy and tattered remains of four large tapestries hang on the north wall. The room is occupied by six HD1 Dwarf **Skeletons** (AC12, hp4-4-5-6-6-7, 4x Miner's Picks, 1x Short Sword, 1x Short Sword and Short Bow with 12 war arrows). A small wood chest with bronze keyhole (-2 open lock) is under the shorter table; it holds a steel grapple, two Dirks in scabbards, a *Lock Pick+1*, 14 CP, 3 SP, and a 25 GP ancient Guitar.

L. Dining Room. The room is 45 FT across by 40 FT deep, floored in hardwoods, a moldy door hangs in the doorframe. The room has long table, 20 FT by 7 FT, with fifteen leather padded dining chairs (two are in pieces, six are damaged, three collapse when sat on). Murals of Dwarven miners are painted on the west and east walls. A badly damaged crystal chandelier hangs from the ceiling in the center of the room. There are four Dwarf's skeletons on the floor in rotting leather armor, also on the floor are two single-blade War Axes, a Heavy Mace, a broken Short Bow, and two Rapiers. In Summer the room is occupied by ten **Giant Rats** (AC6, hp2-2-3-3-4-4-4-5-6-7, Bite 1d3, bite transmits disease on 1d20 rolls GTET 17, save 1d20 GTET [27-Stamina], Infrared vision).

M. Sleeping Room. The room is 60 FT across and 120 FT long; the door frame is empty. The room has fourteen battered metal cots with shredded and moldy linens, and four battered wood chests (bronze keyholes, locks are broken, third chest is jammed closed). The room is occupied by seven HD1 Dwarf **Skeletons** (AC12, hp3-3-3-3-4-4-6, all Miner's Pick, 4x Short Bows with quivers of 14 war arrows; one has a 50 GP moonstone for an eye; one has a 30 GP gold tooth) and a HD3 Dwarf **Uber Skeleton** (AC30 including chain mail Armor and an open face Helm, Long Sword, TD+1, immune to Earth Magic, suffers one-quarter damage from electricity, silent movement over stone), belt pouch {6 SP, 25 GP piece of carved ivory, *1d8 Cure Wounds Potion*}). The chests together hold 17 CP, 4 SP, 1 GP, a rotting 50 FT rope, a clay flask of spoiled oil, a glass vial of *Holy Water*, and a pair of *Traceless Boots* sized for Dwarfs).

N. Smithy Cavern. The cave is 450 FT long by 170 FT across, by 12 FT to 18 FT tall, with a flat smooth floor (half-inch of coal dust). The cave has three large anvils, five stone hearths, four rotting leather bellows, three 20 FT long (dry) stone troughs, and two (dry) open top cisterns each 10 FT tall by 12 FT in diameter. Two wood racks hold the rusting remains of many blacksmith tools (break on 1d20 rolls GTET 6 when used). The east end slopes up 5 vertical FT to the Metal Stores.

O. Metal Stores. The cave is 125 FT across by 130 FT by 15 FT tall, with a flat smooth floor (half-inch of coal dust mixed with rust flakes). There are thirty-four badly rusting and decomposing iron ingots, ten 5 FT iron plates that are falling apart, and four rotting wood barrels each holding 10 FT³ of iron pellets (about

300 pounds). Among the metals are three bronze ingots, a copper ingot, and an ingot of tin. A **Rust Mold** (hp14, dark red-brown color, musty aroma, Spore Cloud {20 FT range, reduces Stamina by 3 for 1d20 hours, save 1d20 GTET [30-Stamina] checked every minute of exposure}, exposed ordinary iron/steel begins to be destroyed in 1 hour and falls apart after 1d20 hours, immune to fire, double damage by acid) is among the thick layer of rust flakes on the floor (identify on 1d20 rolls GTET [30-Intelligence]).

P. Hoist Cavern. The cave is about 830 FT long by 180 FT across, with a broken paved floor. Two circles (at one-third length and east end) mark circular vertical shafts that descend to two other levels of the mine. A variety of badly rusted tools (picks, mattocks, hammers, augers, spades, etc.) litter the floor, along with decomposing gears, cranks, lengths of chain (10 FT to 50 FT, break with any weight), and the remains of six iron mine carts. A large wooden frame is above each shaft with steel hooks and a block/tackle; the frame falls apart on 1d20 rolls GTET 9 if weight GTET 75 pounds is placed on it. A 50 FT by 75 FT area at the east end is thickly covered in ordinary toadstools (1-3 FT), and four HD4 **Stool Fungus** (pale white with black spots, 4-5 FT tall, purple on the base; mental domination 25 FT {save 1d20 GTET [28-Will] checked every 1 minute}). A *Military Pick+1* is in the refuse at the bottom of the second mine car (-7 to find).

Q. Small Cave. The room is about 150 FT across by 170 FT deep. A thick layer of coal dust covers four ordinary Dwarf skeletons.

R. Northeast Foreman's Office. The room is 100 FT across by 75 FT deep, furnished with a badly rotted round red rug, two rotted wood desks, three scarred upright chairs, two benches, an old wood chest sticky with green mold (bronze keyhole, lock is broken), and two 5 FT bronze lamp stands (dry lamps). The desk drawers stick but are empty. The chest is filled with rotted leather Dwarf-sized clothes (miners overalls); a floor niche under the chest (must be moved to find) holds 15 SP in a rotted leather bag, 2 GP, a 60 GP silver-turquoise Armband, a 10 GP silver flask filled with good quality aged whiskey, and a portrait of a Dwarf child drawn on a 7 inch round piece of porcelain.

S. Southwest Foreman's Office. The room is 210 FT long by 50 FT across, the southern half is paved in smooth stones, the northern half is wild cave. The room is furnished with two circular blue rugs, four scarred desks (one partially split by an axe still embedded), seven straight chairs (four damaged), three leather topped benches with grease and mold, four 5 FT bronze lamp stands (empty), and a small secretary desk (the front hangs from one hinge). Tattered and faded tapestries hang on the southeast and southwest walls. On the ground are a war hammer head, two rusted wrenches, three blunted arrowheads, a goblin's spiked club, two broken goblin helmets, a rusty hatchet, a broken hooded lantern, and a rotting backpack (empty). The room is occupied by two HD3 **Doppelgangers** (AC10+armor, hp17-20, shapechangers, cannot cross flowing water when changed) in the form of Dwarves (chain mail armor, open helms, Dirk, Short Sword, Short Bow, quiver 12 war arrows; purse with 16 CP, 5 SP, 1 GP, brass good luck charm (worthless), 5 GP silver pin).

MINE RUINS



Ruined Mine, continued

T. Miner's Kitchen. The room is about 100 FT long by 40 FT wide. The cave has a large brick hearth, a tall stone oven, a charcoal ring with a bronze cauldron (hardened goo inside) hanging from a tripod, and a stone island with a griddle top. Two wood tables are overturned with broken legs. The griddle top can be removed (-6 to find), under an insulating leather pad is a niche containing a Dwarven Short Sword, four vials of spoiled poison, a rotted leather garrotte, bronze manacles, two rotting leather hoods, and three Lock Picks (one is +1).

U. Miner's Mess. The room is 120 FT long by 100 FT wide. The cave has six stone tables, each 25 FT long with stone benches. The area is covered in thick coal dust. On the floor are a variety of dented copper pots, pewter plates, pewter steins, chipped and broken ceramic mugs, rusted knives, stoneware pitchers, and brass candle stands. There are two ordinary Dwarf skeletons in rusting chain mail armor, bronze open face helms, holding badly damaged rusted Heavy Maces. The room is occupied by three HD4 **Gargoyles** (AC40, hp22-28-31, Bite 1d3, Punch 1d8, Tail 1d3, Infrared vision, excellent hearing, cold resistance, quarter damage from cold magic, blends with rock, dislikes sunlight, Dirks, Short Sword, Short Bow with 10 war arrows); in a belt pouch is 10 SP, 8 GP, a 50 GP Cat's Eye, an 80 GP black Pearl, and a 10 GP silver whistle (aura of enchantment).

V. Split Cavern. The room is 300 FT across by 200 FT deep, split into a one-third section and a two-third section. There are twenty rusting and damage mine carts here, a rotting wood barrel filled with rusting pick heads, a stone vat filled with rusting spade heads, and three wood crates filled with poor quality miner's hammers. The outlet to the north is a ramp down.

W. Central Cavern. The room is 220 FT across by 200 FT deep. There is pile of ordinary Goblin skeletons 5 FT high by 9 FT across. Old Goblin helmets and shields form a pile 4 FT high by 9 FT across. Three bushel baskets are filled with old Goblin knives, Dirks, broken arrows, clubs, and leather bucklers. Everything has a thick layer of coal dust over it. The outlet to the north slopes upward.

X. Penta Cavern. The room is 200 FT across at its widest, 150 FT deep, shaped like a pentagram with its point to the west. The

room contains the remains of three ore crushing mills, eight rectangular stone bins (10 FT by 12 FT by 5 FT tall), and an 8 FT tin tank 12 FT in diameter (dry) with many dents and small holes. The room is occupied by a HD3 **Kinnara** (AC20, hp20, 5 FT bipedal red bird with a human male head and a human female head, Intelligence 18, Will 15, Agility 14, SPM+4, neutral, one quarter damage Cold Magic, double damage Fire Magic, hates Harpies, Water Mage {Basic free 5: 1d6 Cold Attack, Brain Freeze, Detection, Identify Magic Effects, Protect versus Venom, Summon Poisonous Frogs; Lesser free 3: Disperse Magic, Ice Encasement, Shield versus Lightning, Summon Fog}).

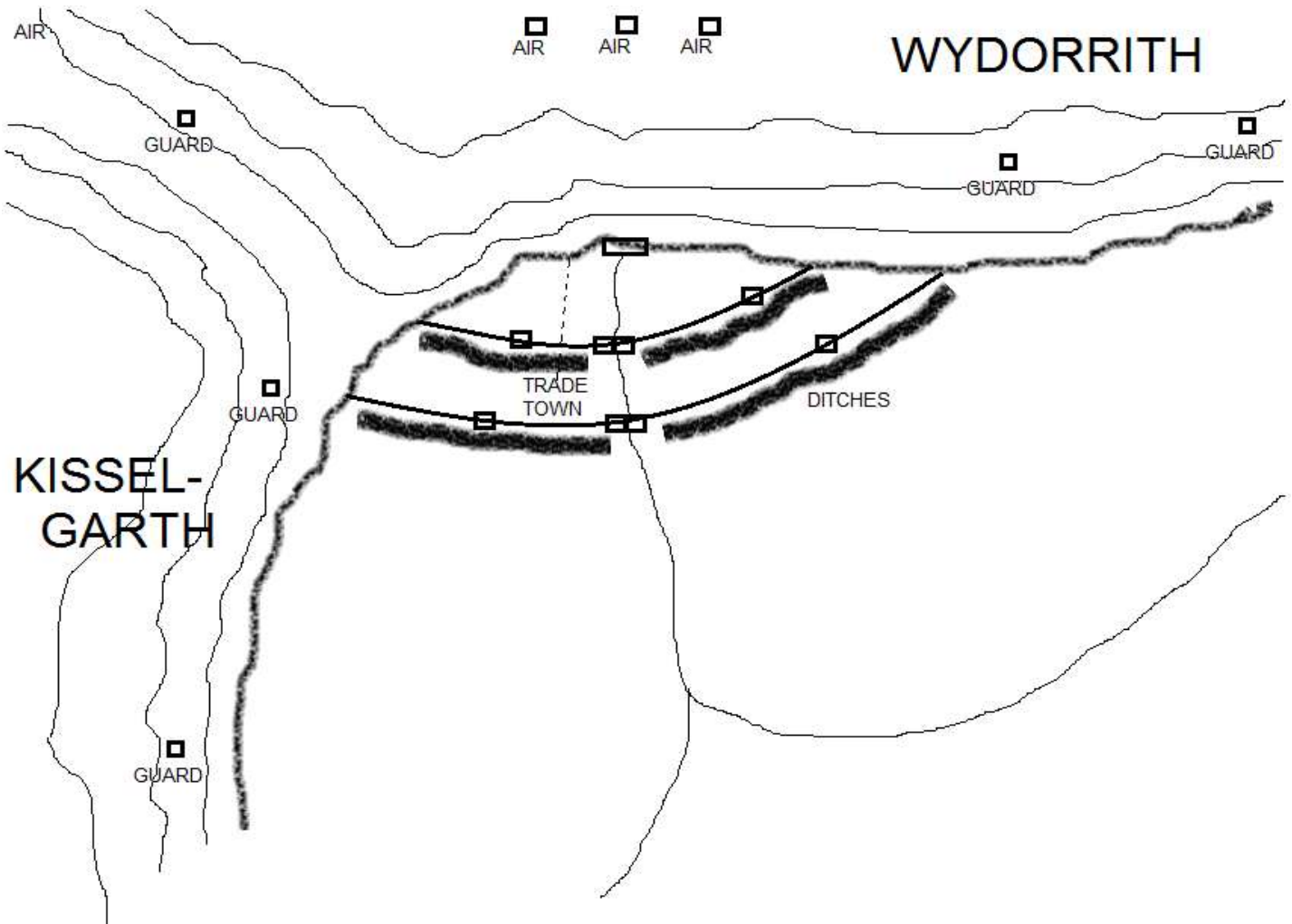
Y. Long Cavern. The room is 425 FT long by 210 FT across. There are thirty badly damage mine carts in the north end. Twenty-two graves have been excavated along the east wall, each with a 2 FT headstone dedicated to Dergavi, God of Dwarves. Ten dry oil lamps hang from brackets along the west side. The room is occupied by eight HD3 **Giant Cave Crickets** (AC15, hp17-18-20-20, Bite hp2, Butt/Ram 1d8, Pounce/Crush 2d6+2, 6 FT black body with cream stripes,

Z. Transit Cavern. The cave is 850 FT long by 150 FT deep. Two ordinary Dwarf skeletons are at the east end, two more ordinary skeletons are about 300 FT in from the east end. Two archery targets are found near the center. A pile of moldy straw 15 FT across is at the east end; when it burns the smoke is *poisonous* to Elves (*paralysis* 2d100 minutes, save 1d20 GTET [28-Stamina]). A *sleep zone* spell (3d100*1d6 minutes, save 1d20 GTET [28-Will]) is at the entrance to the middle passage (towards X).

AA. Miner's Ready Room. The room is 150 FT across by 200 FT deep. The room has eighty 5 FT rusted metal lockers, and ten rotting wood benches. Eight dry lamps hang from ceiling chains. The lockers together hold six rusty Dirks, a silver-bladed Dirk, a Short Bow, three quivers of 20 war arrows (warped shaft), a Light Mace, four molding Leather Armors sized for Dwarfs, an open face Helm, 30 CP, 13 SP, two 100 FT ropes (rotted, 10 pound weight), three dry oil lanterns, and four flasks of spoiled oil (burns with excessive smoke and a foul odor).

AB. Shower Room. The room is 130 FT long by 70 FT deep. There are eight large shower rings in the ceiling, a canvas lined mine cart filled with the moldy remains of towels, and a wood locker filled with smelly lye soap. The room is occupied by nine HD1 Dwarf **Skeletons** (AC15, hp3-4-4-5-5-5-6-6-7, Spiked Clubs, 4x Short Bows with 8 war arrows) and two HD2 **Skeletons** (AC20, hp11-14, 2x Rapiers {fights two-handed}).

NEAR MOERGOROND



Near Moergorond

The road runs up the Moer Valley to the gates of Moergorond; another section of road continues north towards Lake Kolli. There are several ways into the upper levels of the city. If Adventurers can find one of the guard stations along Kisselgarth and Wydorrieth, underground passages connect them to the city (see the above map). Further up the mountain are air shafts that maintained the city; Adventurers can also use those shafts to enter the city. The city gate is protected by two outer walls with reinforced gates and guard towers. The ruins of Trade Town are between the walls, a secret tunnel beneath one of the buildings is a way in. The other option is going up to the City Gate and finding a way to open it.

Guard Stations

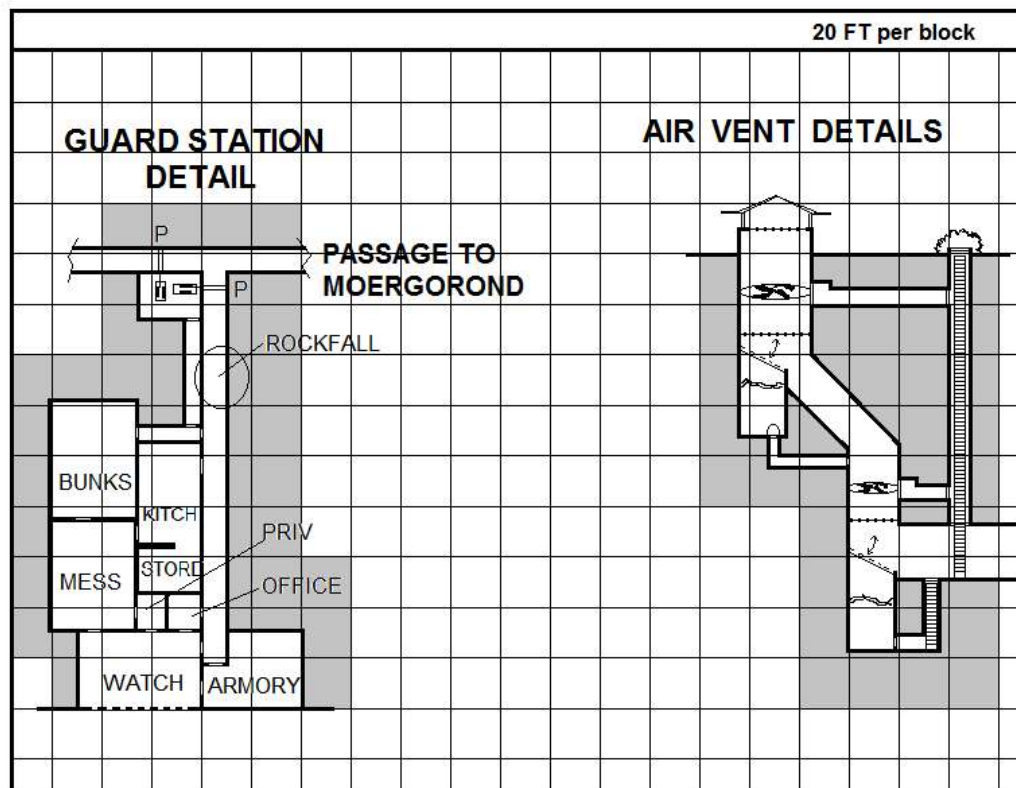
The guard stations are 100 vertical FT to 200 vertical FT above the valley floor and are well camouflaged among the rocks and trees. An Adventurer within 50 FT of a guard station find it on 1d20 rolls GTET [25-Intelligence], checked every 10 minutes of searching; for every 20 FT additional distance the searcher is away apply a {cumulative} -1 die roll modifier. In winter apply an additional -4 roll modifier because of snow covering the look-

outs. Apply an additional -2 roll modifier in the rain or when snowing. Refer to the guard station diagram on page 25.

A typical guard station consists of a Watch Room, a Bunk Room, Kitchen and Storeroom, Mess, Privy, Sergeant's Office, and Armory. Each guard station is connected to the city by an underground tunnel; the tunnel can be closed off by a steel portcullis, and access from the tunnel to the guard station can also be closed by a portcullis. The lifting mechanisms are in a separate room.

The Guard Stations were largely stripped of valuables before the Dwarves abandoned Moergorond. Each wood door will be damaged or missing on 1d20 rolls GTET 13. The Watch Room will have furniture that is rotting and falling apart (table, chairs, bench, hutch, upright shelves). The Bunk Room will have ten rusting metal cots, four to eight damaged wood chests, two rotting armoires, and the remains of three tables. The Kitchen will have a stone hearth, stone oven, griddle, tripod over a circular fire ring, and stone vats; only garbage and refuse will be in the storeroom area. The office area will have a rotting desk, two damaged file cabinets, two weak chairs, and a small table. The armory will have 1d20 rusting metal weapon parts (arrowheads, axe blades, sword blades, spear points, etc.). The portcullis hoists are badly damaged, rusted, falling apart, missing parts, etc., and are not functional. A portcullis is down on 1d20 rolls GTET 6.

GUARD STATION DETAILS



South Kisselgarth Guard Station. Exterior walls are broken with an opening into the watch room, which is filled with blown leaves and debris. The room is being used by two HD5 **Tasmanian Devils** (4 FT red furred humanoid, tall ears, big teeth, short arms/talons, AC22, hp27-32, Agility 8, Strength 15, Stamina 17, Bite 1d12+4, 2x Talons 1d10+2, poor night vision, poor nose, reduce damage 1 from speed). **Bunk Room:** backpack in a chest (22 CP, 13 SP, 2x flask oil, lantern, silver-bladed Dirk, 4x dried meal bars, 4 wood stakes, small green metal key). It is 1600 FT to the North Kisselgarth Guard Station; the floor is broken but passable.

North Kisselgarth Guard Station. The passageway portcullis is down but can be lifted by a total Strength GTET 22. It is 1600 FT to the South Kisselgarth Guard Station, 1400 FT (one-third mile) to the city; a tunnel leading northwest to the West Wydorrieth Guard Station branches 600 FT from this station, and the West Station is 1000 FT down the tunnel.

West Wydorrieth Guard Station. It is 1000 FT to the connecting passage Y, the city is 800 FT to the east, the North Kisselgarth Station is 600 FT to the west. The exterior Armory wall is badly cracked.

Passageway Y (west of the city; connects City to West Wydorrieth to North Kisselgarth). The area is occupied by four HD3 **Giant Predator Stink Bugs** (dark blue/mottled shell, 5 FT, hp13-16-18-20, AC30, Bite 1d6, 2x Foreleg Slash 1d10, rear Musk Cloud {2d20 rounds choke/ nausea, save 1d20 GTET [28-Stamina]}, Agility13).

Between the City and First East Station. At 250 FT east is a tripwire connected to bells (-5 to find, avoid 1d20 GTET [30-Agility] if not found, +10 roll modifier if found). At 900 FT east is an open pit trap, 14 FT deep; an ordinary Dwarf skeleton at the bottom wears a 600 GP gold-amber ring.

First East Wydorrieth Guard Station (closest to city). It is 1200 FT to the city and 1000 FT to the second East Wydorrieth Station. A hidden drawer (-7 to find, -3 open lock) in the office desk holds a Wizard's scroll (Fire; *Call Flames*, 1d6+2 *Fire Attack*, *Flare*, 1d12 *Magic Grenade*, *See Invisible*, *Smokescreen*). A cave-in is found 400 FT to the east.

East Passage Cave-In. A 60 FT section of ceiling has collapsed, creating a hole to the outside. Minimal digging at either end allows Adventurers to climb out and climb in at the other end of the rockfall.

Second East Wydorrieth Guard Station (farthest from city). It is 1000 FT to the First East Station (towards the city). A cave-in is found 600 FT to the west. **Cloud Mold** grows in the Kitchen (hp14, AC10, light blue with puffy blisters, spores [confusion and coughing 1d20 minutes, save 1d20 roll GTET [28-Stamina] checked every minute of exposure], immune Air Magic, grows with lightning). Three ordinary Dwarf skeletons in moldy leather armor are in the watch room; one has a 400 GP diamond in an inside pocket (-4 to find).

AIR SHAFT DETAILS, MOERGOROND OUTER WALL

Air Shafts

There are many air shafts on the mountain that provide fresh air to the city, the closest ones are indicated on the map. A typical shaft has a 30 FT diameter stone wall, 10 FT tall, topped by a sloped wooden roof mounted 8 FT above the wall. A metal mesh with 6 inch holes covers the top of the shaft. A nearby metal hatch is mounted in a stone fitting at the top of a maintenance access shaft, almost flush with the ground; the lock is unusually intricate (-12 open lock); the hatch is concealed under a false rock, in thick bushes, or in some other manner that makes it hard to find (-10 to find).

An enchanted fan blade is mounted 17 FT below ground level, with a 6 FT tall access shaft that connects the fan area to the maintenance shaft. A metal mesh with 3 inch holes is mounted below the upper fan. The shaft narrows and bends below the fan, most of the vertical section is a refuse collection shaft, it has a hinged metal mesh cover; an access hatch and tunnel at the bottom allows maintenance and cleaning.

The offset shaft is one-third narrower than the upper shaft. An enchanted lower fan blade is mounted about 90 FT below the surface, and it has an associated 5 FT tall tunnel that connects to the maintenance shaft. Another mesh screen is mounted below the fan blade, and a refuse collection shaft is below that. A large horizontal tunnel receives the air flow, and also provides access to the maintenance shaft to the surface, and the maintenance shaft to the lower refuse collection shaft.

A white mist 30 FT tall flows out of the shaft during daylight (60 FT tall in winter); the mist is not visible in rain or snow. The mist is seen from 150 FT away on 1d20 rolls GTET [24-Intelligence]; for every additional 20 FT of distance apply a -1 die roll modifier.

The wood covers have disintegrated and fallen into the air shaft on 1d20 rolls GTET 13. Each mesh screen is rusty and has holes of various sizes.

West Shaft. The maintenance hatch sticks after the lock is opened (Strength GTET 20 to open). The ladder in the maintenance shaft breaks 15 FT below the surface on the fourth climber (save 1d20 roll GTET [30-Agility]).

Middle Shaft. A 600 pound boulder sits over the hatch (-13 to find). The wood cover, upper mesh grating and the first fan have all fallen and are wedged on top of the upper debris trap. (1) Several large bee colonies cling to the shaft interior, totaling at least 1200 HD1 **Giant Bees** (AC6, hp5, Bite hp2, Stinger 1d6); 500 Bees are present at any time in daylight (they do not exit the shaft in the cold weather); 1d20 Giant Bees arrive/depart every minute. (2) A **Purple Mold** (AC5, hp10, Spore Cloud {blinds 1d100 minutes, save 1d20 GTET [30-Stamina]}, Acide Spray 1d6, grows on fire or acid, half damage Cold Magic) grows in the maintenance access shaft, 25 FT above the horizontal tunnel.

East Shaft. A moderate earthquake occurs as Adventurers examine the upper shaft, knocking everyone to their knees (save 1d20 GTET [28-Agility] or suffer hp1d3. In Winter the quake causes

an avalanche of snow on 1d20 rolls GTET 13; the avalanche arrives in (1d20*three quarters) minutes, covering the area 15 FT deep. Adventurers avoid the avalanche on 1d20 rolls GTET [34-Agility]; affected persons suffer hp3d6 crushing damage (half on 1d120 rolls GTET [30-Stamina]; broken bones on save rolls of 1. The maintenance shaft ladder breaks half way down on 1d20 rolls GTET 17, checked per person (save from falling on 1d20 rolls GTET [28-Agility]). Two ordinary Dwarf skeletons in rotting green coveralls and brown leather boots are at the bottom of the maintenance shaft ladder (a grey metal key is hidden {-3 to find} in an inner sleeve of one boot.

Moergorond Outer Wall

The outer wall is 2000 FT long, 15 FT tall, 14 FT wide at the base and 10 FT wide at the top; the walkways are protected by 4 FT crenulated stone sides. A 30 FT wide by 18 FT deep ditch is in front of most of the outer wall, with a 20 FT gap between the wall and the ditch. The bottom 4 FT is filled with leaves and other blown debris. In Winter the snow is 6 FT deep in the ditches, in Spring there is 5 FT of water covered by floating leaves. An Adventurer crossing a ditch suffers hp1d3 foot damage from hidden metal or stone debris (avoid 1d20 GTET [24-Agility]).

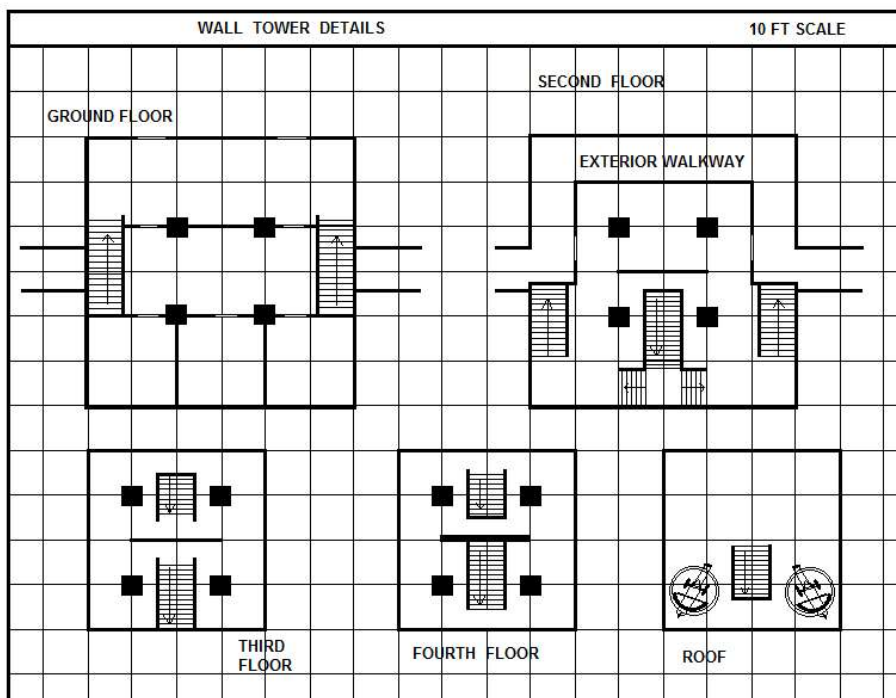
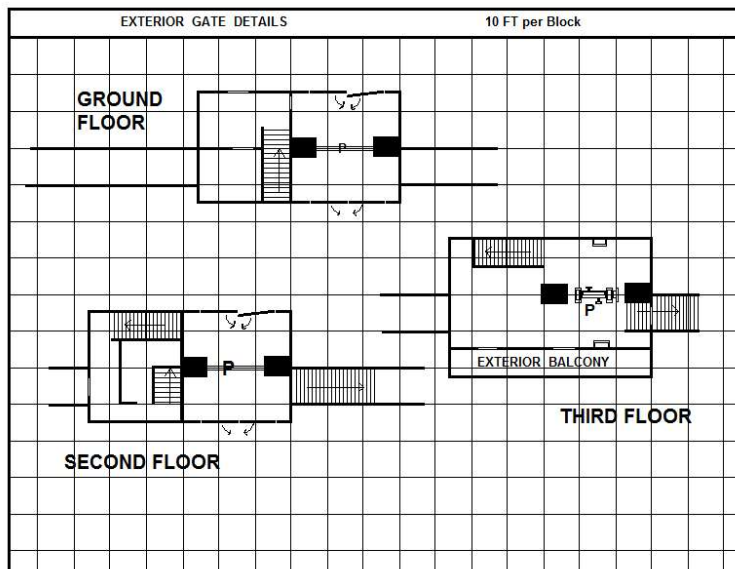
A Gate House is centered in the outer wall (see diagram on page 27). There are two guard towers built into the wall, one to the west of the gate, one to the east; each tower is halfway to the end. Most of the wall's top was once covered by wood and leather awnings but virtually all of this has rotten or blown away, leaving some upright wood posts. Rusty metal brackets are fastened along the inner side at 80 FT intervals; the lamps they once held are gone (lamp present on 1d20 roll of 20). Stairs to the ground are found on the inner side at intervals of 300 FT. The outer facing has periodic cracks and chips but does not appear to be significantly damaged.

Gate House. The building is three stories high, a stone balcony runs the length of the third story, with two doors and a window visible from the ground. The double outer (valley side) doors are each 12 FT tall by 10 FT wide, made of reinforced wood, found in the closed position and latched on the inside (-4 open lock). The large doors require total Strength GTET 52 to move (40 if the hinges are oiled). The doors appear to have been repaired.

The gate area is a single room two stories high, a 20 FT wide steel portcullis divides the room into two sections. The portcullis is found raised 2 FT. The large doors on the inner side are found ajar, with a 3 FT gap between them.

The building is entered through a single ground floor door on the inner side. The ground floor has two rooms and a stair. The second floor has a single room and stairs. The third floor is a single large room with a portcullis hoist on the east end; this room has two doors out to the balcony (valley side), and single windows on the north and south sides. The hoist is in poor condition, jammed, rusted, missing parts, warped, etc.; it does not operate. The interior doors are missing. The south ground floor room is occupied by four HD3 **Giant Warthog** (AC16, hp12-12-10-17, Bite 1d3, Tusks 1d8+1, Trample 1d12+2, Agility 15).

MOERGOROND OUTER WALL



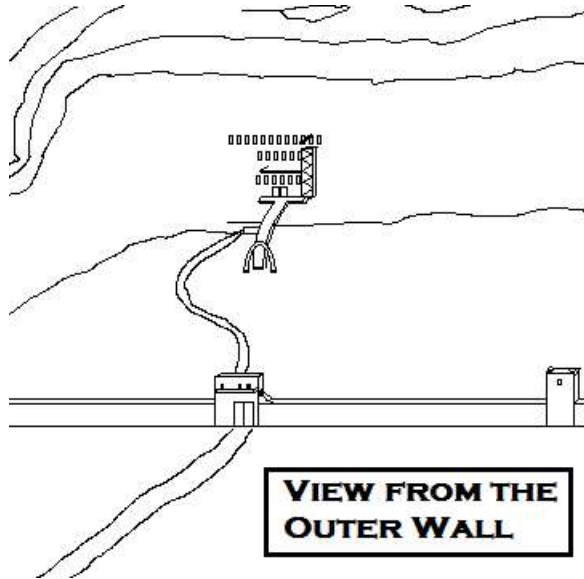
Outer Wall Towers

Each Tower is a four story structure with an accessible roof, the first two floor are larger than the upper two floors. The tower is entered through two doors on the inner side. The ground floor has two large front rooms and three smaller back (south) rooms. The wall wraps around the second floor, and there are two doors into the single interior room. The third and fourth floor are single rooms with floor/ceiling stone room dividers and four stone columns. The non-functional remains of rusted ballistas are on the roof, originally mounted on large swivel bases which also no longer work (require new gearing and cranks).

West Tower. The upper two floors have collapsed and fallen in (old – now covered with ivy and vines), there are scorch marks on the tower exterior, and cracks in the wall near the tower. The tower completely collapses when Adventurers climb to the second floor on 1d20 rolls GTET 17 (jump clear on 1d20 rolls GTET [33-Agility], save on 1d20 rolls GTET [32-Stamina]). Some crude log furniture is found on the first floor. A floor panel in the south-center room (-4 to find, -8 open lock) opens to reveal a 6 FT wide by 6 FT tall underground passage leading to the north-east {towards Trade Town}; this passage connects with the underground tunnel running from the Trade Town Smithy into Moergorond.

OUTER WALL, TRADE TOWN

East Tower. The inner-side ground floor doors are gone, along with the two intermediate doors, and the door to the southeast corner room. Two ordinary Human-sized skeletons are found in the southwest corner room, dressed in rotting leather pants and shirt. From the roof Adventurers faintly glimpse two *Unicorns* in the woods to the southwest (succeed on 1d20 rolls GTET [28-Intelligence]). Mid-Spring to mid-Autumn: when Adventurers come back down to the ground floor they meet three HD2 **Giant Toads** (AC12, hp10-14, Tongue 1d2 Tongue {wraps GTET18, 1d6 constrict}, Bite 1d4, Agility 12). The Goblins are not on the roof during the third day/night snowstorm.



Looking to the inner wall (Wydorrieth, north) they see three **Goblins** on the roof of the east tower of the inner wall (with bows); *the GOBLINS do NOT see the Adventurers*. The outer doors of the

inner wall Gate House appear to be slightly open and there appear to be Goblins on the balcony over the inner wall gate.

Adventurers can see there are a lower balcony with double doors, an upper balcony, and ten metal plates above the balcony. An improvised exterior wooden stair is on the right side of the lower balcony, connecting the balcony to the upper metal plates (succeed on 1d20 rolls GTET [30-Intelligence]). The road continues past the inner wall, curves to the left, and disappears at the base of the mountain.

Trade Town

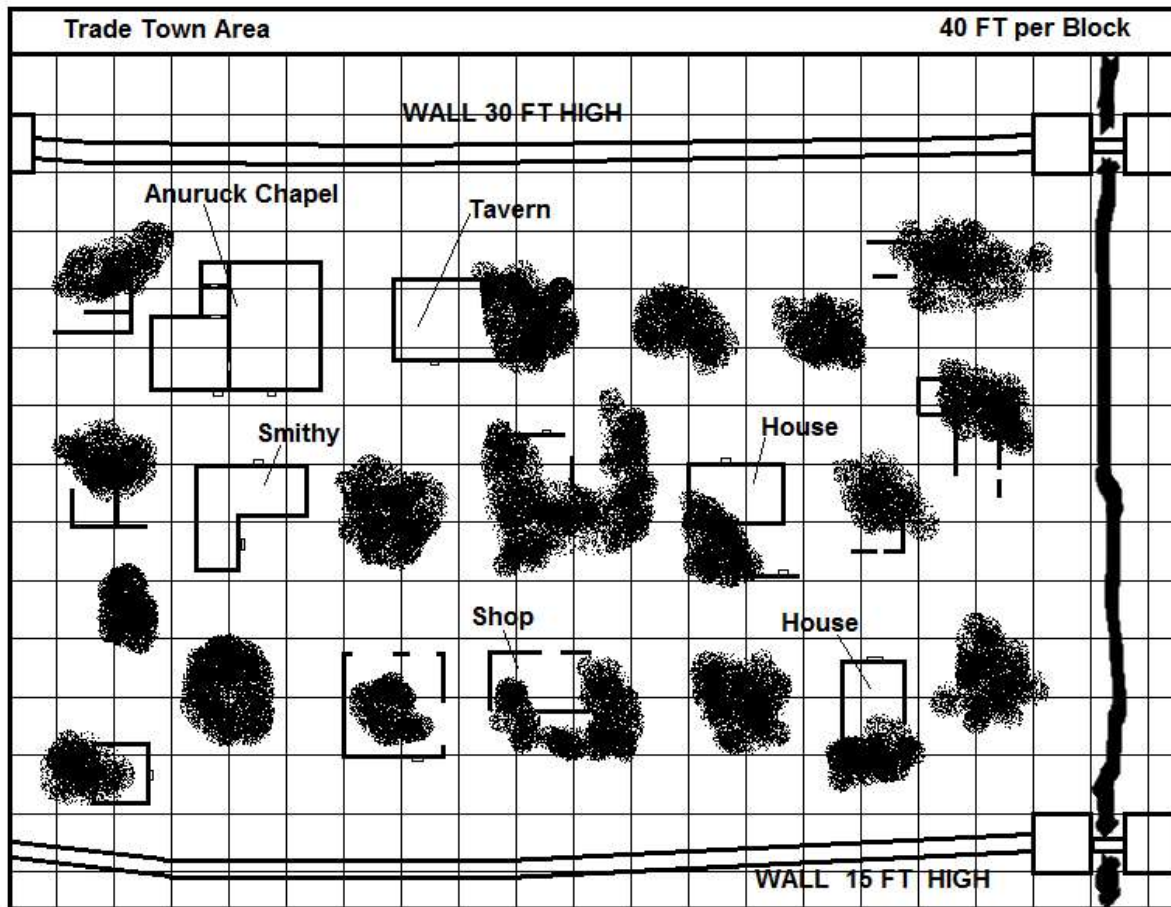
The old Trade Town was located between the outer and inner walls, especially on the west side of the road (see diagram on page 29). Most of the buildings are now mounds of rubble covered in vines and bushes, with some broken or charred pieces of wood that stick out. Large irregular pieces of stone are strewn about. Some partial sections of stone walls remain visible or emerge from some mounds. Adventurers who dig into the mounds find intact objects on 1d20 rolls GTET 17, checked every quarter hour of digging (see table below, special objects table is located on page 29).

Anuruck Chapel. The entire building is intact with no apparent deterioration from its age. The two wood doors remain brightly-painted with good hinges and locks (-8 open lock). The main chapel area (east side) has wood pews and altar, bright murals of angels on the ways, a ceramic fresco of Anuruck (monotheistic Deity) on the north wall over the altar and granite *Holy Water* font (quart). The room is suffused with a low yellow glow emanating from the altar; good persons who touch the altar gain hp2 (permanently raises their allowed maximum). The living space (west side) has well-made and preserved furniture (bed, table, 4x chairs, couch, armoire {empty}, bench, etc.). The hearth is neat and has a variety of iron cooking pots and implements....

Table for determining items unearthed in Trade Town

1d20	1d12 Value 01 to 06	1d12 Value 07 to 10	1d12 Value 11 or 12
1	Ceramic or Pewter plate	Iron fry pan	60SP Silver-faced hand mirror
2	Pewter pitcher	Steel cooking pot	Steel shaving razor
3	Pewter table ware	Steel cooking implement	10SP ivory handled woman's hair brush
4	Copper Vase	Steel cork screw	100SP carved ivory comb
5	Empty glass bottle	Common Padlock with key	5GP crystal inkwell
6	Empty ceramic flask	Pewter oil lamp	30GP pearl necklace
7	10CP copper medallion	100SP silver medallion	15GP gold medallion
8	2CP copper belt buckle	20SP silver belt buckle	25GP gold belt buckle
9	Common smoking pipe	6GP ivory smoking pipe	100GP gold-ivory brooch
10	Sewing needle	30SP silver letter opener	25GP gold-amber ring
11	Copper drinking horn	40SP ivory wax seal	50GP gold candle stick
12	Pewter stein	100SP carved granite paperweight	10GP bottle of wine (intact)
13	Carved horn comb	20SP silver whiskey flask	50GP bottle of Dwarven mead (intact)
14	Steel kitchen knife	50SP silver platter	50GP gold snuff box {3GP snuff inside}
15	Pewter candle stick	50SP silver candle stick	Steel Gauntlets AC+4
16	Steel Arrowhead	1d20 ivory chess pieces (2SP/each)	Steel Cap AC+4
17	Steel Gauntlet (one)	Steel Gauntlets (pair)	Silver Bladed Dirk
18	Common Steel Cap	50SP ivory gaming chips (12x)	Sealed Pot ({1d100*3}+300 SP coins)
19	Common Dirk	Dwarven Short Sword	1d20 GP
20	3d6 CP	3d12 SP	Roll on the SPECIAL OBJECTS TABLE (Page 29)

TRADE TOWN



Anuruck Chapel, continued...The middle room on the west side has horizontal wood rods (closet) but no furniture; a d8 *Heavy Mace* (+2 TD, +4 TD versus evil) hangs from a hook. The north room on the west side is a privy, laundry, and washing area. A thorough search (-12 to find) of the couch finds a 120 GP diamond, a d12 *Healing Potion*, and a Priest's scroll (*Animate Bones*, *Create Minor Food*, 1d4+2 *God's Fist*, *Minor Escape* 50 FT, *Waken*).

Adventurers are attacked by a HD5 **Zoybim** when they emerge from the chapel building. ZOYBIM: AC30, hp26, poisoned d6 *Dagger* +1 (4d100 min *sleep*, save 1d20 GTET [32-Stamina]), Bite hp2, 2x Talons 1d3, Agility 20, Will19, *cause fear* (save 1d20 GTET [28-Will]), *telekinesis* (25 FT range, 15 pounds); *produce flame*; 5/day — *call fog*, 3/day — *wall of stone*, 1/day — *magic arrow volley* (20 FT, 3 arrows); enchanted weapon to damage, immune to poison. Description: a six-legged bat-like creature with a feline head and a forked tail.

Special Objects (from digging table on page 28)

2d20	Description	2d20	Description	2d20	Description
2	Dwarven Short Sword TH+1	15	250 gold-ivory-ruby Belt Buckle	28	650GP Bottle of Dwarven Whiskey
3	Dwarven Cutlass TD+1	16	400GP silver-diamond Hat Pin	29	600GP gold-ivory Dergavi icon
4	Gold amulet (TH+1)	17	500GP gold-amber Pin	30	Scroll Case (3x d12 Cure Wounds)
5	Gold amulet (TD+1)	18	800GP platinum Locket	31	Ring of Saving Rolls, +1 poisons
6	Silver amulet (TH+1 missiles)	19	1000GP Pearl Necklace	32	Ring Saving Rolls, +1 magic attack
7	Silver amulet (+1 open lock)	20	500GP gold-pearl Ring	33	Ring of Saving Rolls, +1 all
8	Silver amulet (+1 find hidden)	21	750GP gold-turquoise Ring	34	Ring of Immunity to Critical Hits
9	Silver amulet (+1 climb)	22	1200GP gold-ruby Ring	35	Ring of Immunity to Blindness
10	Copper amulet (+1 pick pockets)	23	1800GP gold-sapphire Ring	36	Ring of Immunity to Fear
11	Copper amulet (+1 disarm trap)	24	2200GP gold-diamond Ring	37	Ring of Immunity to Diseases
12	Scroll Case (3x 2d8 Lightning)	25	Seal Pot (half-gal perfume, 1000GP)	38	Ring of Immunity to Venoms
13	250GP Copper Field Glasses (10x)	26	Sealed Pot (2 LB snuff, 500GP)	39	Ring of Healing (hp+1/4 hours)
14	500GP Bottle of Wine	27	Sealed Pot (1d100+200 GP coins)	40	Ring of See Invisible

TRADE TOWN, INNER WALL

Zoybim Description, continued... Zoybim have leathery black scalloped wings each spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows from their forehead. Zoybim are orange with darker brown stripes on their backs and faces. **Leather satchel:** 100GP Unholy Symbol of Lucifer, first-aid kit, 10x bronze spyglass, metal lantern, 2x flasks oil, *1d10 Healing Potion*, *2d8 Healing Potion*.

Tavern. The west end roof is intact with only a small gap to the rubble pile on the east end. The door is badly rotted and falls apart when pushed open. The interior floor is weathered pine planks. Adventurers find overturned wood tables, several partially-hacked benches, a moldy stuffed chair on top of a layer of wood crates, and broken wood barrels. The walls are defaced with graffiti in Common, mostly about someone called 'King John.' A faded parchment is a wanted poster for a bandit chief named 'Kerring One Hand.' The room is occupied by two HD1 **Skeletons** (AC14, hp4-8) each wielding 1d4 Dirks.

Smithy. The entire roof is intact. The metal doors are intact, although stuck (total Strength GTET 22 to push open). The L-shaped single room contains three forges, five anvils, two upright armoires (rotting leather aprons, gloves, foot covers, damaged face shields, cloaks, etc.), and a locked metal chest. The **chest** holds three Dirks in scabbards, a War Hammer, an open-face Helm, and a small metal shield. A variety of rusting iron tools hang on the west wall. A large stack of heavily rusted iron pieces is in the east end. There are also two 30 FT wood extension ladders, six wood vats, four wood buckets, and a wood crib holding ten half-inch steel chains (50 FT to 100 FT).

Adventurers notice the hoist has unusual lifting capacity with strong wall supports on 1d20 rolls GTET [30-Intelligence]. A floor panel beneath the hoists has hidden attachment points (-5 to find) which allow it to be lifted using the hoist; it is too heavy to be lifted manually. The hoist requires oiling before it can be used and chain needs to be installed; an oil can is found after succeeding on a Moderate search. A 25 FT vertical shaft (installed ladder) beneath the floor panel gives access to an underground tunnel running to the north-northeast towards Moergorond; one tunnel section runs to the west-south-west and comes up under the Front-West Tower, a branch comes in from the left 300 FT down the tunnel, it goes to the Outer West Tower. **Moergorond Tunnel:** 10x HD1 **Giant Rats** (hp5, AC10, Bite 1d3, Infrared vision, low-light vision, acute hearing). The tunnel ends at a 22 vertical FT ladder with a trap door at the top.

Shop. The door is missing. The interior has shelves on the wall, and a counter in the northwest corner. A small hole is in the roof. The shop has wood flooring and an open 6x8 FT trapdoor (wood stairs leads down to a single 14 FT x 12 FT room occupied by eight HD1 **Stigae** (AC8, hp2-2-4-4-4-5-5-7, Bite 1d3, Rear Stinger 1d4, Tentacle hp1, Agility14, two legged mammilian winged creature, 2-3 FT, rotund cylinder bodies, round heads with blood sucking tube and compound eyes and yellow beak, four short tentacles under beak). Adventurers find broken glass

bottles on the floor, cracked or broken ceramic flasks, dented pewter bottles, illegible scraps of parchment, and the remains of smashed wood crates, along with leaves and blown debris and several dried piles of animal scat.

House (center). The original roof is missing and has been partially replaced with long pine branches. A weathered door hangs in the frame (not well fitted, a more recent replacement). The floor is weathered pine planks. The only furnishing are a badly rusted and damaged iron stove. Adventurers find a few empty copper bottles along with the decomposed partially-eaten carcass of a Giant Owl, leaves and blown debris.

House (south). The roof is heavily damaged. The door hangs from one hinge. The floor is weathered pine planks. Adventurers find rotting weather-damaged furniture (table, 2x chairs, bed, bench, armoire, upright bookcase) along with a stone cooking hearth and leaves and blown debris. The hearth appears to have been used recently although the ashes are cold.

Inner Wall

The inner wall is constructed identically to the outer, having a central Gate House and flanking towers to the west and east. Use the diagrams on page 27.

Inner Gate House. Three HD1 **Goblins** (AC16, hp5, Dirk 1d3, Short Bow, 12x Hunting Arrows 1d3, Agility 15) are visible [from the ground] on the balcony from 150 FT on 1d20 rolls GTET [32-Intelligence]; four more Goblins (same statistics) are inside the third floor room. Goblins are not on the balcony in heavy rain or snow. The valley-side doors are slightly open, creating a gap of 8 FT; the interior portcullis is raised by 6 FT; the city-side doors are slightly open, creating a gap of 11 FT. The area between the doors is occupied by four HD2 **Recluse Spiders** (AC12, hp8-9-13-16, Bite 1d4, venom causes gangrene 1 hour/fatal 12 hours, save 1d20 GTET [32-Stamina]). A hidden panel (-4 to find) built into the wall under the stair covers a niche holding a Dwarfven *Short Sword +1*, a Short Bow with a quiver of 20x 1d6 War Arrows, 2x smoke arrows, 2x 1d10 explosive arrows [duds], and a *1d12 Cure Wounds Potion*. The third floor hoist does not operate. Leather bags on the third floor have 23 goblin rations, 40 FT poor-quality rope, 10 wood stakes, a mallet, 5 SP, 11 CP, and a flint/steel. Five canteens hold poor-quality beer, a cask holds water.

Goblins see the Adventurers on 1d20 rolls GTET 14; if they spot any Adventurers, the wall Goblins blow a trumpet which prompts the Goblins in the city to close up the access door.

West Tower. A very large Giant Wasp's nest is visible on fourth floor west wall (exterior). All of the doors in the tower are gone. An old stone fire ring is in the center of the first ground floor room. A *phantasm* of two large goblins fighting with short swords is found on the third floor. A hidden floor panel in the south-center room (-6 to find, -8 open lock) reveals a 6 FT wide underground passage leading to the east that connects with the underground tunnel running from the Trade Town Smithy into Moergorond.

INNER WALL, CITY APPROACH

Inner Wall, continued

Inner Wall, between the Gate House and East Tower. Five HD1 **Goblins** (AC16, hp5, Dirk 1d3, Short Bow, 12x Hunting Arrows 1d3, Agility 15) are visible [*from the ground*] on the wall from 150 FT on 1d20 rolls GTET [32-Intelligence]. The Goblins are not on the wall in heavy rain or snow. The Goblins spot the Adventurers on 1d20 rolls GTET 13; when enemies are spotted they blow a trumpet which causes the Goblins in the city to close the door at the top of the stair.

East Tower. Three HD1 **Goblins** (AC16, hp5, Dirk 1d3, Short Bow, 12x Hunting Arrows 1d3, Agility 15) are visible [*from the ground*] on the roof from 150 FT on 1d20 rolls GTET [32-Intelligence]. The ground floor exterior doors are gone and partially filled in by crude stone barriers (break [26-Strength]). A poor-quality rope ladder hangs from the wall just to the east of the tower (breaks on 1d20 rolls GTET 14). Four HD2 **Goblins** (dirk, d4 club, hp 10, AC16 [-2], AGIL13) are on the exterior walkway, they also have a pile of 30x 1d4 large rocks. Five HD2 **Goblins** are inside on the second floor. A locked wooden chest on the first floor (southwest corner) holds: 96 CP, 17 SP, a 50 GP piece of raw jade, an uncut opal (800 GP when cut), three moldy illegible books, a rotting cloak, two pairs of black leather boots in good condition, and 22 GP silver-turquoise Holy Symbol (Dergavi). Four wood goblin-shields are stacked on the chest. Four leather bags have 30 goblin rations, two wood casks are filled with water. All 12 Goblins are inside the tower during heavy rain or snow. The Goblins spot the Adventurers on 1d20 rolls GTET 13; when enemies are spotted they blow a trumpet which causes the Goblins in the city to close the door at the top of the stair.

City Approach (Inside the Inner Wall)

The area inside the inner wall is roughly 1000 FT wide by a quarter mile across. The area is clear of the mixed forest found on the south side of the outer wall, consisting of a tall grassland. From mid-Spring to early Autumn forty-plus head of ordinary (HD1-HD3) **Cattle** graze in the area.

Adventurers approaching the cliff see an upper balcony, a lower balcony with two large metal doors, and a bridge from the ground to the lower balcony. A line of ten rectangular metal plates is a high on the cliff, five to six floor up. Two horizontal lines of arrow slits are between the lower and upper balconies (find 1d20 rolls GTET [28-Intelligence]). An exterior wood stair connects the lower balcony to the upper balcony, to an open metal shutter. A section of road to the left curves at the cliff and disappears down a ramp constructed parallel to the cliff face.

During daylight, six HD1 **Goblins** (AC16, hp5, Dirk 1d3, Short Bow, 12x 1d6 war arrows, Agility15) are visible [*from the ground*, see from 250 FT on 1d20 rolls GTET [30-Intelligence] on the upper balcony (see map on page 34). The Goblins also have two slings (20x 1d4 shot, 6x 1d6 shot), four 1d12 explosive grenades, and a pile of 25 large 1d4 rocks. The Goblins see Adventurers advance across the open field on 1d20 rolls GTET 9 (approaching close to the cliff 17, with stealth 19). At night there are four **Goblins**; they have a hooded lantern which is normally

kept closed. The Goblins sound a trumpet when they see the Adventurers, and close the access door at the top of the stairs; the balcony Goblins only attack Dwarves on the stairs.

A 20 FT wide bridge curves up from the ground to the lower balcony (immediately outside the city doors), spanning the ramp that leads down to the Wagon Level. The balcony is 25 vertical FT above the ground, the bridge begins 120 FT out from the cliff and reaches a height of 42 vertical FT. Blue metal arches with open metal lattice panels are at each ends of the bridge. The bridge was previously damaged by an earthquake and the center section falls on 1d20 rolls GTET 19, checked per Dwarf crossing (jump clear on 1d20 rolls GTET [30-Agility]); some debris falls onto the ramp. The balcony is shown on the diagram on page 32; the main doors are location #8 on the map.

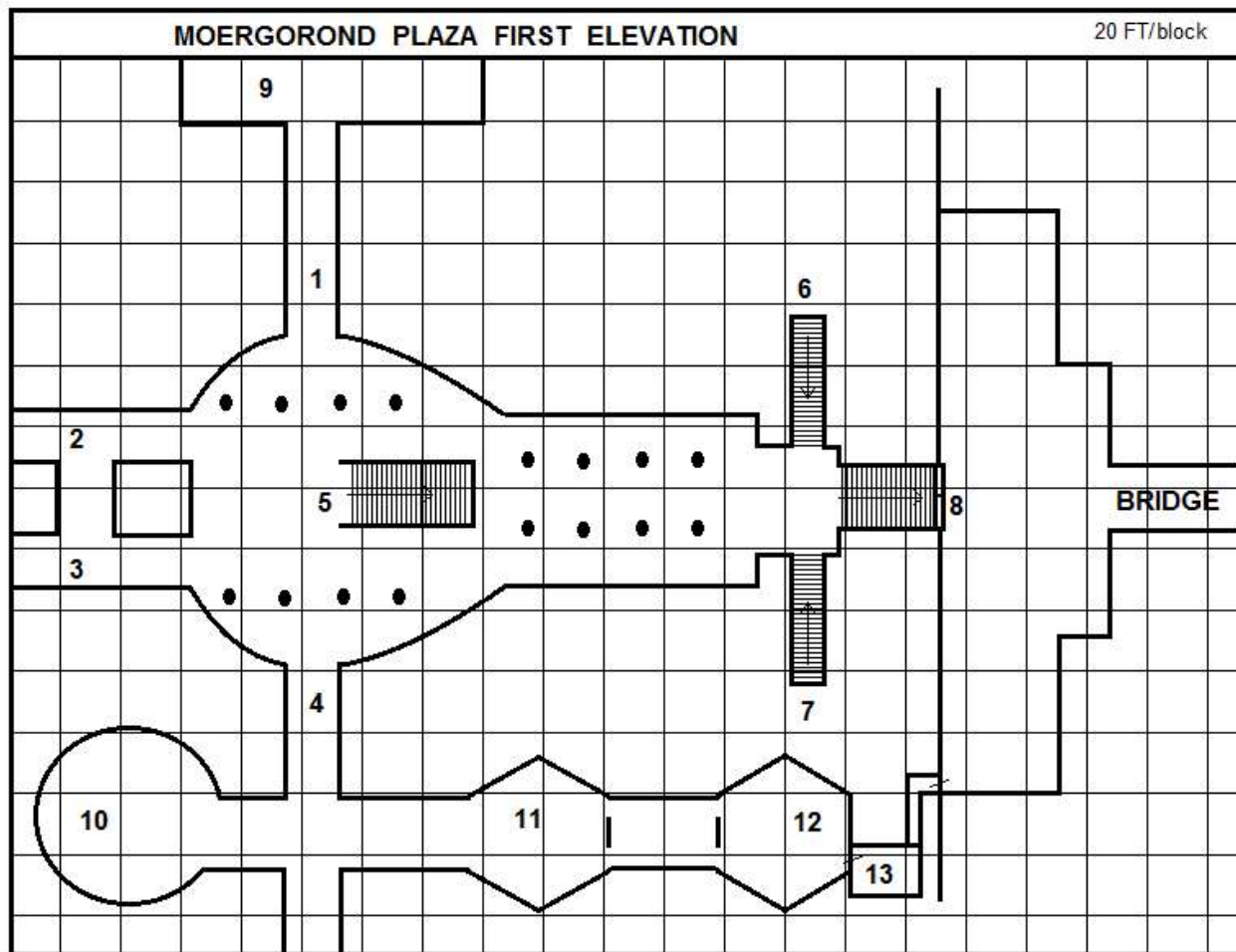
The two large adamantine city doors, each 14 FT by 12 FT, are heavy but balanced so that only Strength GTET 16 is needed to push them open. The doors are decorated with images of Dwarfs mining and smithing, a central panel bears the Holy Symbol of Dergavi (hammer crossed with a single-bladed axe inside a mountain, see #8 on the Plaza first elevation). The doors are strongly locked from the inside and cannot be opened from the outside by any means available to the Adventurers. A 4 FT wide by 4 FT tall secret door (-14 to find, -12 open lock) located at the west end of the balcony gives access to a room on the Plaza Level (marked room #13 on the map on page 32).

A rickety, poorly-constructed Goblin wood stair is supported by the lower balcony and gives access to the upper balcony, and to the open metal shutter on Plaza Level 5 (see the map on page 34). The stairs support the lighter Goblins but do not support the heavier weight of the Dwarves and their gear – check twice for collapse; falls on 1d20 rolls GTET 16. The stair burns easily. The long room along the mountain's face contains ten ballistas mounted on sliding brackets that could be run out of the mountain, each one is on a swivel base that allows it to be aimed 20 degrees left or right. When withdrawn metal doors close off the brackets. A beam and hoist are attached to the outside of the northernmost ballista port. The stairs end at the second to the northernmost ballista port, the covering door is kept greased and can be quickly closed (15 seconds, requires Strength GTET 14).

Wagon Level

A 3 FT stone wall is on two sides of ramp underneath the Dwarf bridge (~90 FT long, ~20 FT deep). Adventurers standing at the top of the ramp looking down and east see that the ramp drops ~25 vertical FT over a run of ~100 FT and ends at a metal roll up door in the down position. Most of the ramp is directly below the lower balcony. The rollup door is made of a thin grey metal and is found latched (break 1d20 rolls GTET [30-Strength]). See the map on page 33.

Entrance Tunnel. Beyond the roll-up door 150 FT is a lowered portcullis; another lowered portcullis is 15 FT east; a closed wooden door is across the tunnel 10 FT behind the second portcullis. Arrow slits are in the north and south walls...



Wagon Level, continued...

Entrance Tunnel... Metal nozzles are in the ceiling (find 1d20 roll GTET [28-Intelligence]). Both portcullis are latched in the lowered position; they break on 1d20 rolls GTET 13 when total Strength GTET 75 is applied, checked every attempt. The wooden door is not latched and easily slides to the right, total Strength GTET 20 is needed. There are stacks of rotting hay bales in the tunnel (horrific smell, nausea unless save on 1d20 rolls GTET [30-Stamina]).

Wagon Master's Station (A). A battered desk and chair are on the west side, opposite arrow slits in the east wall. A secret door (-15 to find, -10 open lock) in the south wall leads to the Wagon Master's Office.

Wagon Master's Office (B). A scarred and cut desk is in the room along with the broken pieces of other wood furniture; three file cabinets are pushed over and the parchment has faded to illegibility. A secret door in the east wall (-10 to find, -7 open lock) leads to the south side guard hallway.

Southeast Guard Room (C). Arrow slits are in the north wall (tunnel) and west wall (master's station). A lever in the floor pulls up a spike barrier in the access tunnel (latching mechanism). Several good arrow heads are found on the floor.

South Side Armory (D). The door is stuck (Strength GTET 24). The room contains the moldy remains of thirty bows of various

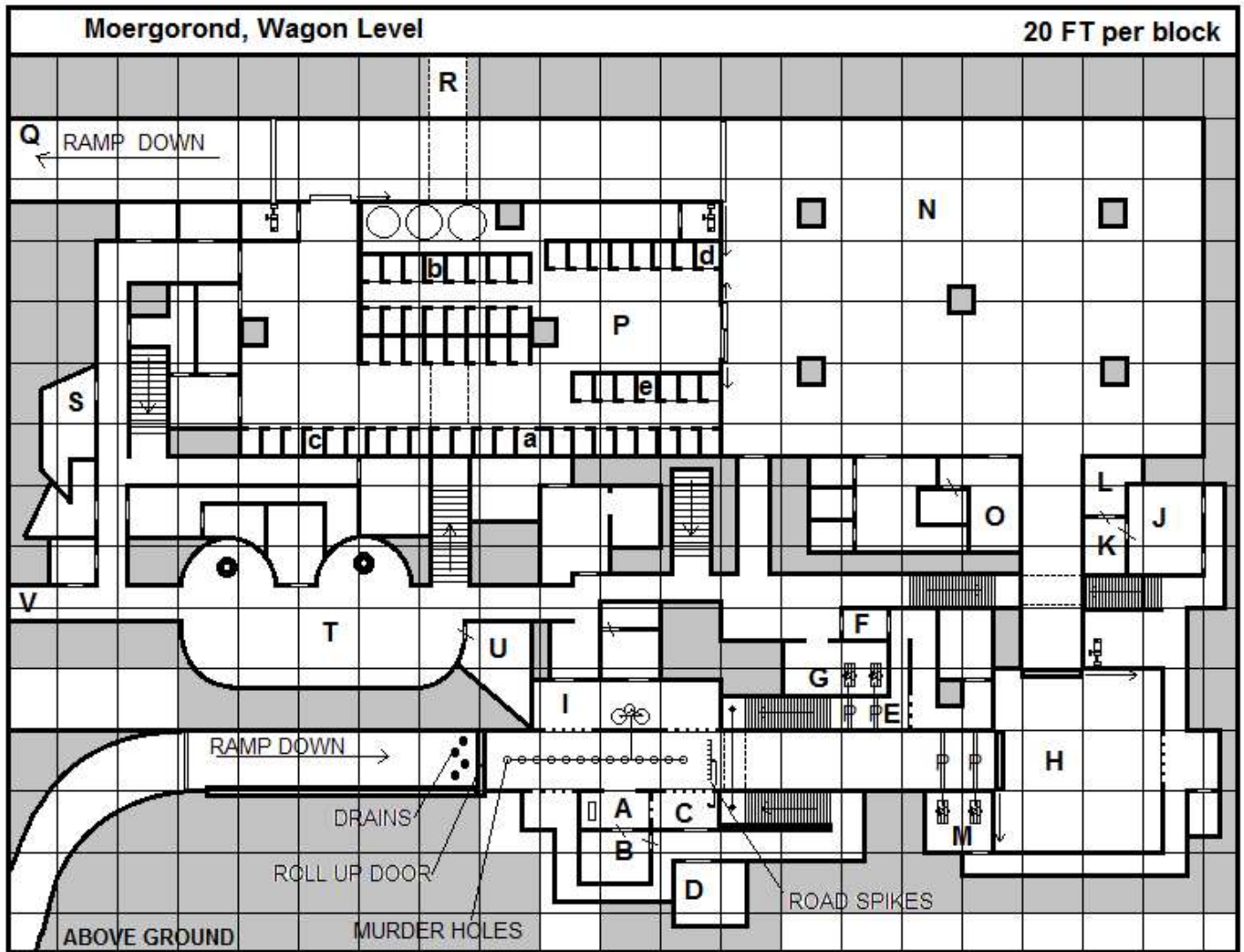
sizes (no strings), the metal grips of twenty cutlasses (no blade), ten quivers each have twenty quarrels (no heads), and fifteen spear shafts (no head). A **Rust Mold** grows along the ceiling in the northeast corner.

North Portcullis (E). Two steel portcullis are found in the lowered position. The facing east wall has visible arrow slits. Both portcullis are latched in the lowered position; they each break on 1d20 rolls GTET 13 when total Strength GTET 75 is applied, checked every attempt.

Access Room (F). The west and east doors are made of good quality metal with keyholes, found locked (-10 open lock).

North Portcullis Mechanisms (G). The mechanisms require oiling and maintenance before they can be used. The portcullis latches are difficult to move. Old, rusting tools are found in a wood tool box. The area is occupied by four HD1 dwarf **Skeletons** (AC12, hp3-3-6-8, Axe 1d4).

Wagon Turn-Around (H). The floor is cracked on the west side; Adventurers can fall through the floor (as a 10FT pit) near the arrow slits on the west side (1d20 GTET 16, avoid 1d20 GTET [28-Agility]). The north side door is closed and locked; discover the motor connection on 1d20 GTET [29-Intelligence]; disconnect motor (-7 disarm); move door with total Strength GTET 30. A **Yellow Mold** (hp31, d12 electrical discharge, immune Air Magic, double damage Fire Magic, mustard yellow with bumpy surface, smell of ozone, static charge) grows on the remains of hay bales.



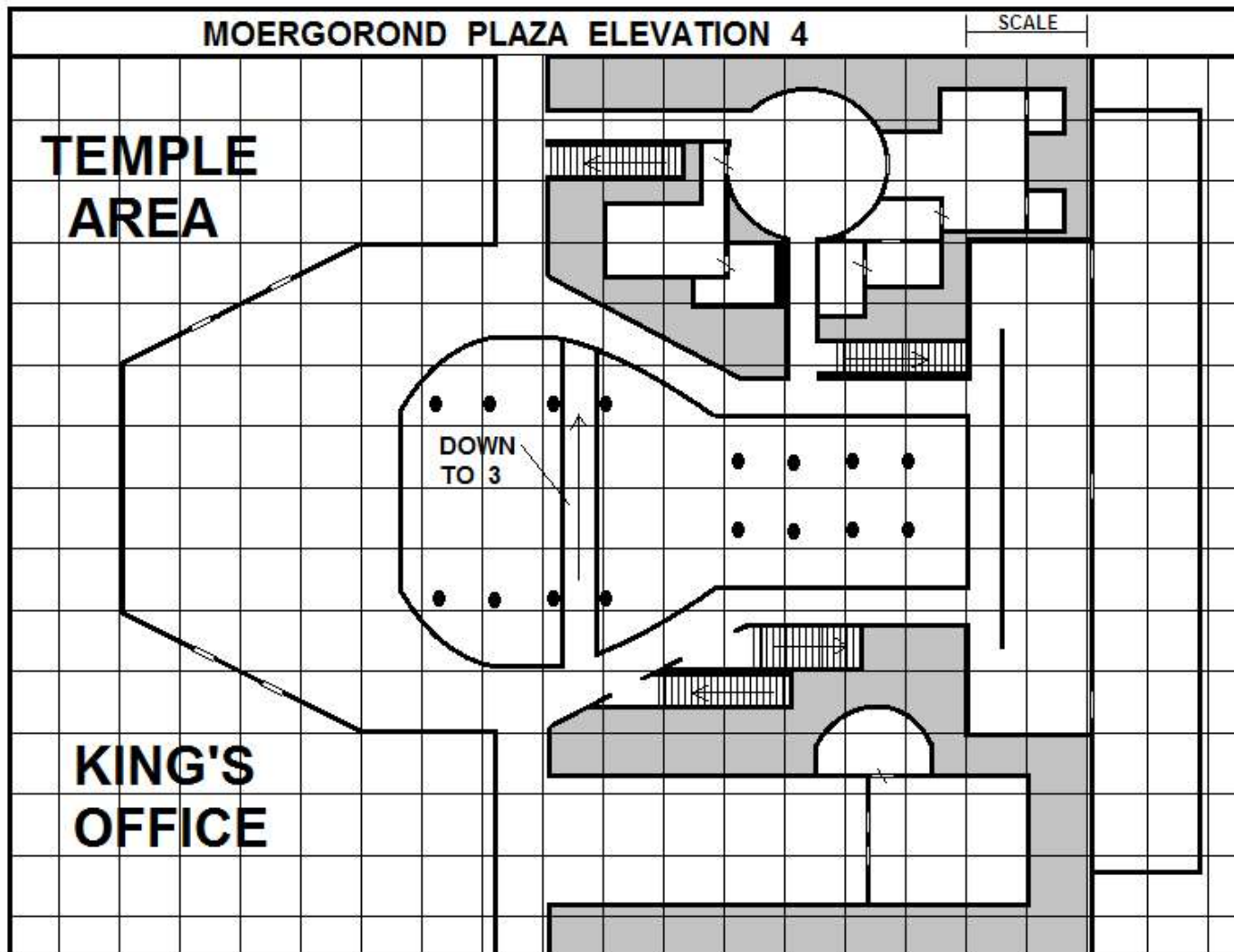
Plaza Level 5

See the map on page 35. The exterior metal shutters are normally kept closed except for the third from north, at the top of the exterior wood stair. The first and third shutters are kept greased and move easily; all other shutters can be opened after applying oil and force (Strength GTET 21). The ballista and catapults in this room are disabled and the sliding support slides are locked down (-12 open lock); special knowledge of artillery would be needed to make the catapults work again, as well as many new parts; it would take about 5 hours per artillery piece. The room is always guarded by four HD2 **Goblins** armed with *poisoned* Cutlasses (aroma detected 1d20 roll GTET [26-Intelligence], 2d100 minutes *paralysis*, save 1d20 roll GTET [27-Stamina]). At night two lit torches are kept mounted on torch stands just inside the shutter; the **Goblins** are asleep on 1d20 rolls GTET 14. The Goblins close the metal shutters in 2 minutes when they hear trumpets from any of the guard posts. Some of the rooms behind (west) of the artillery room are barracks, kitchens, and mess halls for up to 50 additional **Goblins** (40x HD1, 6x HD2, 4x HD3).

Plaza Level 6

See the map on page 36. The tunnels connecting the east and west guard stations enter the city on this level, as indicated on the map. The Goblins will only go down the passages about 100 FT off the map; 50 FT off the map are tripwires connected to bells which will warn of intruders (find on 1d20 rolls GTET [25-Intelligence], avoid on 1d20 rolls GTET [28-Agility] when the tripwire isn't found, GTET [23-Agility] when found). Two HD1 **Goblin** (hp6, Dirk, Rapier, rag stuck in an alcohol flask {1d6 fire bomb}, Short Bow, 10 War Arrows) sentries are in each corridor, sitting on a wood bench 30 FT off the map.

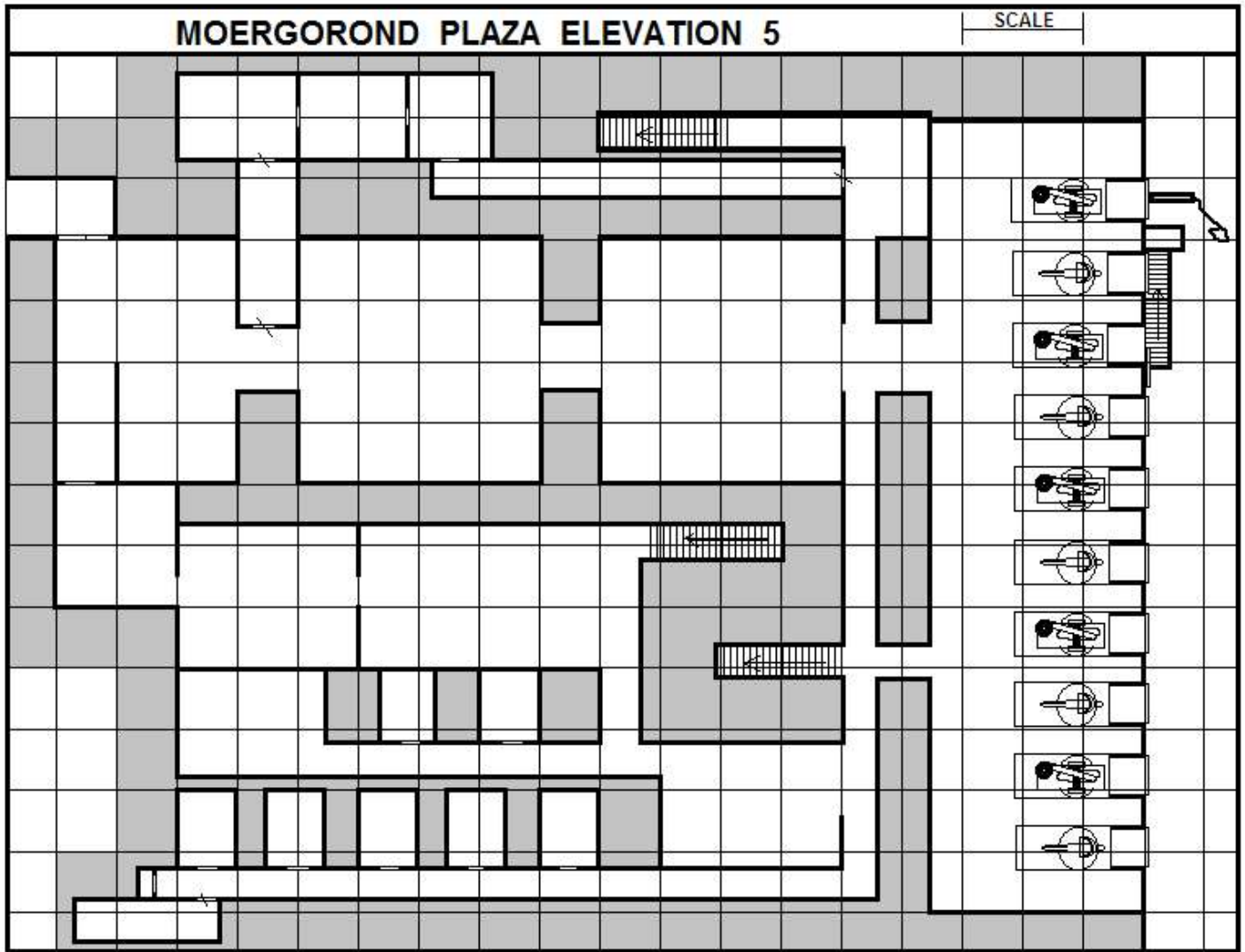
The front (south) rooms have ten arrow slits which look out over the field. These rooms are occupied by four HD1 **Goblins** (hp3-4-4-7, AC12, Dirk, Spiked Club, Short Bow, 20 War Arrows) and two HD2 **Goblins** (hp11-14, AC14, Dirk, Light Mace, single blade War Axe, Caltrops). Each of the large rooms (northwest, northeast, southeast, southwest) are quarters for 35 **Goblins**. Water continually drips from the rusty metal heads in the center shower area. The west (north) back room is a food storeroom (the Goblins don't know of the secret room); the east back room is a kitchen area with two hearths, an oven, and a bubbling cauldron.



Plaza Level 6, continued

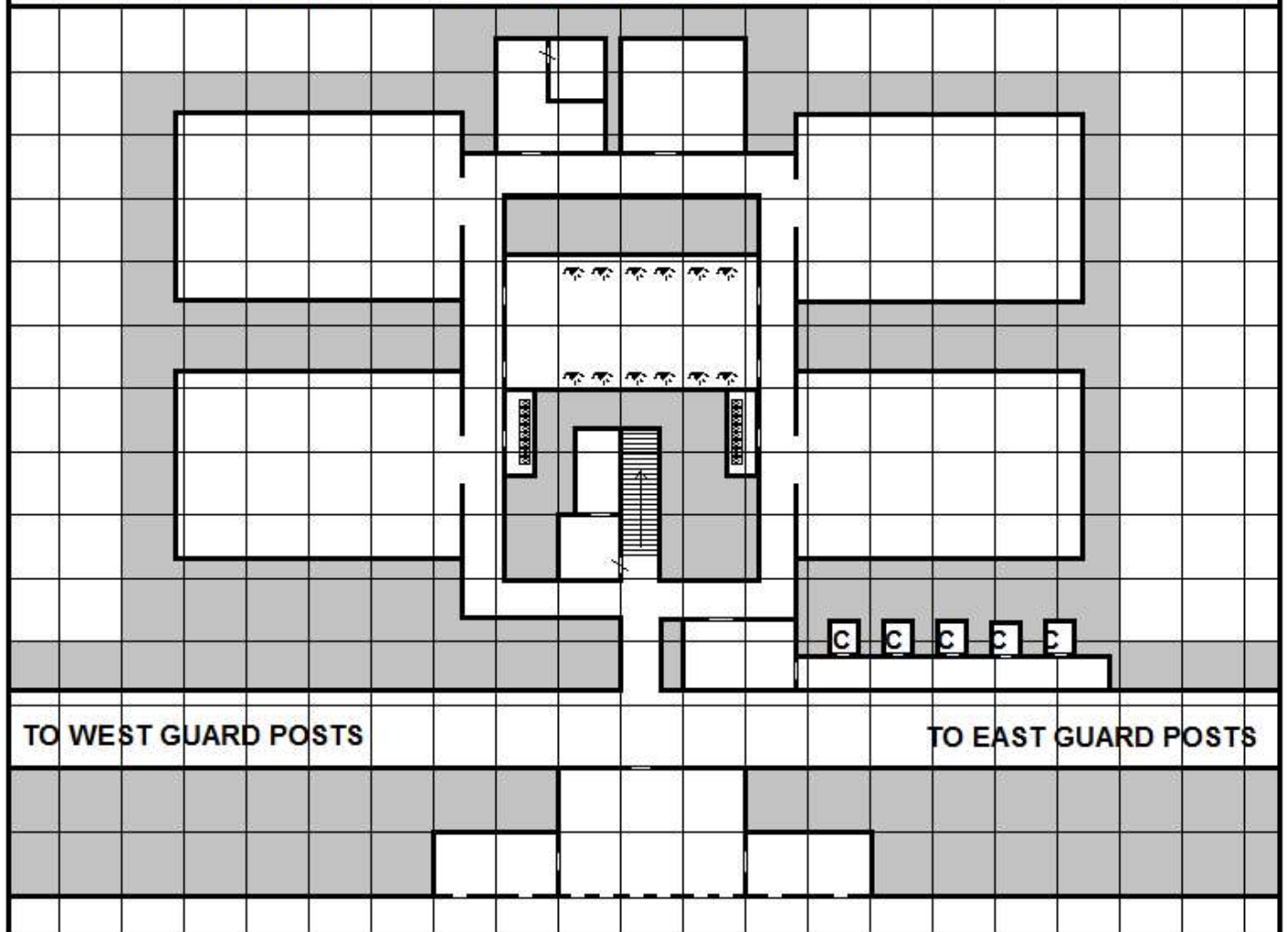
The five rooms marked “C” are cells with rusty iron bars and locks; two of the cells are occupied by HD1 **Goblins** (hp4-6, AC5); one Goblin has managed to hide a small Knife. The outer guard room is occupied by a HD2 **Goblin** (hp12, AC15, Dirk, 2x Throwing Knives, Unholy Water, Short Sword) and a HD3 **Goblin** (hp19, AC19, Dirk, Heavy Mace, Cudgel).

The Goblins also don’t know about the secret room to the west of the stairs down to Plaza Level 5.



MOERGOROND PLAZA ELEVATION 6

SCALE



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