

COLD DRAKE CANYON

An adventure-setting suitable for characters levels 1-8

by rc pinnell



Within a box canyon deep in the wilderness a clan of mountain dwarves reside in their chambers of stone. At the western limits of the barony of Ritten, Silverstone Hall is the main source of silver in the realm. Originally discovered by tinkers wandering the open lands, the trail into the canyon is now busy with the flow of goods to and fro as merchant trains port items of the dwarves' desire into the canyon, and leave with pack animals loaded down with sacks of raw silver. To insure the silver finds its way to the baron's coffers, soldiers have been stationed in the canyon for over four decades. Replacement troops travel to the canyon as guards for the merchant trains, while those retiring escort the returning pack animals to the barony. In order to provide accommodations for the soldiers, merchants and tinkers that temporarily call the canyon their home, the village of West Keep was established. Within this tiny community, craftsmen and providers were solicited to homestead. Secluded within their mountain, the dwarves have maintained an agreement with the barony, as long as inquisitive intruders and fortune seekers were prevented from entering the canyon and exploring. But legends of untapped wealth in precious ores, and the transporting of processed minerals back and forth, has begun to lure unsavory elements to the canyon.

CANYON KEEP & THE LEGEND OF THE LOST DWARF

FOREWORD

Cold-Drake Canyon is a mini-setting. It includes maps of the general area, specific locations where action is likely to occur, tables for generating encounters, and a populated Keep that serves as a base of operations for the characters. You (the GM) can expand on the information herein, delete that which you do not want, or add new material that you do. Some adjustments will likely be required in order to align the material within to the game-system (edition) you use. (The format of this document relies on AD&D 1st Edition terminology.)

Beginning (1st level) characters can find a lengthy campaign awaiting in CDC; it is not beyond possibility that such novices could exhaust all the challenges presented, and leave the canyon with respectable mid-range characters; levels being anywhere from 5th to 8th. Surviving the setting, however, will test the fortitude of such players. Experienced players already having mid-level characters, will hopefully find the challenges exciting, and rewarding as well; though gains of 1 to 2 levels are more likely with such types.

BACKGROUND

Cold-Drake Canyon has long been the home of the Silverstone dwarf clan. Whether the clan migrated here from some other location or, was *always* here, is left in doubt with regards to non-dwarves. The clan is very reclusive, and does not divulge its secrets--or histories--to non-clan members. But it is a safe assumption that the Silverstone dwarves have resided within the canyon for more than 9 decades.

While few outside of the clan knew what went on within the great stone realm of Silverstone Hall, knowledge of the clans' existence was not beyond discovery. And at some point, wanderers and adventurers came upon the canyon, and discovered the presence of the clan. First to do so were ranger-scouts, sent out into the wilderness by the local nobility in order to garner information for purposes of defending the realms of men. Once the discovery was made, it was not long before tinkers--tradesmen of various items--became aware of the location and managed to blaze a wider trail into the canyon to develop a trade market with the reclusive dwarves.

Dwarves had long been known to dig deep mines within the earth and to covet the precious gems and ores they came upon. Tinkers, always hoping to capitalize on the exchange of products between those that have and those that want, immediately recognized *opportunity* upon learning of the dwarves' location; trading between the two groups quickly followed.

As tinkers began porting small amounts of silver out of the canyon and into the commercial world of men, nobles and rulers soon became aware of the influx of wealth and its affect on the markets of the realm. Caravans under official banners, protected by guards of the monarchy, began their quarterly expeditions into the canyon. As a result, permanent accommodations within the canyon had to be established to house the caravans, and the small community of West Keep arose to meet this need.

But what began as a mutually beneficial arrangement between the dwarves and the outside world, soon soured. Intrusion into their canyon was one thing, but the appearance of brigands and criminals looking to make an easy living was enough to cause the diminutive residents to cease their surface activity, and withdraw to the safety of their stone halls beneath the mountains. Almost all contact with the humans was stopped; dwarves ceased going to West Keep during their moments of leisure.

Now decades later, trade has slowed within the canyon as little silver is exchanged between the dwarves and the community of men. The residents of West Keep have had to become self-reliant, drawing their nutritional support from the surrounding terrain. Brigands that used to track the caravans in numbers have become fewer, seeking greater wealth in other places, and treasure seekers thinking of striking it rich by digging their own mines have either given up, or died in their efforts of finding the mother lode.

GETTING STARTED

As previously stated, the intention of this product is to provide you the DM with a self-contained (mini) setting in which you may conduct a single or continuing adventures for your players' characters. Thus, beside the descriptions and tables of the communities and various terrain within the canyon, a number of specific scenarios--with rumors and legends connected to them--are suggested.

How your players' characters arrive at the canyon is left to you to decide. The following is provided only as supplemental ideas and avenues for you and your players to use and explore.

1. They may sell their services as caravan guards.
2. They have an encounter with a talkative tinker who tells them a tall tale of wealth within the canyon.
3. They might decide to try mining for themselves.
4. A dwarf member of the party has kin in the canyon he or she hasn't seen in decades.

The history of West Keep was briefly presented in the Background portion earlier. In essence, it was established in order to provide lodging and support services for the official caravans of local nobles and the baron. A small militia (described later) serves as the protectors of the keep and operate, loosely, under the laws of the realm.

The members of this community are close-knit; some having been here for generations. And though trade between the dwarves and the outer world has become less, relations between the residents of the keep and Silverstone Hall have remained cordial.

Much of the detail of each member of the community is left blank so that you (the DM) may customize the setting. In extremis, you can replace everyone described with creations of your own. Naturally, should player-characters reach levels that might allow them to challenge the law within the keep, you should increase the power of the residents to counter unwanted player behavior.

3.1 MAIN GATE

Four 0-level men-at-arms (HP: 5, 2x4, 3) in chain mail with axes are on duty here at all times. Their job is to question arriving visitors as to their intentions within the canyon; suspicious replies or behavior will result in one of them summoning a superior. Caravans are not stopped at the gate.

Along the perimeter wall are look-out plat forms 20' above the ground. Each is accessible via a rope ladder, and capable of supporting 2-3 men on a 10 foot square area. During high alert each will be manned with militiamen similar to those noted at the front gate; weaponry will consist of 1 heavy cross bow and 1-2 short bows. At non-alert ("down") times, only 1 such guard will be stationed at the locations marked X. All guardsmen work in 6 hour shifts on the wall, or at a gate.

3.2 KEEP WELL

All the water for the keep is provided by this well. The water level is currently at 30 feet below the surface. At 40 feet below, there is a secret door in the wall of the well that accesses a series of tunnels and caves; while much or all of them might be filled with water, you may develop these for adventures of your own design.

3.3 THE CHURCH OF ST. DOM



At the request of the Baron, the church of the realm has posted a staff of clergy at this location to see to the spiritual needs of the residents and travelers visiting the canyon. The leader of this group is **Father Morrow**, C8 (30 hp); if the need arises he can don a suit of chain mail and shield that he keeps in his chamber (N), and fight using his mace. These may be magical if you so wish. The number of spells he may cast and which those are is left entirely up to you.

Assisting the Father is **Brother Simon**, C4 (20 hp), and two lesser priests, C2 (6, 5 hp). Their quarters are on the 2nd floor of the

church next to Father Morrow's (M). If the keep is under attack, or should one of them be instructed to venture out into the canyon on some mission, Brother Simon will equip himself with a flail, and a suit of chain mail and shield; the others with a Stave, and leather armor. Their spell casting ability is, like Father Morrow's, up to you to decide. All are Lawful/(Good).

Since the church of the realm is tithed by the barony to maintain a staff at the Keep, donations are not necessary for the residents to receive aid from the clergy.

3.4 MILITIA TOWER



Residing within this 3 story structure is a company of soldiers and officers. They consist 1 F5 Captain, 2 F2 Lieutenants, 4 F1 Sergeants, 5 Light Footmen, 3 Light Hobilar, 3 Heavy Hobilar, 10 Crossbowmen, 20 short bow Archers. Technical data is as follows:

- Captain: F5*, 30 hp, AC2, sword & axe, plate mail & shield
- Sr. Lieut.: F2*, 13 hp, AC3, sword & axe, chain mail & shield
- 2nd Lieut.: F2*, 9 hp, AC4, sword & axe, chain mail
- Sergeants: F1, 8-7-6-5 hp, AC6, axe & flail, ring mail & shield
- Footmen: F0, 7-6-6-5-4 hp, AC7, axe, studded-leather
- L. Hobilar: F0, 5-5-4 hp, AC8, axe, leather
- H. Hobilar: F0, 6-6-5 hp, AC7, flail, studded-leather
- Crossbowmen x10: F0, 2-5 hp each, AC8, crossbow, leather
- Archers x20: F0, 2-5 hp each, AC8, bow, leather

* If the player-characters are above 3rd level, raise the Captain to a L7 fighter, and the lieutenants to L3. If the PC are above 5th, then raise the Captain to L9.

For the sake of simplicity, assume that all weapons mentioned above deliver 1d6 damage. If you're using a more "Advanced" system, make adjustments as you need to.

The troops above are the only defenders of the keep should such actions become necessary. In addition they enforce the law of the baron, keeping the peace among the residents, and dispensing punishments for violations of realm codes. But their primary duty to guard the caravans entering or leaving the canyon has lessened with time, along with their contact with the baron's generals. Thus, this contingent of fighting men has become blended with the families of the keep, and tend to depend on themselves, until periodic contact with their eastern superiors reminds them that they are part of a larger picture.

Interaction between the guards and characters will occur as the latter attempt to enter and explore the services, goods and rumors within its walls. Such should be cordial, at the least, and should the characters become abusive or disrespectful, such behavior will be noted and passed up the chain of command.

Even the lowest ranking soldiers will know some of the stories regarding the canyon. If questioned, they can provide the player characters with 3 to 5 (d4+2) common rumors.

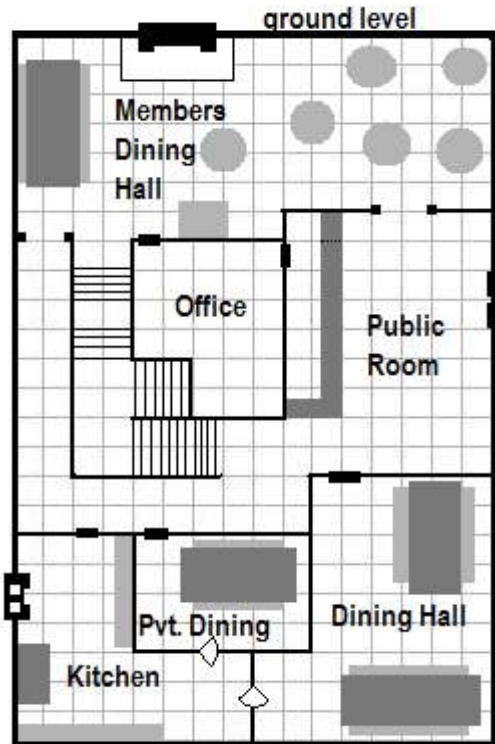
The sergeants are gristly, older men and are prone to talking less and suspecting more when dealing with strangers. They might know 3 to 8 (d6+2) yarns to spin, if given the right encouragement.

The two lieutenants are the most recent addition to the guards, having arrived with the last caravan two weeks ago, replacing the two junior officers that were called back to the eastern realm. As such, they know very little about the canyon, are more friendly than the regular soldiers, and a bit naive.

The Captain of the guards is a serious fellow, burdened with the responsibility of the men under him, and the safety of the folks of the keep. He assumed command of the tower a year ago, and has remained here since; having been passed over for promotion and, to his mind, left in this place to rot. Thus he tends to drink, and spend much of his off time at the guild house when off duty. He is the father of several illegitimate keep children, and most of the family elders dislike him for being so cavalier with their daughters. The Captain knows all the common rumors regarding the canyon, and 2 to 5 (d4+1) of the *Special Legends*.

The above information is intentionally sketchy to allow you (the DM) to *flesh-out* those NPC you wish. Their personal belongings, wealth, and other characteristics, are left blank to allow you to fill in as much--or little--as you deem needed.

3.5 THE TINKERS' GUILD HALL



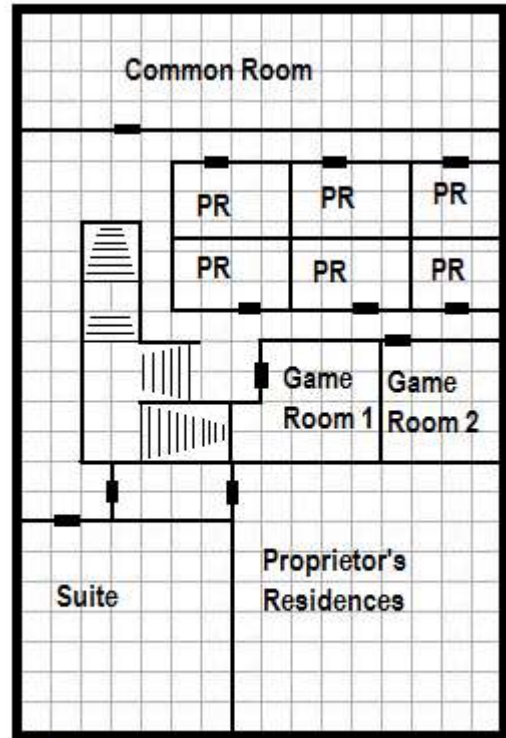
THE TINKER'S GUILD HALL
square = 5'

The Tinkers' Guild Hall is where most members stay during their time in the canyon. Soldiers sent by the baron will replace those at the militia tower that are due to return to the east, and usually bunk there during the interim. Independent guards and others travelling with the caravan can find sleeping accommodations in the Common Room of the Hall. Anyone having family in the keep can, of course, find lodging with their kin.

Cornelius Cogg is the Guild Hall Elder and in charge of running it. He is assisted by his wife--Cora--who manages the kitchen and dining facilities, and oversees the housekeeping for the members and guests. Cora hires 3 to 7 local girls to help her, when the Hall is busy and filled with customers.

Cornelius manages the bar (public room), and does all the book-keeping necessary for the trading within the canyon; the Tinkers guild was contracted by the baron to maintain detailed accounts of the transfer of silver for goods, but with the drop off in mining activity, and the dwarves withdrawing from activity with humans and the outside world, things have slowed to a halt.

Beside the Common Room mentioned, members and special guests of members have access to private rooms (PR), while a large Suite stands ready for visiting nobles, or officers of the guild.



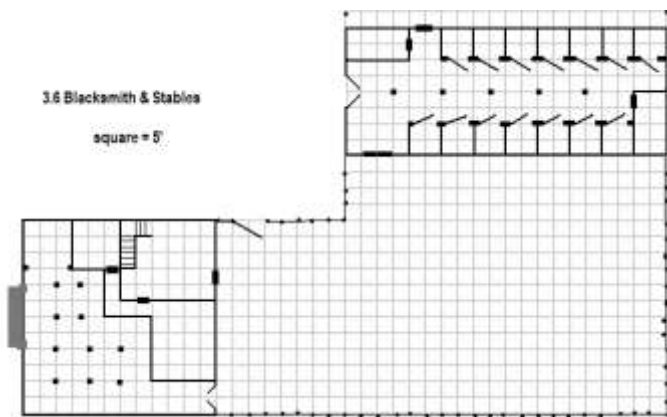
THE TINKER'S GUILD HALL
2nd story square = 5'

Members of the Tinkers Guild do not have to pay for a room while staying at the Hall. But they might have to settle for a cot and a blanket in the large dorm area if the place is bustling with activity; which is about 1 in d10 likely any given month. Guests of members pay only half the normal charge for use of the common area, or a private room.

Meals are prepared and served by Cora and her girls 3 times per day: sun up(5-6 am), mid day(12-1 pm), and dusk (5-6 pm). These range from simple to elaborate based on the availability of the animals, roots, fruits, herbs and spices indigenous to the canyon. The more simple foods are gathered from the crops cultivated by the community, and the groves that are maintained. You should establish specific menus and prices to suit your own game style. Otherwise, a simple 2d6 cp, 2d4 sp and 1d4 gp will suffice for each meal: breakfast, supper and dinner. Cornelius is in charge of drinks within the hall. Barrels of whiskey, wine and beer are stored in the cellars(a set of stairs leading to these is located in the office but is not shown; you will have to create your own maps of these). As these are purchased from caravans coming to the canyon his stock is somewhat low at the moment. To customize the setting, you should determine your own rates per glass, stein, etc.

Both Cornelius and Cora are 0 level NPC, having 5 and 3 hp. They are Lawful/Good, and in their late forties to early fifties. Like most residents of the keep, they do not have a great amount of wealth. Both are knowledgeable in the canyon lore, knowing most--if not all--of the common rumors; and each personally knows of 2-5 Special Legends/Myths. Neither is apt to join a brawl or rush to defend the keep, as they are considered non-combatants, with the worst AC possible.

3.6(6a) THE BLACKSMITH & STABLES



Carson Folger is the blacksmith of the keep, and has resided here for the past three decades. Solicited by posters seeking artisans and craftsman spread throughout his village in the baron's realm, he applied for employment out of necessity; he was disappointed with his apprenticeship with a master smith that kept promoting others who were less skilled than he was, but had influential families. So he accepted the position and journeyed with a caravan into the canyon, and has stayed ever since.

Though he is primarily skilled in repairing wagons, wheels, and shoeing horses, he can make nails, spikes, and repair shields and simple chain type armor. The latter he has learned in order to keep the soldiers in useable equipment.

At 6'4" tall and 250 pounds, Carson is the largest human in the keep; 2nd only to OLLY in the canyon. Despite his size, he is a soft spoken, mild natured fellow(Neutral/Good). Treat him as 0-level in combat experience, having 7 hp.

He does not rent mounts; he boards those of soldiers and pack animals of the teamsters/caravans that arrive at the keep. Most are boarded in the fenced corral on the north side of the stables; prominent persons may arrange for private stalls within that, if they are not already in use. The south corral is used to hold the live-stock--cattle, goats, etc.--needed to supply the residence with the sustenance they provide. Caravan wagons are stored at other locations in the keep (B) during their stay, but may be kept in the south corral during repairs.

Carson lives alone, and keeps to himself most of the time, but he knows all of the common rumors about the canyon. He hires local boys to assist him if his workload piles up. You may assign him an assistant or two, teen boys wishing to learn the trade. They will naturally be 0-level types, and likely non-combatants. Should the characters require his services, set the fees he will charge as you deem appropriate.

OTHER FEATURES OF WEST KEEP

A. These eight buildings are the homes of 3 families: the Fisher, the Trapper, and the Ackers. As their names imply, each is skilled in a trade that benefits the keep as well as helps sustain themselves. The Fisher family are--naturally--fisher folk. They derive their living from harvesting the fish from the great river and the Lost Dwarf's Lake. The Trapper family hunts the Feral Forest, returning with wild game such as deer, bear, etc., to be used for meat and other products. The Acker family are farmers, tilling the ground south of the keep and harvesting the crops produced.

You can personalize each family with the head of the house, the matron, children, etc., assigning them names, hp, and any other information you want. How they might interact with the players' characters is left to you to determine.

B. These large buildings house the wagons and items brought into the keep by the merchant-caravans. With the current state of things, it is likely that only one or two will contain such.

C. This building is used to gut/dress animals brought to the keep. At any given time of day there might be a member of the Trapper family within butchering something. A smaller building just south of this (also a **C**), is the smokehouse. From it, delicious aromas can be smelled throughout the keep when it is being used.

D. A strange elderly woman--known only as **Auntie T**--resides in this building. She is also in charge of the groves within the keep. She enlists the help of young girls to harvest the various products that she nurtures from the trees, and is left alone to her task for the most part. She has been here longer than anyone else in the keep, and the Captain of the militia, and Cornelius have each been given explicit orders in dispatches from the baron's representatives, not to bother her.

The groves (E) are as mysterious as Auntie T, producing everything from apples and plums to walnuts and pecans, all within the same season. The old woman is often seen talking to the trees as she and the girls water them with buckets drawn from the well; though she is never seen in the groves during the night.

Besides the groves, Auntie T is the sole provider for a variety of products that supplement the residents' diet. Jars of honey, sacks of mushrooms and/or peanuts, baskets of wild bird eggs are but a sample of the more exotic items she harvests and provides to the community. No one but her knows the source-location of the things she dispenses; even the girls and younger women that go with her to collect the items never seem to remember where they actually went--returning from their *little trips* with blank minds, and stares. Most of these items wind up at the Guild Hall as part of Cora's victual embellishments.

If you are using one of the Advanced or BECMI rules systems, you should treat Auntie T as a half-elf, 9th level druid, having 50 hp. Give her what spells and items you wish to create an interesting NPC. If you are not, then find a comparable creature from what is available to you, or create a special-class to accommodate her.

Auntie T is a bit of a trickster. For one thing, she is not as old as she appears. In actuality, she is only in her mid 50s (which, as a 1/2 elf, is still quite young). But she possess a *Ring of Illusion* that allows her to appear + 60/-20 years older/younger than she is. She also likes to change her form into that of a black cat and sit upon the fence near the south gate in the evenings, watching the workers return from the fields. The residents have become fond of the cat, not knowing it is Auntie T, but are often shocked when it purrs, in almost human words, uttering shocking phrases at them. (If you are familiar with the old TV series, Batman, and his feline nemesis--**Cat Woman**--you can imagine Auntie T as such, purring out bizarre or provocative things.)

E. The Groves, as previously described, produce a variety of crops that benefit the residents of the keep. At any given time, 3-4 different types might be growing, all tended by Auntie T, as just described. The groves benefit from a kind of field of magic that most are not aware of, in that they are immune to fire/cold attack of any kind (even dragon breath!) Only bugs and creatures that are helpful can exist in or enter the groves; all baneful types are instantly repelled by a harmful, static charge. Humans, elves and halflings of good alignment that walk among the groves will have restored 1-4 hp if they entered in an injured condition; this will only function once per day per being, but will be withheld if the person is inconsiderate to the grove in any manner.

F1. Is the public latrine. This facility can be developed, if you wish, into a bizarre encounter area.

F2. Gate leading to the fields. At night, Auntie T is often found here in the form of a black cat (see above).

G. The Fields. Members of the Acker family work these, harvesting the various crops that sustain the keep residents.

H. Field Gate. There is nothing unusual about this location, but you are encouraged to add something to it.

RUMORS, MYTHS AND LEGENDS

The following section deals with these, and you may use any or all of them, delete from or add to the lists as you wish.

COMMON GOSSIP-RUMORS (1-20) *Italicized being partly true.*

1. There is a pond high above the lake, upriver, where it is said half-man/half-goat creatures are sometimes seen drinking from the water.
2. The river's head is somewhere in the cold water gorge; to the northwest.
3. The Silverstone dwarves are friendly, to a point. But don't go up there unless you have some kind of real business with them.
4. There's a path through the east end of the forest, shaped like a tunnel it is, that goes all the way through to the river.
5. *OLLY isn't all human--he ain't!* (OLLY knows this!)
6. There's silver in the mountains--that's for sure. But, getting it out won't be easy.
7. Giant eagles are always in the skies, mostly to the north, though.
8. It's called the Lost Dwarf's lake because the dwarf king's son, went there once, and never came back!
9. There are giant fish in the rivers around here.
10. The moors to the west are filled with horrid beasts.
11. *No one has mined south of the river in over 30 years.*
12. *The woods to the north are haunted by a dead elf's spirit.*
13. There are creatures in the forest that will hunt you.
14. An odd mound to the northwest is hot to walk upon.
15. Something in that lake ate the son of the dwarf king!
16. Be careful crossing that river, it keeps secrets yet discovered!
17. *The dwarves haven't come out of Silverstone Hall in 10 years!*
18. Tinkers' Trail is safe enough during the day...
19. Huge webs have almost blocked off the Widow's Tunnel.
20. There's one mine to the south, hasn't been entered in years, could still be active.

SPECIAL MYTHS & LEGENDS (1-10)

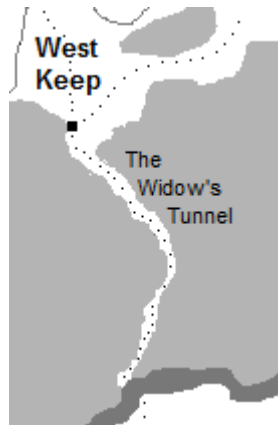
1. The king of the eagles makes his nest in the north mountains.
2. Some kind of large, winged creature--some say a dragon--flew into the canyon years ago, and seemed to disappear into the side of a hill, south of the river.
3. The lake harbors an evil that has not yet revealed itself.
4. Some say the Silverstone dwarves are all dead. That they dug too deep and uncovered something they shouldn't have.
5. Besides being hot as blazes, the strange mound let's out an awful piercing sound now and again.
6. A multi-headed serpent roams the moors.
7. Something in cold water gorge keeps polluting the river.
8. Insects avoid the Widow's tunnel.
9. *There are friendly ape-men in the feral forest.*
10. There is a magical item of great power in the canyon.

In the section to follow, many of the things mentioned in the above tables will be explained; those not are left up to you to decide if they are true, or exist, or not.

4. THE WIDOW'S TUNNEL

The following map shows this feature in closer detail. Note however that while its length is close to 2.5 miles, the width of the tunnel is *not* that shown on the map. On average it has a width of

about 13 feet; this can decrease to as little as 4 feet as it twists and turns, to as much as 21 feet, where it straightens out for distances of up to 20 yards. The height of the tunnel varies from 7 to 18 feet; the ceiling appearing as rough and pitted as that of a stone cavern.



The tunnel is very solid, with the thick trees and ground cover so intertwined, that even hacking the sides of it with an axe requires expending at least one full turn, only to carve out 1 to 3 feet of the dense brush and foliage. It is not feasible to cut one's way from one end of the forest to the other at this particular location.

This is due entirely to the Widow and her generations of offspring. For she and her children have reinforced the tunnel over decades with their sticky fibrous strands, binding the natural elements into a cohesive structure.

And it has served her well. Cave-like retreats within the ceiling of the tunnel allow her to ambush and slay anything using the path. In lean times, when travelers have been few and far between, she has survived by feasting on the corpses of her own children, slain by her without remorse.

The Widow is, of course, a great **Giant Spider**, HD6+6 and having 40 hp. Her bite can inflict 2d8 damage, along with the poison she injects into her victims. If the characters are above 3rd level and in great numbers, you may add 3-12 *huge spiders* to boost the encounter to meet the challenge. If characters are not being very cautious, she will surprise and attack them on a 1-4 on a d6.

Hidden within one of 4 of the Widow's ceiling lairs is her treasure. Finding it will require characters to *Detect Secret Doors* in the ceiling and check each one; the lairs are evenly spaced between the two entrances. Determine the ceiling height at each location by rolling a d12 and adding 6. Her treasure consists of: 3000 CP, 1575 SP, 250 GP, 25 PP, 9 gems (1x300 GP, 3x150 GP, 5x75 GP), a ring (normal) x 125 GP, a *staff* (magical), and a *shield* (magical.)

Should the characters encounter and slay any of her children, upon taking at least 3 of the corpses back to the keep, they will be hailed as heroes, and receive a 25% discount on any services they partake of during their stay. If they slay the widow and return with her corpse, they will be made Honorary Guild Members, and all fees will be waived during their stay.

5. THE ABANDONED MINE



This feature is located in the southern mountains of the canyon at the end of the trail leading from the Widow's tunnel (see map). An encounter check should be made once every time the characters use this portion of the trail--from the river, to the entrance of the mine--or vice versa. Use the following table; feel free to augment it with creatures of your preference, omit any you dislike, as well.

1. **Bear, brown** (1-2) HP: 35,30
2. **Roc, large** (1) HP: 72
3. **Giant, Hill** (1) HP: 42
4. **Lynx, giant** (1-2) HP: 16, 14
5. **Porcupine/skunk** (1-2) HP: 36, 30/ 35, 30
6. **Wolf** (1-6) HP: 16, 15, 14, 13, 12, 11

The entrance is partially blocked by fallen boulders, and split-rotted timbers. Excavating the entrance will take no less than one day, and when complete will reveal a small tunnel leading east and north into the mountain.

The actual mine and map/s involved are left to you to design. If you feel such is beyond your ability, or desire, many published adventures have tunnels and caves that you can utilize. (I highly recommend the Judges Guild product, **Glory Hole Dwarven Mine**. It has levels and levels of just what you need.) On the other hand, if you are an experienced DM, capable of walking your players through such an environment without the need of maps, then all you should consider is the following:

Creature Encounter, 1 on a d6, check every 3 turns
die roll Creature type encountered

1. **Rats, giant** (5-50) HP: 1-4 ea.
2. **Gas Spore** (1-3) HP: 1 ea.
3. **Beetles, Fire** (3-12) HP: 8,7,7,6,5,5,4,4,3,3,3,3
4. **Ants, giant** (1-10) HP: 12,11,10,9,8,8,6,5,4,3
5. **Carrion Crawler** (1) HP: 19
6. **Ticks, giant** (3-12) HP: 24,18,12,11,10,9,8,7,6,5,4,3

Some of the above will be crawling along or clinging to the walls and/or ceiling of the tunnels, and drop upon their prey at the most advantageous time to attack. If torches and flames are in use this might prevent the creatures from openly attacking. None, of course, will possess any treasure.

In addition to the possible above encounters, there is one that is *Set*, and you should include: a **Cold Drake** (white dragon)! It is the reason the mine was abandoned.

The **Cold Drake** (or, white dragon) should be appropriate in HD and ability as to seriously threaten the characters, yet allow them a slim chance of defeating it. In order to offer this encounter, use the following parameters when conducting the creature's attacks and responses to the players' characters.

Characters' levels	Cold Drake's Abilities			
1-3	HD5	HP20	AC3	D1-4/1-4/2-16
2-3	HD5	HP20	AC3	D1-4/1-4/2-16
2-4	HD6	HP24	AC3	D1-4/1-4/2-16
3-4	HD6	HP24	AC3	D2-5/2-5/3-18
3-5	HD6	HP24	AC3	D2-5/2-5/3-18
4-5	HD7	HP30	AC3	D1-6/1-6/3-18
4-6	HD7	HP30	AC3	D1-6/1-6/4-24
5-6	HD7	HP30	AC3	D1-6/1-6/4-24
5-7	HD8	HP36	AC3	D2-7/2-7/4-24
6-7	HD8	HP36	AC3	D2-7/2-7/5-30
6-8	HD8	HP36	AC3	D2-7/2-7/5-30
7-8	HD9	HP42	AC3	D2-8/2-8/6-36

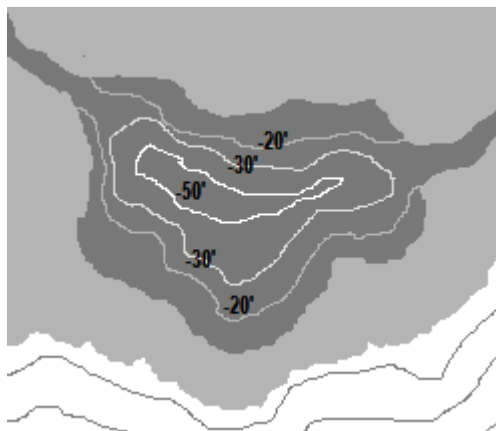
Use your preferred rules regarding sleeping dragons, and other information not presented here. Should the characters find the lair of the cold drake and slay it, they will discover the treasure worthy of their deed.

Cold Drake Treasure:

8000 CP, 10000 SP, 12000 EP, 24,000 GP, 50 gems, 20 jewelry, 5 potions, 1 scroll, a +1 weapon, a +1 suit of dwarf chain mail. (You should decide the value of the gems and jewelry; the content of the potions and scroll; and the type of weapon.

6. THE LOST DWARF'S LAKE

Nearly 4 miles wide from east to west, and ranging from 2 to over 4 miles from north to south, this huge body of water fills a natural basin in the canyon's floor. Fed by a river from the west, it empties itself through a similar one to the east, keeping its volume and level consistent.



Contour lines (see map) show the depths of the lake (20-30-50'), but those are broad strokes, and some portions of the bottom may be deeper or shallower than the map depicts. Neither viewing it from the surface nor submerged exploration will yield precise measurements, as the water is filled with plant life growing on a bottom that is covered with the debris of fallen limbs and leaves from trees, and rotted corpses.

Visibility in the water is limited to 30 feet at a depth of 10 feet. This drops by 5 feet for every 10 feet deeper one goes; eventually, at 50 feet, visibility is limited to 10 feet; and that only under the best conditions and time of day.

Common rumors 8 and 15, and Special Myths & Legends 3 are the clues that could lead the characters to this feature of the canyon.

Should characters explore the perimeter of the lake it is possible that some kind of encounter will occur. This will happen on a roll of 1 on a d6, checked every 3 turns. Use the following table to find what the encounter might be, or design your own table to suit your personal taste/style.

Die Roll	Creature type encountered
1.	Beaver, giant (1-4) HP: 24,22,20,18
2.	Gar, giant (1-2) HP: 48,40
3.	Otter, giant (1-8) HP: 30,28,26,24,22,20,18,16
4.	Pike, giant (1-8) HP: 24,23,22,21,20,19,18,17
5.	Beetle, water (1-6) HP: 24,22,20,18,16,14
6.	Turtle, snapping (1) HP: 60

Obviously the two fish types (gar and pike) will not be on the banks of the lake. But the others are capable of leaving the water and moving ashore. None will have treasure of any sort.

In regards to the rumor of the dwarf king's son disappearing in the lake, specific information about the event is very sketchy. The dwarves do not like what goes on in their lives being common knowledge among humans, elves and halflings. Thus, you can create whatever you wish regarding all the gory details; making it as elaborate or simple as you like.

The culprit behind the disappearance is a **Giant Catfish**, 18 feet long and having 40 hp. It stays mostly in the deepest parts of the lake, laying within the sunken hull of a large ship on the bottom; but on occasion, surfaces for reasons of its own. It was at one of these times that the dwarf and fish met; what resulted from the encounter no one truly knows, but some--having seen the great fish once or twice--suspect it of being the cause of the dwarf's disappearance. While the fish does not have an accumulated treasure per se, some of the skeletal corpse of the dwarf remains within the creature, and on a bony finger there is a ring of great family significance, worth 5,000 GP.

You are free to design other (Set) encounters in the lake. (See 7.2) If you do, it is suggested that you create a rumor that goes along with the creature you design, and insert or add the rumor into one of the previous rumor & myths tables.

7. THE FERAL FOREST

A large portion of canyon space is taken up by the great, Feral Forest. It is thickly wooded, with tall trees and heavy ground cover. A canopy of limbs and leaves keeps some portions of it in near

darkness even at mid day, while others are blessed with a bit of sun light breaking through. The air is heavy and thick the deeper one goes into it; fresh breezes tend to flow around its perimeter.

There are no obvious trails that make their way through the wood. Creatures and beings that call it home are familiar with the ones they use, but such paths are virtually undetectable by humans and dwarves; elves have a 2 in 6 chance of spotting such a trail, while halflings have only a 1 in 6.

Many animals and monsters inhabit the forest. Characters will likely encounter these frequently as they move through the great wood. You may use the following table to determine what kind of creatures they come across. You should do a check every hour, with a roll of 1-3 on a d6 indicating that such an encounter has occurred.

Die Roll	Creature types Encountered
1.	Bear, Black (1-3)
2.	Beetle, Giant Stag (2-12)
3.	Boar, Wild (1-12)
4.	Falcon, Small (1-2)
5.	Raven (4-36)
6.	Skunk, Giant (1)
7.	Squirrel (1-6)
8.	Stag (1-4)
9.	Wolf (2-20)
10.	Badger (2-5)
11.	Owl (2-5)
12.	Porcupine, Giant (1-2)
13.	Weasel (1-8)
14.	Wyvern (1-2)
15.	Bee, Giant Honey (1-10)
16.	Cooshee (1-8)
17.	Irish Deer (1-8)
18.	Mantis, Giant (1)
19.	Bloodthorn (1)
20.	Treant (1-20)

You should adjust the numbers-appearing above to the level and number of characters in the group. If all are below 3rd level, you should set the maximum number encountered to 1/2 of what is shown. (1 being the least of any encounter.) Naturally, none of the above will possess treasure.

In addition to possible random encounters, there are residents of the wood that can be used as Set(designated) encounters. The 2 that follow can be altered, or removed and replaced with those of your own making. Where they lair is up to you, and if you wish to include maps of such you will have to create them.

7.1 JELLY&WINGS

Somewhere deep in the forest is a tree of enormous height and diameter; over 100 feet tall, and 20 feet in diameter at its base. It has many climbable limbs starting at about 20 feet off the ground, and these are not particularly leafy; those thick with leaves begin at about 70 feet up. Between 50 and 70 feet up the trunk is a gigantic nest of honey bees. Inside are 20 *Worker* bees, 6 *Soldiers*, a *Queen* and 3 *drones*; the queen and drones are non-combative. Specific information for these is as follows:

Type:	AC	MOVE	HD	ATK	DAM	SA
Worker	6	9"/30"	3+1	sting	1-3+P	1 sting
Soldier	5	12"/30"	4+2	sting	1-4+P	1 sting
Queen	--	9"	6 hp	none	none	none
Drone	--	9"	4 hp	none	none	none

Note: A successful Save vs. Poison against soldiers will still cause damage (2-8 hp), with failure doing even more (5-20+1.)

Inside the hive is enough bee "bread" equaling 30 Iron Rations. Though not known to accumulate treasure, it is possible that a ring or two may have fallen off inside the nest during exploration by curious characters. You may at your discretion include such items within the nest; keeping magical powers (if any) at a minimum, and GP value, low.

Random encounter #15 on the previous table can be used to guide characters back to the location of the nest.

7.2 THE APE MEN

The *Special Myths & Legends* #9 hints at some kind of bipedal primate roaming about the forest. Though not of ape origin, there is a colony of **Bigfoot** creatures that call the forest their home.

This large clan resembles the creature known as Sasquatch in the BECMI Masters manual, though one could adapt the Yeti, found in the AD&D Monster Manual as well. If neither appeals to you, you may design your own creature for this encounter.

The group inhabiting the forest is comprised of 30 individuals; a chief (having 40 hp), a shaman (30 hp), 8 males (HP: 35,33,31,29, 27,25,23,21), 12 females (HP: 30,28,26,24,22,20,18,16,14,12), and 10 young(HP: 5-10 ea.); the latter being non-combatant.

Though the forest is not as large as the pacific northwest as in the American continent, the creatures still tend to dwell in certain areas of it during the four seasons of the year; this is due to the availability of natural foods found in these locations at those times.

These creatures are cautious and reclusive. They prefer not to deal with smaller humanoid if they can avoid it. But, strangely, they have a fascination with halflings, and are more inclined to friendliness toward them, and groups that contain them.

It is in this regard that such an encounter should occur. If you do include it, the only benefit the characters will gain is the possible learning of information, as the chief and shaman are both aware of a very special legend regarding the lake. There is a sunken ship in the middle of the lake, and a great fish has claimed it as its home. Stories about the ship have passed from generation to generation of chiefs and shaman. But over time, all that remains is that, supposedly, ages ago there was a great battle upon the lake between men in ships. (You are free to develop this more, and even map out what's left of the ship, and any contents that may have survived to this day.)

In addition, the creatures know the forest well, and can inform the group of whatever special features you wish to add. They *might* even serve as guides, should the group include a halfling. You should determine this, and what it involves.

8. THE MISTY MOORS

As inhospitable as the previous feature (the Feral Forest) can be the Misty Moors is far worse. The terrain is filled with broken ground that abruptly rises and falls as much as 3 feet without warning; tall swamp grass, fronds and mist rising as high as 6 feet obscure one's sight of the dangers around him. Cracks and gorges in the earth create an interlacing web of rivulets and canals that spread across the moors, used like some kind of highway by slithering and poisonous creatures. The air is thick and humid 6 months out of the year, and rancid the rest, leaving a bitter taste in one's mouth.

Scores of creatures reside in the Moors, from insects to reptiles, mammals and birds--and more. Encounters with them are unavoidable. You may use the following table as characters move across the moor, checking every 3 turns with an encounter likely on a roll of 1 in d6.

d12 Creature type

1. **Crayfish, Giant** (1-4) HP: 24, 22, 20, 18
2. **Frog, Poisonous** (1-6) HP: 8,7,6,5,4,4
3. **Crane, Giant** (1-10) HP: 18,17,16,15,13,12,11,10,9,8
4. **Boar, Wild** (1-6) HP: 21,19,17,15,13,11
5. **Vulture** (2-12) HP: 8,8,7,7,6,6,5,5,4,4,3,3
6. **Crocodile** (1-8) HP: 18,17,16,15,14,13
7. **Toad, Giant** (1-6) HP: 16,14,12,10,8,6
8. **Shambling Mound**--8HD(1) HP: 48
9. **Wyvern** (1-3) HP: 42,40,38
10. **Lizard, Giant** (1-6) HP: 19,17,15,13,11,9
11. **Eblis** (1-4) HP: 28,26,24,22
12. **Dragon, Mist**--SA (1) HP: 27

Most of the creatures above are not capable of possessing any sort of treasure, but a few possibly could; it is left up to you to determine what such might include.

In addition to the above, characters will be constantly harassed and ambushed by flying insects; some will appear in large swarms while others that are larger will appear in lesser numbers. This is likely to happen each turn, and a roll of 1 on a d6 indicates the area the characters are in is already swarming with the pesky critters. Use the table to follow to determine the type of insects involved.

d6 Creature type

1. **Swarm, Gnats** (500-2000) 1 hp ea.
2. **Fly, Bluebottle**(1-10)HP: 18,17,16,15,14,13,12,11,10,9
3. **Swarm, Flies**(40-400) 1 hp ea.
4. **Dragonfly, Giant**(1-6)HP: 35,33,31,29,27,25
5. **Swarm, Mosquito**(60-600) 1 hp ea.
6. **Gloomwing**(1) HP26

None of the above will have any treasure.

Swarms do not attack per se, but obstruct one's view and are very annoying. Striking at them is not very affective, but will kill a number of the pesks equal to the damage the character can deliver--hitting a swarm is an automatic success. Flames and fires are a swarms largest threat, capable of inflicting damage equal to a % roll for each "hit" upon them. (Ex., a roll of 25% wipes out 25% of the swarm.) Swarms threatened by flames are 80% likely to fly off.

Characters actively attempting to combat a swarm will not be able to use any Dexterity or shield bonuses to their AC if they are also being attacked by something else.

Two Set encounters described below can be used at your convenience. You can have them occur at a specific location in the moors or insert them as a random encounter in addition to, or in lieu of one of those.

8.1 TASTES LIKE CHICKEN

A **Giant Crocodile** (42 hp) will lunge out of the thick grass, surprising characters that have gotten too close to its lair. This is a large female, with a dozen eggs hidden beneath reeds and lily pads. If she surprises the party, her first attack will automatically hit its target for maximum damage, regardless of the character's AC; after that, she will attack with normal chances and results. Though she has no treasure, per se, her eggs might be of value, and you should encourage the players to consider trying to sell them on the open market. If they do, you will have to determine what price they might fetch, and who would be interested.

8.2 THE MORE HEADS THE BETTER

If characters are told of Special Myths & Legends #6 then they will likely be on the lookout for this creature as they move across the moors. Obviously, the source of this rumor is a **Hydra**! But how many heads it has is left up to you to decide; you should set the number of heads it has according to the levels of characters:

<u>Hydra:</u>	<u>Party levels</u>
5 heads	1-3
6 heads	2-4
7 heads	3-5
8 heads	3-6
9 heads	4-6
10 heads	5-6
11 heads	5-7
12 heads	6-7

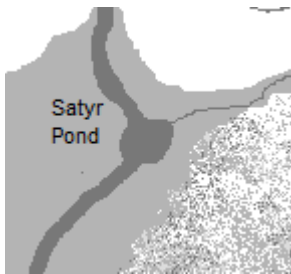
Since this creature has a lair in the moors, you can reward the characters with the treasure it has accumulated over the years. But, unless they actually encounter it in its lair, then they will only have a 20% chance of finding the trail that leads to this booty. It is left to you to determine what its treasure consists of; a minor magic weapon *should* be included--but that is up to you.

9. SATYR'S POND

Before the canyon river rushing south from Cold Water Gorge reaches the Lake of the Lost Dwarf it passes through a deep basin pond near the northernmost reach of the Feral Forest. Though the river continues south, a small creek also exits the pond, going east.

While it may seem a good source for water, the pond is also the home of an odd creature-couple that is very protective of it. A **Nymph** (18 hp) is often seen within the pond, frolicking about and enjoying herself; nearby her jealous suitor maintains a vigil eye on her--a **Satyr** (30 hp). Characters having heard rumor #1 from the Common Gossip table will not know of the Nymph,

It is up to you how these creatures react in the presence of the characters. This encounter is left up to you to develop into something more if you so wish.



The eagles will not let intruders get close to their nests without determining the true intentions of anyone wishing to approach and gain audience with their King. You should determine what kind of patrols the eagles use, the numbers involved, and their explicit instructions regarding what actions they should take in a given situation.

Known as EKRA by all avian, the Eagle King is treated as a minority, directly descended from GARUDA "King of all Birds". He has 75 hp, AC0 and can physically attack as a 12HD creature by bite and 1 claw; the former doing 2-16 damage and the latter 1-12. He has a Magic Resistance of 45%, His move base is 9"/36". He can sense evil/good at will, and is able to speak a modified form of the common language. He is capable of casting 1st to 4th level druid spells per day as a L8 druid, without having to regard the Somatic/Material components.



A large court of guards, females and young reside in the aerie along with the Eagle King. 20 large males, each having 6- 7 hp per die, serve as EKRA's bodyguard. Another 15 males having 4-5 hp per die round out the adult male population. 40 females having 3- 5 hp each make up the hen population, with the remaining 25 residents being young--both male and female, having but 1-2 hp per die; the latter being noncombatant as well.

Whatever adventure awaits the characters within the aerie of the Eagle King is up to you to decide. If treasure exists atop the icy peaks that, too, is left up to you. It is possible to insert material from other sources--such as a TSR or Judges Guild module--and allow the characters to negotiate these as a source of experience and treasure. And you can, of course, design your own adventures atop the peaks for your players.

12. THE MYSTERIOUS MOUND

Of all the features within the canyon this is the least known by the residents, and least known about. While rumors and myths might lead the characters to this location, whatever the mound is, or what may lie beneath, is left entirely up to you. You may consider the following suggestions, or create an adventure of your own regarding the mound.

10. COLD WATER GORGE

The head of the great river that dissects the canyon originates here, in Cold Water Gorge. Smaller rivers high in the mountains converge above here resulting in a spectacular waterfall. The gorge is just over 2 miles north to south, and just under 2 miles east to west. If you wish the characters to spend much time exploring here you might need to design a detailed map of the gorge. Otherwise, you may utilize the random wilderness encounter table below as challenges for the characters while they investigate the gorge; note--it is not possible for non-thieves to climb the sheer walls of the gorge nor ascend near the waterfall without magical means.

Check every 3 turns, with a roll of 1-2 on a d6 being an encounter.

Die roll	Creature type/s
1.	Ants, Giant (10-100) HP: 2-16 ea.
2.	Dog, Wild (4-16) HP: 2-9 ea.
3.	Scorpion, Giant (1-4) HP: 35,33,31,29
4.	Bear, Brown (1-6) HP: 40, 38, 36, 34, 32, 30
5.	Scorpion, Large (1-6) HP: 16,15,14,13,12,11
6.	Rock Reptile --8'(1) HP: 38
7.	Snake, Poisonous (1-6)HP: 15,14,13,12,11,10
8.	Storoper (1)HP: 24*

* If you feel this creature too much a challenge, substitute it with something of your preference.

Aside from the last listing, none of the above will have treasure on them.

11. AERIE OF THE EAGLE KING

High atop the mountains north of the canyon resides the Eagle King and his flock. Characters wishing to explore this location should be of the upper limits of the range suggestions (6th +) and have magic at their disposal allowing them to move among the snow capped peaks.

What trails there are will surely be dangerous, and you should make extensive maps of the terrain in order to help you decide what natural challenges might be involved. In addition, creatures indigenous to the area will contribute to the risk characters will face upon undertaking any investigation here.

1. It is the burial mound of some gigantic creature.
2. Some kind of creature is hibernating within it.
3. It is the site of ancient-temple ruins buried beneath.
4. An extraterrestrial spacecraft crashed here and lays buried 50 feet below!
5. It is the upper cone of a gigantic ant colony.
6. It is the pushed up earth of a giant gopher.

Or whatever you decide.

13. THE DRYAD WOODS



Common gossip-rumor #12 is the only clue that might lead the characters to this location. Otherwise they will have to find it on their own; or via a specific myth/legend of your own creation. But contrary to the rumor, there is no dead elf's spirit haunting these woods. Instead, several populations of creatures/beings dwell within, and all answer to the **Dryad** (10 hp), whose large oak tree stands in the center of the largest part of the woods.

The dryad is capable of transporting to any part of the woods via her natural abilities; she will flee from any encounter that appears to have a threatening intention. Her personality and abilities are left for you to *flesh out*; likewise, any treasure she might possess.

For every 3 turns the characters are in the woods there is a 1 in 6 chance they will encounter the residents. Use the following table to determine which these might be.

Die Roll	Creature/Being
1.	Brownie (2-8) HP: 1-4 ea.
2.	Centaur (1-4) HP: 28,26,24,22
3.	Stag, Giant (1-2)HP: 35,33
4.	Unicorn (1)HP: 32
5.	Werebear (1)HP: 45
6.	Leprechaun (1 or 1-20)HP: 2-5 ea.
7.	Elfin Cat (1) HP: 24
8.	Korred (1-2) HP: 31,30

The creatures/beings shown above are all protectors of the woods and will use all their abilities to prevent intruders from harming their home, or the dryad. It is not likely that any of them will possess more than a minor amount of treasure; such is left to you to determine--assuming that such is in their lair and characters can find it.

14. SILVERSTONE HALL

Much of the history of the canyon revolves around this colony of dwarves, their mining activities, their withdrawal from the surface world, and contact with humans. It is a rich and extensive history that cannot be fully developed by me; you, the DM, will be running this mini-setting, and will need to create the bulk of it.

There are, basically, 2 options to consider regarding the dwarf clan and Silverstone Hall: create it yourself, or borrow from a published source. Using the latter will simplify your job, but even then, you will likely have to modify the materials you use.

You may decide that the Silverstone dwarves are all dead, or have mysteriously vanished; their vast and numerous halls and chambers empty, gathering dust and attracting subterranean creatures with ill intent. Or, create a bustling society of the little folk, busy with their own concerns and daily activities and not at all interested in dealing with inquisitive intruders. Whatever you come up with, you should be comfortable with the material and able to implement all aspects of it when/should the players' characters enter the picture.

Several maps are provided indicating a multi-level complex for you to utilize, should you decide to populate it yourself. You are free to alter these as you wish to suit your design. You can choose not to use them, and create your own.

Whatever you decide, you are not limited to the materials found within this setting, and are encouraged to push the boundaries of your imagination, and desire.

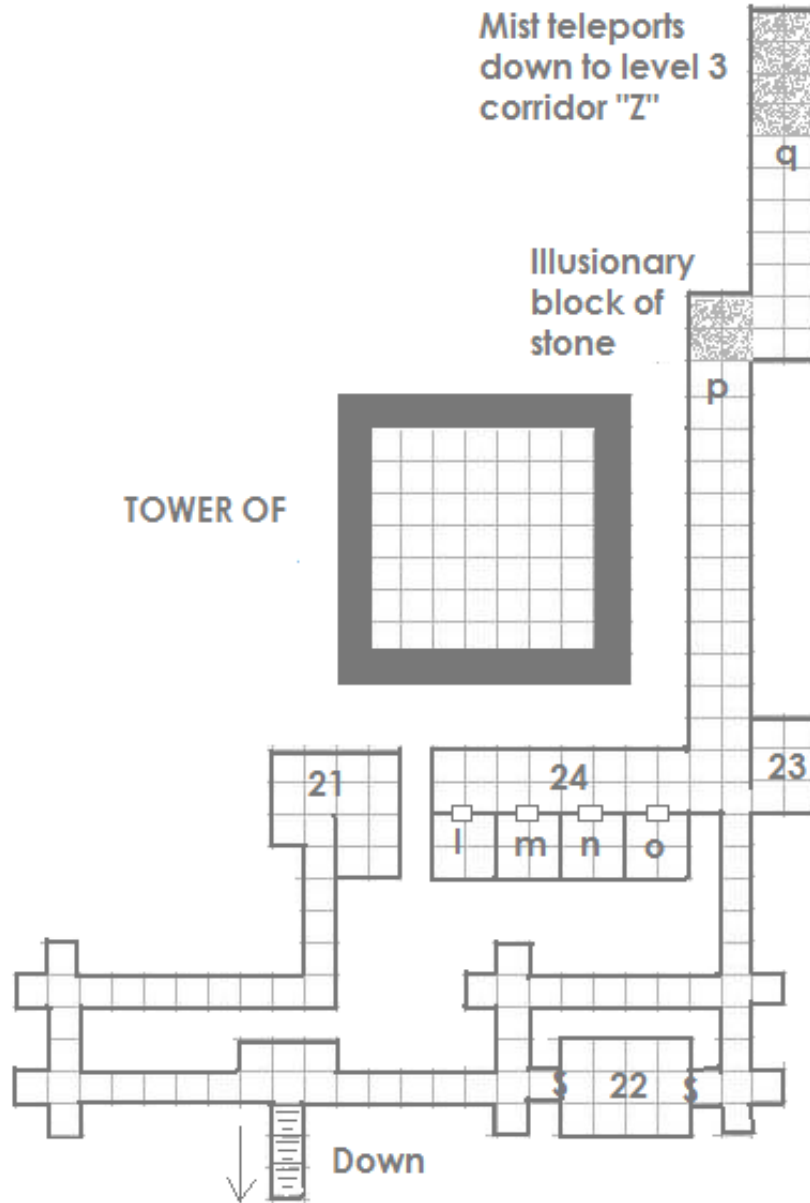
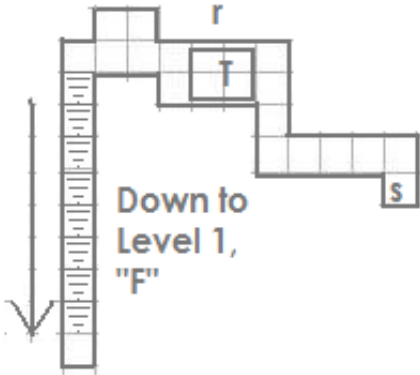
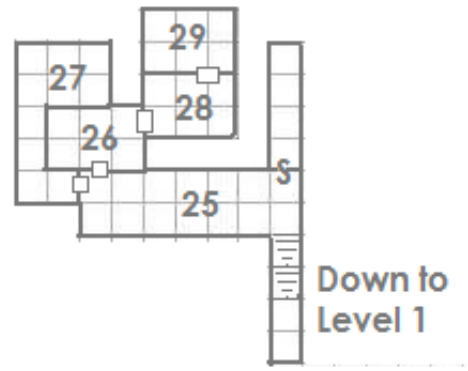
AFTERWORD

I am sure I have made many errors in creating this product. I do not claim to be the best, greatest, cleverest writer-designer around. In fact, I am far from it!

But I hope I have provided you with a basic skeleton on which you can, if you wish to, build a long-lasting and memorable campaign. And one I hope your players, and you, will enjoy for many, many game sessions.

RC Pinnell,
CA, USA
4-30-2015

Silverstone Hall upper levels



Silverstone Hall
Cave, lower levels
square = 10'

