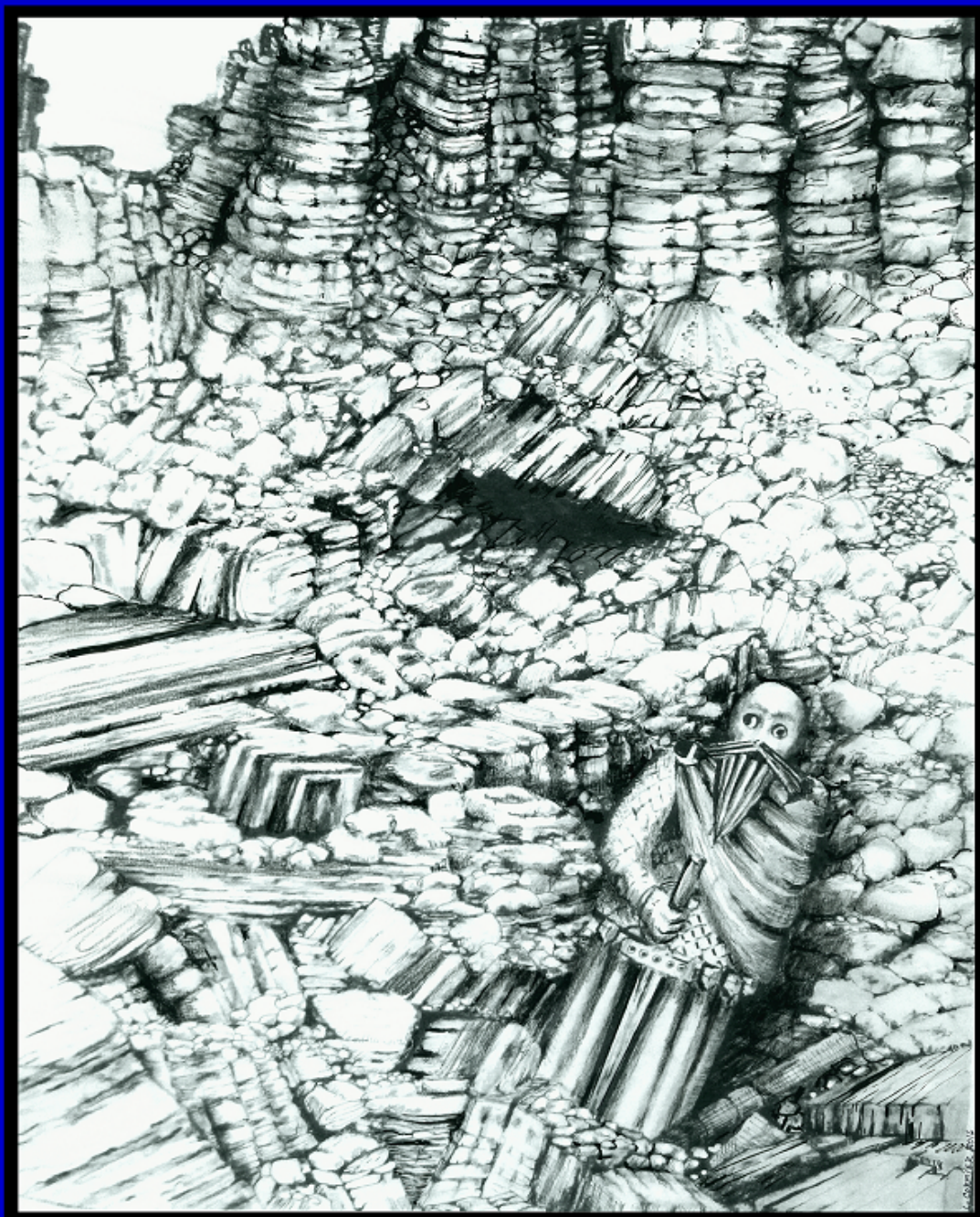


Peaks And Valleys: Among The Dwarves

An OSR adventure for 4-8 characters
of 1st – 5th level.



This is a system neutral module designed to run with most
"Old School Rules" systems.



Peaks and Valleys : Among the Dwarves

Credits

Written by Olivier O'Brien

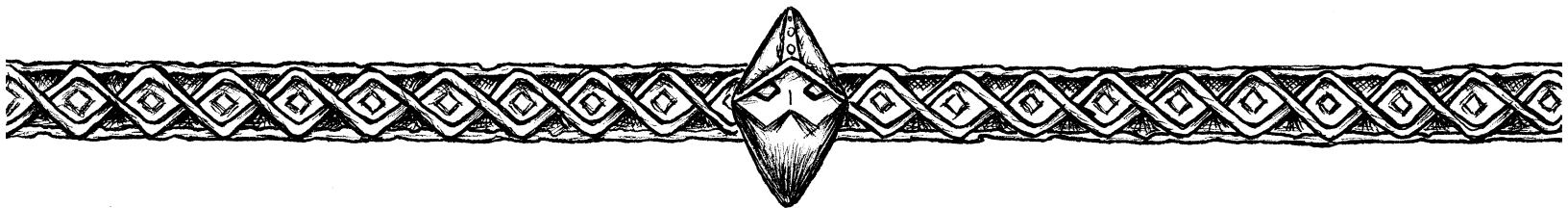
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Far to the north, in the Okhan mountains, a great dwarven lord has put out a call for mercenaries from all corners of the world. Are there any who can bring the goblins of the mountains to heel and find the lost vault of legend?

Introduction

Peaks and Valleys takes place in the Okhan mountains, an isolated, northern mountain range. Though it could be adapted to nearly any setting. The adventure is mostly one of wilderness exploration. The map is relatively small and the terrain is harsh, and as DM it is up to you to decide whether the mountains are merely tedious and difficult background considerations, or a very real menace, constantly in your player's minds.

How to use this adventure

This module aims to provide a self-enclosed, all-in-one adventure for old school rules RPGs. This module is intended for 4-6 1st level characters, and it provides enough content to take them to approximately level 5.

The world outside the Okhan valley is deliberately left vague, to be filled in by your personal campaign world. If the Okhan valley becomes a long term game location the appendix of this module contains long term arcs for various major NPC's, plot hook ideas and other information for continuing the adventure.

Because this is a system neutral module you may have to do some tailoring of the stat blocks, especially where magic is concerned. Spell names vary from system to system as do lists and class names. To that end I have kept the spells in play to

fairly universal entries. As DM you should take these stat entries as guidelines, tailoring, adding, and cutting as you see fit.

The Story

This region of the Okhan mountains has long been inhabited, and it is not unheard of for travelers sheltering in caves to stumble upon stone tools of truly ancient provenance. But civilization's hold is tenuous, and the valley is littered with the ruins of ancient empires. The newly crowned king of the Dwarven kingdom of Okhan, Bhuri Khlordul, yearns to relive these past glories, dreaming of an empire spread across the valley.


But he sits uneasily on his throne, untried, and with little claim. Unable to raise his own armies, he has turned to subtlety, bribing traveling merchants to spin an old folk tale about a lost vault of dragon's treasure into a never ending stream of adventurers and mercenaries flowing into his kingdom. All of them eager to delve the various ruins of his isolated kingdom free of charge.

Setting up

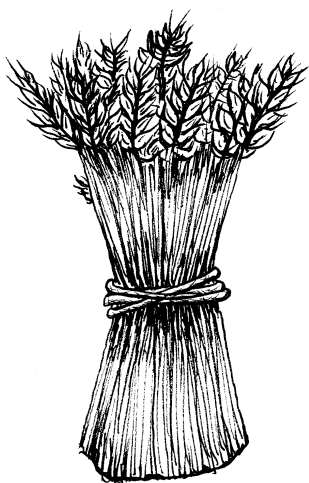
The adventure begins when the players arrive in Bran (Area 1). Each should begin the game with their starting equipment and two rumours from page 5.

After that, the players should be allowed to explore as they see fit. The





appendix sections for each town contains further rumour tables, jobs, and plot hooks. Be sure to read the entry for Bran (pg. 19/131) before your first session.



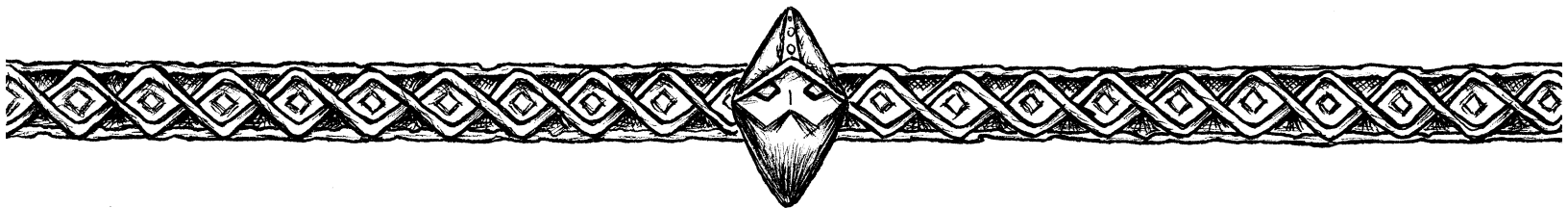
Rumours

All players begin with the following rumour, plus one more off the table:

"There is a lost vault in Okhan, filled to bursting with the ancient dragon Ymir's treasure. It lies buried between four old story stones, scattered throughout the valley".

Roll 1d20

1. One of the story stones was moved in ancient times. (T)
2. The goblins have been raiding for weapons and supplies, gearing up for war. (T)
3. The dwarves of Bholi gorge charge a ridiculous fee for entry to the kingdom, best to avoid the city. (F)
4. The king of Karngrod is offering a bounty on every goblin head brought to him. (T)
5. Dwarves find chins deeply shameful, and you must hide yours with a beard or veil when you visit. (F)
6. There is a vast city of friendly giants in the north of Okhan. (F)
7. There is a valley in southeast Okhan that was ruled by a witch in ancient times, and is still tainted by her vile magic. (T)
8. The lost story stones are located in each corner of the valley. (F)
9. All mastodons go to the same field to die in, and it is rich with ivory. (T)



10. The dragon Ymir still lives! A white dragon terrorizes the north! (F/T)

11. There are still a few elves left in the valley, living in hidden wayhomes. (T)

12. Bholi Gorge has a vast archive. It even has the original copy of the treatise that mention the vault. (T)

13. Bhuri Khlordul comes from a broken lineage, and has no real claim to the throne. (T)

14. The dwarves of Khal are twisted by worship of an evil clockwork god, travellers beware! (F)

15. The Khlorduls are not to be trusted, they have been systematically murdering off their enemies for years. (T)

16. The Dwarves of Thorozer are a wild bunch, independent, and unhappy with the new king. (T)

17. The goblins have a deep respect for music, and an attack may be stopped by singing a song. (F)

18. There are a few isolated vaults dotted about the valley with little outside contact, but they are a boon to travelers. (T)

19. Beware the winter wolves, who attack in storms and fear nothing save silver and magic. (F)

20. Roll twice more.

Background

The Lost Vault

The lost vault was, until recently, nothing more than a vague rumour passed around locally in bars between desperate fortune seekers. It originates from a passage in an ancient dwarven historical treatise, which states that " ... In the 753 year of Bholi's chronicle, a vault was built to store the wealth of the great Dragon Ymir, and that of his slayer Kar Khlordul. Lost in the year 804, it may be found at the intersection of the four story stones celebrating Ymir's defeat..."

King Bhuri, in addition to making it clear that whatever coin and jewels found in the vault will belong to the finder, has offered a rich reward for whatever personal possessions of his ancient ancestor might be found in the vault or in the wild.

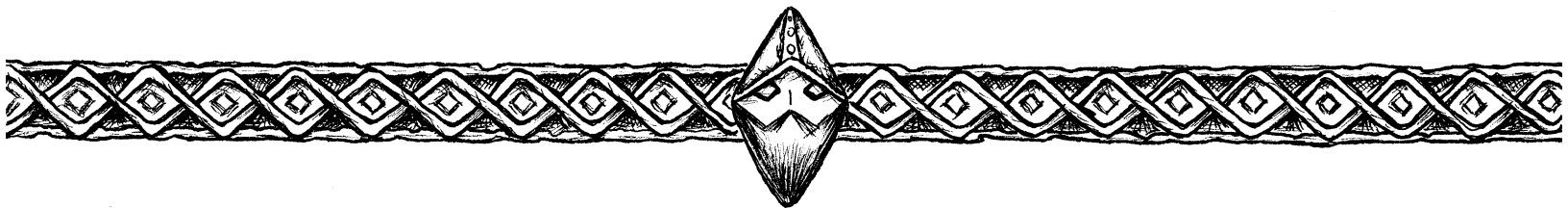
The Dwarves

Dress

The dwarves of the Okhan Valley typically have ruddy skin and dark hair, though lighter colours are not unheard of. They wear simple clothes. Typical dress consists of an ankle length tunic, trousers and low boots, with cloaks, dagged hoods and additional tunics in foul weather. Wide belts are favoured, as is simple blocky jewelry. Finer clothes may be embroidered with simple geometric designs.

All able bodied dwarves are expected to serve in the fyrd if they are called up. These troops are unusually well equipped for militia, usually sporting leather or scale armour, shields, and spears





as well as hand axes. Professional soldiers are equipped to an even higher standard with mail being the minimum. These elite troops are famous for their shield walls. The appearance of dwarven arms and armour are unique – the scales and rings of mail are unusually small and fine, and dwarven plate armour is a composite of linen, scale and ornately cast bronze plates.

Society

The dwarves of Okhan all fall under the authority of King Bhuri Khlordul. The dwarves live in a clan hierarchy, working all the way from the humblest farmer up to Bhuri himself. A dwarf is loyal to his superior within a clan, and has no bond to anyone outside of it. Those outside of the clan typically have little legal protection. Dwarves of other clans are protected by the threat of blood feud between clans. Outsiders are wise to seek out a powerful patron to who will offer them protection, usually in exchange for a gift. Internal conflict between dwarves is frowned upon and rarely escalates. Brawls are common, but warfare is not. Priests and storytellers are sacrosanct, and generally exempted from feuds when they occur.

Troublesome dwarves - oath breakers, murderers, and debtors - are "pushed out", exiled from the hold. In the cold and goblin infested mountains it usually means death. Those who survive may petition for re-entry into the hold every twenty years hence.

Religion

The Dwarves of the Okhan valley once worshiped many gods, but over centuries of isolation it has regressed to animism. A single featureless, genderless, and formless god, called the creator, presides over the myriad spirits of the world. Highest in the hierarchy of spirits are those of crafted items, especially tools. Because of their sacred nature tools and other manufactured items are built to last, and are usually of simple, elegant designs. The wonton display of wealth, or of gaudy decoration, is generally thought tasteless.

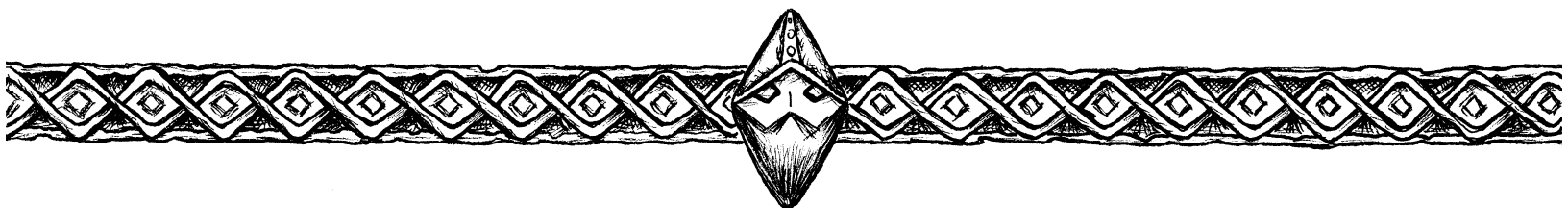
The nature and image of the creator is a closely held mystery of the inner circle of priests. If local small temples and shrines depict him at all it is always an extremely simplistic, featureless idol of stone, or simply the vague impression of a face in the form of a T.

Major life events are always presided over by priests. Funerals are especially elaborate with many bronze death-masks put on display. Bodies are buried in vast subterranean catacombs. Especially wealthy dwarves are buried in mineral rich underground streams, slowly turning to stone, before being brought out and put on display.

Culture

The dwarves are a stern and laconic peoples. However, by religious law, and long tradition the dwarves are welcoming of guests – genuinely with kin, grudgingly with humans and icily with elves. The vaults are isolating by nature, and after a drink and a place by the fire is offered, visitors will generally be pressed for news.





The dwarves have a studious and industrious culture. History is a particularly favoured subject – dwarven histories are sought almost as much as their famous arms and armour. Young dwarves are often apprenticed long before they are adults, and those that achieve a mastery over a trade hold a place of prestige among their peers. Those dwarves who learn two trades are generally thought of as fickle and unreliable – especially if they have mastered neither.

Dwarven food and drink is typically heavy. The most common meal is a thick porridge, supplemented with root vegetables. Meat is generally reserved for special occasions. Dwarves are somewhat skeptical about fresh fruits – preferring them in liquid format. In times of dire need they will resort to Kru – a fungus – which is eaten solely for the virtue that it may be grown in lightless caves. Cheaper meals are often supplemented with it, but it has a poor reputation. Those who live on it too long begin to weaken, losing their sight, and suffering a thinness of hair.

Settlements

As much as possible dwarves will build defensively, and under ground. Isolated farmsteads are unheard of. Even small villages of a few farmers will live together in a small self enclosed underground compound, walking to their fields each day. As a result dwarven settlement patterns are highly, almost dangerously, urbanized. Dwarven cities rely heavily on food imports.

Dwarves are masters of defensive warfare and their choke-points, sally ports, traps, counter artillery and concentric

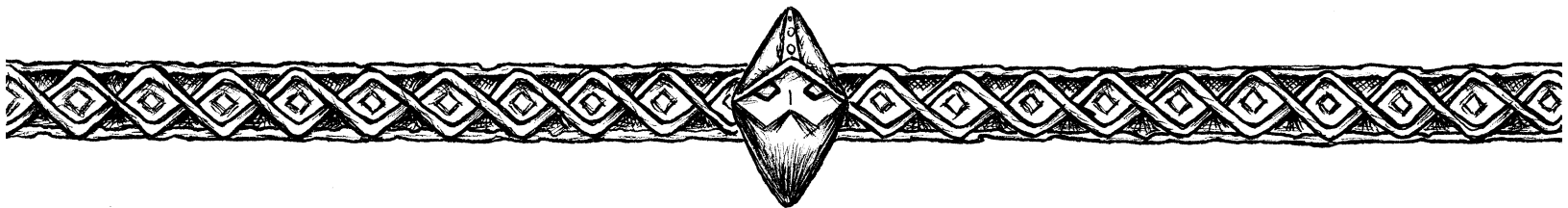
defenses are a besiegers nightmare. Dwarven bridges, famous for their sturdy construction, are deceptive – they are cunningly designed to be disassembled when enemies are about. When building roads through the mountains the dwarves take care to build many such bridges – no army marches on their roads except their own! Holds rarely fall to surface assault, more frequently they are starved out over years. Aware of this weakness, dwarven markets are always hungry for grains and dried goods, and their few fields are patrolled and watched by hidden pickets.

The holds themselves are of quite plain construction. The interiors are angular, with cleanly defined lines, with the occasional geometric pattern. Floor plans tend towards right angles, but walls and roofs can be breathtakingly complex shapes. Decorative figure carving is reserved for special occasions and places, and is almost exclusively historical in nature. The lintel leading into a old and prestigious temple may be carved, but the lintel to a storage room most certainly wouldn't be.

Large common rooms with a fireplace running through the center of the room is a ubiquitous feature of every village, inn, palace, and market. Usually they are sunken if they are part of a large space. In large cities each extended family or clan will each have their own subvault, very similar in design to smaller family holds, but without the fortification.

Dwarven architecture is so sturdy and painstakingly wrought because of their fear of "rotten mountains". Those mountains whose bedrock has cracked, those that are riddled with thousands of





narrow fissures and caverns, are rotten mountains.

Soon infested by goblins, kobolds and other vermin, these mountains are avoided if possible - even going to far as to abandon and collapse holds if they are compromised.

Under-roads

Similar to the rotten mountains are the more benign under-roads. Navigable cave systems that run for miles. Generally they run close to the surface with outlets every few miles. The exits are frequently overgrown and difficult to find unless they are attached to a landmark. The caves themselves are easy traveling and may be treated as roads. Those under-roads that connect to holds are heavily fortified, and travel in and out of them is heavily scrutinized.

Other Peoples

Humans

There are few humans in the Okhan valley, though there are some just south of the mountains. These doughty men call themselves northmen. The only village of note is Bran, under the rule of Ragnir Ringgiver. Essentially a satrapy, the dwarves support Bran with money, discounted goods, and, occasionally, military protection. In return Bran goes to great lengths to secure enough foodstuffs for the dwarves of the Okhan valley.

Elves

Elves are rare in the Okhan valley, having been harried out by the dwarves centuries ago. The remaining elves are semi nomadic, roaming between their hidden lodges on a regular schedule. Generally the elves are friendly, or at least polite with strangers. There is only one permanent elven settlement in the whole valley, though there are many semi-nomadic bands of elves moving through the valley at any given time.

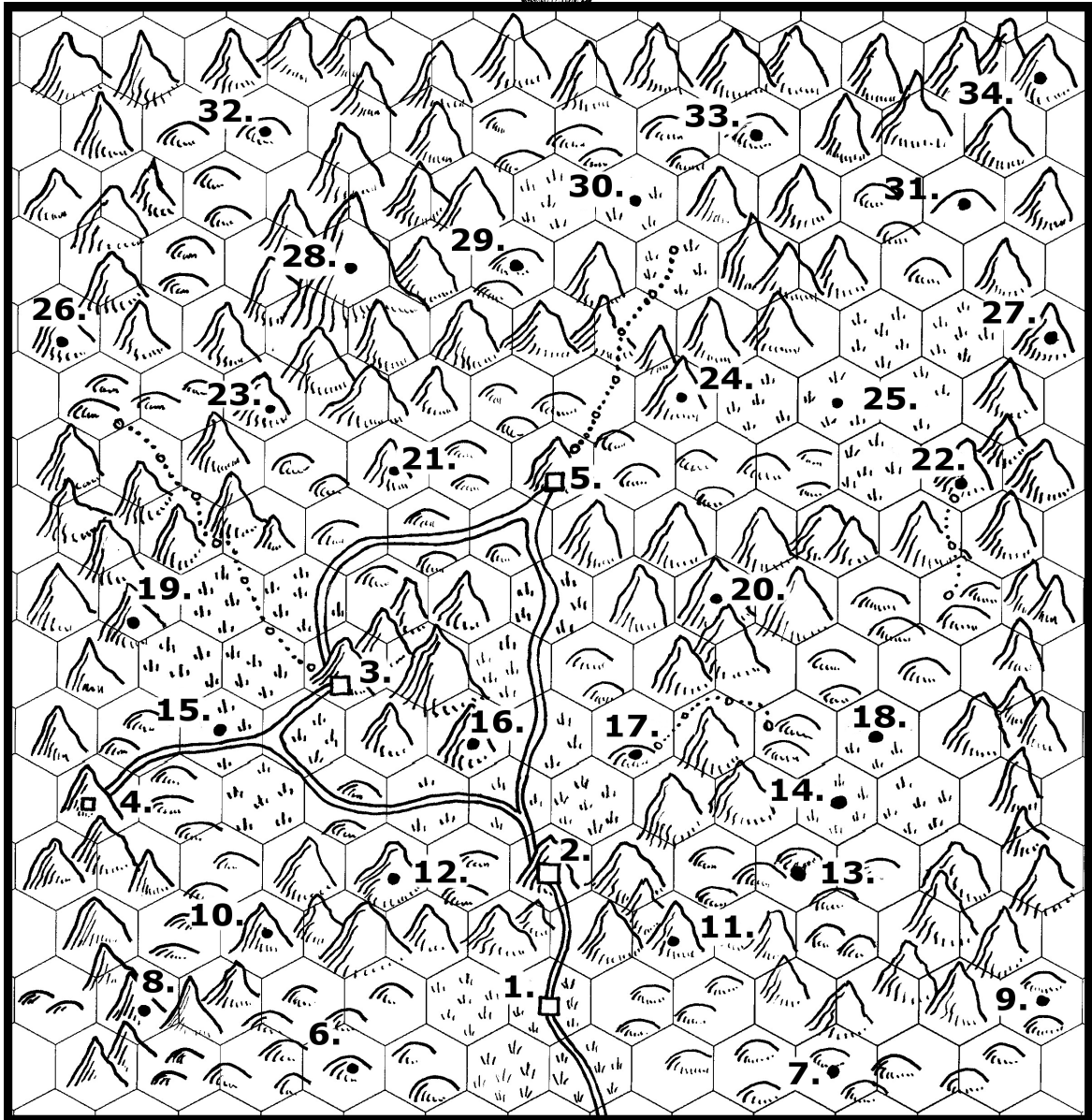
Generally these elves will be wary and distant, avoiding contact unless they see their kin among the party. If pressed they are inclined to use magic to befuddle and delay before fleeing.

Goblins

The goblins of Okhan wage an eternal war on the dwarves. Rarely are they organized enough to pose a real threat, but when they are the numbers they can field are shocking. In appearance they are hunched, bent and misshapen, with gray-green skin and oily black hair. Their clothes are ragged and crude. Goblin armour is primitive, usually cobbled together from scraps of mail, stray plates and leather. Their weapons are usually stone tipped spears and bone clubs.

Goblins make their homes deep in the roots of rotten mountains. Their writhing, worm like motions as the travel the fissures is the source of their dwarvish name "maggots of the mountain". Unlike other races, goblins can survive and thrive on Kru, and with a near endless supply food, a single rotten mountain can be home to thousands of goblins.



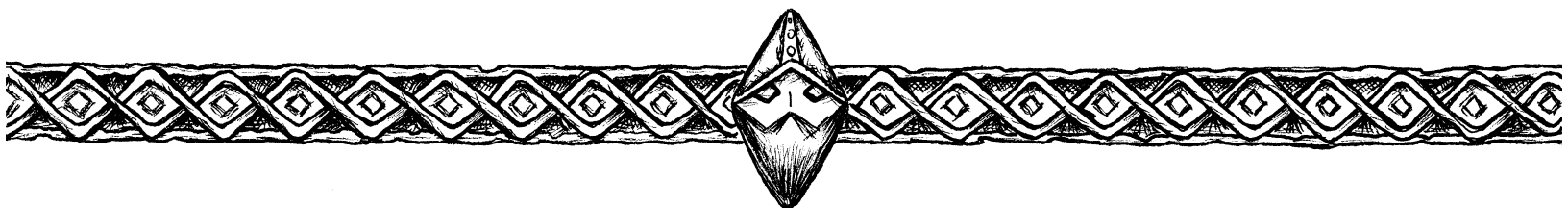




Wilderness Locations

1 Hex = 6 Miles.

- | | |
|---------------------------------------|------------------------------------------|
| 1. Bran, pg. 12. / 77. | 18. Barrow Mound, pg. 42. |
| 2. Bholi Gorge, pg. 12. / 79. | 19. Caravan Ambush, pg. 44. |
| 3. Karngrad, pg. 13. / 82. | 20. Aerie, pg. 45. |
| 4. Thoroazar, pg. 14. / 84. | 21. Ogre's Camp, pg. 45. |
| 5. Khal, pg. 14. / 85. | 22. Abandoned Fort, pg. 48. |
| 6. Prospector's Camp, pg. 15. | 23. Kar's Tomb, pg. 52. |
| 7. Witch's Rock, pg. 17. | 24. Besieged Shrine, pg. 55. |
| 8. Cockatrice's Nest, pg. 21. | 25. False Stone, pg. 57. |
| 9. Leafy Grotto, pg. 22. | 26. Bear Cave, pg. 57. |
| 10. Reeking Cave, pg. 25. | 27. Cliff side tombs, pg. 58. |
| 11. Ancient Mine, pg. 28. | 28. Vault, pg. 61. |
| 12. Watchtower, pg. 31. | 29. Smoldering Village, pg. 69. |
| 13. Wayhome, pg. 32. | 30. Snod, pg. 70. |
| 14. Stone circle, pg. 34. | 31. Giant Cottage, pg. 72. |
| 15. Wolves' Den, pg. 34. | 32. Mastodon's Graveyard, pg. 73. |
| 16. Haunted Hold, pg. 35. | 33. Bronze Cube, pg. 74. |
| 17. Underground River, pg. 40. | 34. Icy Lair, pg. 76. |



Random Encounter Tables

On a road 1-in-6 per day, otherwise 2-in-6 per hex.

Roll 2d10

2	1d4 Hill giants	12	1d4 + 1 goblins on wolves
3	Special encounter	13	4d4 kobolds
4	1d2 cockatrice	14	1d2 brown bears
5	1 mastodon (treat as elephant)	15	3d6 elves + 1 3 rd level leader, On their way to the wayhome at 13 .
6	1d6 ogres	16	1 cave bear.
7	Rival adventuring party	17	1d4 giant boars.
8	1d6 skeletons	18	1 troll
9	2d10 dwarves + 1 3 rd level leader, On patrol from nearest hold	19	Special encounter
10	2d6 wolves	20	Young white dragon (See area 20).
11	2d4 goblins		

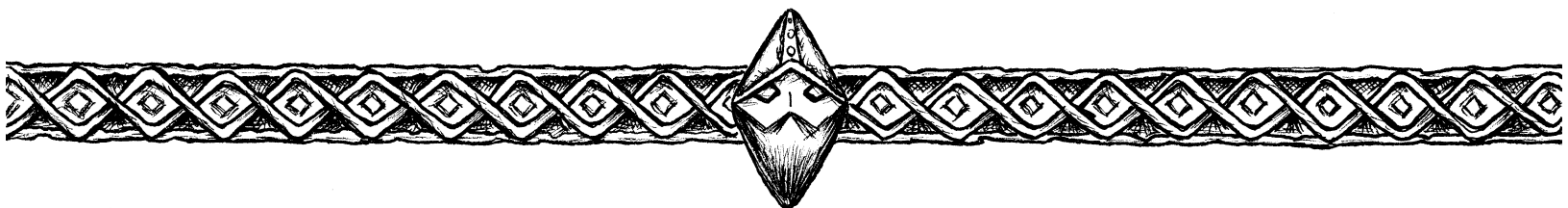
Random Encounter Humanoid Motivations/Objectives. 1D8.

1	Foraging. Light weapons and armour only. Timid.	5	Slavers. Seeking prisoners. 1D2 captured dwarves.
2	Patrol. Aggressive, but will not pursue.	6	Tribal War! Party is going to raid nearest point of interest.
3	Raiders. Well equipped, moving slowly, with 1d4x100gp in loot.	7	Warriors Rite. Well armed, zealously seeking dwarf heads.
4	Religious pilgrimage. Few weapons, double group size.	8	Hunting. Light weapons and armour only. Timid.



Special Encounters

1d6	Mountains	Any other terrain
1	Avalanche! Save vs Petrification or take 3d6 damage and lose any bags or sacks. Mountaineers will recognize the threat in advance.	A pitfall trap! 2-in-6 chance of 1d6 damage if blundered into. Contents 1d6: 1-3 spikes (additional 1d6 damage). 4-5 dead wolf. 6 mastodon skeleton – ivory worth 500gp
2	Blizzard! The party becomes lost in the driving snow.	Battle! Roll twice on random encounters table, results rolled will be locked in battle when the party stumbles upon them.
3	Impassable Cliffs! Unless climbed, the party will be forced to turn around.	An abandoned camp, with signs of a struggle, tracks leading to nearest point of interest.
4	An ancient sailing ship, shattered on the peaks, with no hint how it got here.	Mosquito swarms! Roll 1d6 per player. On a 1 the player must save vs death or contract a wasting fever, losing 1 hp a week, and no longer healing naturally.
5	Lost cart! Battered and frosty, it contains a load of freezer burnt iron rations.	An isolated hold! Home to two or three very large extended families. Food and gear available in extremely limited quantities.
6	Lost cart! Battered and frosty, it contains a chest of precious stones (1d20 stones worth 2d10 each).	Tinkling voices on the wind. If followed it leads to a camp of elven wanderers. Spells of up to 3rd level are available for casting.



Locations

1. Bran

Bran is the last human settlement leading into Okhan. It is a middling village of a few dozen sturdy sod longhouses surrounded by a ditch and palisade, atop a large low hill. Unusually, there are several large silos in the center of town. If the traveling merchants find that there are too few present to make a large caravan into Okhan proper they will not risk a trip into the mountains. To keep the flow of grain steady the dwarves make a monthly trip into Bran in the summer, trading their fine wares for grain and paying the local thane to keep the roads clear and the silos dry.

Bran has no inn, but its thane, Ragnir Ringgiver, lives in a massive double longhouse, half of which is turned over to a massive feasting hall which is open to guests and travelers. Guests are not charged for lodging or fare, but anyone staying more than a night or two would be expected to bring gifts. Further, merchants passing through to Okhan will have a tax levied on their goods (1d10 %), with the exception of foodstuffs headed into the mountains. On a typical night the hall will hold 2d4 of Ragnir's warriors, 1d4 - 2 travelling merchants, Snorri the Skald and two of Ragnir's slaves. There is a 50% chance Ragnir will be present, though he makes a point of always greeting guests.

2. Bholi Gorge

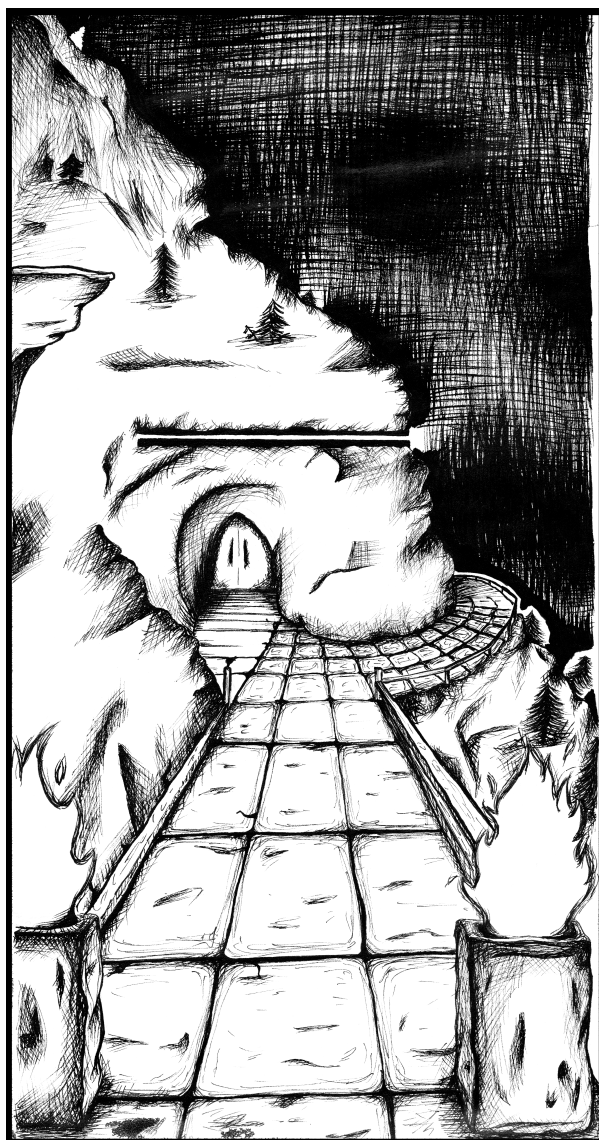
Bholi Gorge is the first major dwarven settlement on the road into Okhan. The narrow mountain road suddenly widens as it leads to a large bridge, flanked by heavy stone towers. On the North side of the bridge is the fortress of Bholi. It is built into a semicircular projection of the mountain, and the road curves around it. Above the gates a single unbroken slit in the stone parapets provides a 180 degree arc of fire, covering the entire road, and crossbowmen and ballistae watch the roads at all times.

The main gate leads into a great hall, where carts can be loaded and unloaded, and animals can be stabled. A massive staircase and adjoining cargo shaft provide access to the town proper. Goods passing through the city are weighed in a cargo elevator and charged 1 cp a pound for everything but foodstuffs. The city itself is a densely built up and beehive like structure, with many markets, common areas and inns. Navigating the labyrinthine city is difficult without a dwarfish speaking party member or a guide.

If the players ask about the story stones they will be directed to the archives, in the very depths of the city. There, if they look respectable enough, they will be shown to a very old and very broken monolith, laying on a bed of red velvet in a back room. The archivists do not know where it was originally erected, though they will inform the party that the stones are erected at points important to the story they tell. On this stone the dragon Ymir



travels south to consult with a cabal of evil witches and werewolves, in their underground temple. Ymir speaks to a stone wolf there and gains its blessings (*now Witch's Rock at 7*).



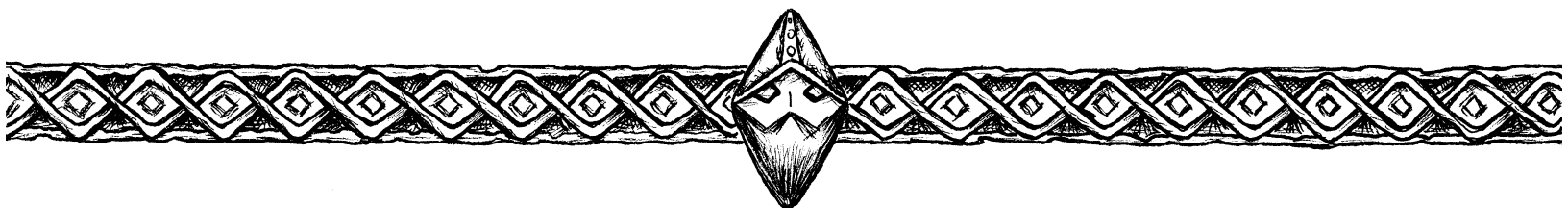
3. Karngrod

Karngrod is the capital of Bholi's pocket kingdom. Built high into the sheer face of the mountains, Karngrod overlooks the valley. Entry requires passage over the outer ditch, over one of several bridges, the largest of which is over 40' wide. Above the ditch the cliffs are perfectly smooth, save the hundreds of regular arrow slits running its length.

Posted at every gate is a sign, written in dwarven, common and in pictographs: "In celebration of King Bholi's reign and his 70th year he is pleased to offer a bounty of 10 gp on every goblin head brought before him." The pictographs, using a few borrowed dwarven runes, merely depict a goblin head and a sack of gold. This offer will expire when a total of 100 goblin heads have been brought in, or until a month passes.

The main hall here is impressive, measuring 180' x 300' and soaring to 120'. Small planished tiles of brass line the walls and columns, stretching the light of the torches and fires further, giving an open feeling to the hall. On balconies far above the floor soldiers watch the comings and goings on the floor, eyes keen for trouble. Karngrod boasts the same many layered, hive like complexity of Bholi.

The smiths of Karngrod are unmatched and masterwork items are available in limited quantities. The heavy construction of the dwarves favours heft over grace, masterwork weapons confer a +1 to damage, and masterwork armour confers an additional point of armour. Masterwork items are available at x 100 base cost.



4. Thorozar

Thorozar is a bit more spread out than the other dwarven cities, the central hold is surrounded by dozens of other smaller holds, peeking out from the scattered rockfaces. Most of the dwarves here are part of the Stundurr ("wildaxe") clan that was annexed by Karngrad two centuries ago. These dwarves are still a little feral, using bone and flint in many of their tools and arms. Nonetheless, they are masterfully crafted. The various smaller holds are all small independent tribes. Thorozar is ruled by a council of representatives from these tribes, overseen by a governor from Karngrad.

These dwarves are less severe than those of Karngrad. They are boisterous and fond of song. Their buildings are elaborately carved with legendary figures and monsters, and gaudily painted in bright colours.

The main hold is a stark contrast, the paint has been stripped from the carvings and the presence of guards is overwhelming. Heavy patrols leave to visit the smaller holds regularly and overall it has the air of a military camp.

The local dwarves are enamored of heroic exploits and adventures, and will flock in great numbers to any expedition that promises glory and riches.

5. Khal

Khal's front gate presents itself as a small barbican at the end of a narrow causeway. If it weren't for the road leading up to it it would be difficult to spot the town at a distance. Once inside there is a steep 200' staircase down into the town proper. An ingenious system of pulleys and ropes provides an elevator service for heavy cargo up and down the stairs.

Once inside the town it becomes immediately obvious that this is an unusual town, the air is fresher (powered ventilation shafts) and the usual geometric wall decoration has been replaced with a cog toothed one. The many mechanical wonders of Khal are powered by its underground rivers. The rivers are in large open caverns, which are used as open public spaces with private buildings built into the walls.

The locals here are more familiar with the story stones, and know that there is one in a valley very far to the north and another northwest of Karngrad.

Access to the under road here is a little easier than in Karngrad, as it simply follows the river out of town.





6. Prospector's Camp

The prospector's camp consists of three bases in a narrow river gully between two rocky, overgrown hills. It is a dwarven mining expedition with a contingent of men from Bran. The main base-camp is at the foot of the hills along the river. About a mile upriver is the mining camp, and the human camp is two miles further up river. It has recently been snowing hard.

DM's Note: This encounter should be run as a mini mystery. Unless they deliberately go around, have the party reach each camp in the order they are presented. As the party continues upriver, more and more should begin to appear amiss, culminating in the horror of the third camp. Do whatever you can to play up the terror – sudden snow storms, becoming lost, voices on the wind.

Base camp

The camp is messy and looks abandoned. Most of the tents have collapsed under a blanket of thick snow. The camp's two remaining inhabitants are the dwarven brothers Frotor and Bulli Sturt. Frotor is the leader of the expedition and Bulli is quartermaster. They explain that the expedition is in a bad way, the last two resupply caravans never arrived and workers and soldiers have been deserting in the night. They ask the party to check on the other camps, which they have not heard from since the storm a week ago.

In reality the brothers are wendigo - possessed by a cannibalistic demon. They have been both causing the blizzards, and preying on the miners. Both are utterly, gleefully, insane. Hidden in the collapsed tents are the supplies, tack and clothes of the missing caravans. Further, there are 1200 gp worth of gold nuggets in the brothers' tent.

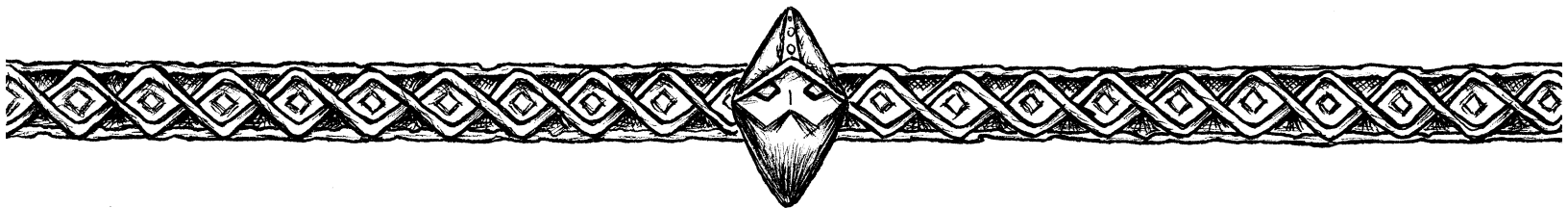
Once revealed the brothers will summon a blizzard and fight until it arrives (1d3 rounds), before fleeing into the snow with unnatural speed. If the brothers survive they will turn up in Thorozar (5), trying to organize another expedition.

Wendigo (2): HD 1, dagger, leather armour. May only be harmed by silver or magic. May summon a blizzard 1/day.

Mining Camp

The main camp has been hastily fortified. The riverbed has been abandoned and the remaining eight miners occupy a single tent in the trees surrounded by broken carts and logs. They are crazed with hunger and terror.

Their foreman, Tern, explains that the the men and animals have been disappearing from the camp without a trace. He is certain that they are not deserting as their possession remain in camp. They are badly in need of supplies but are too afraid and weak to leave the

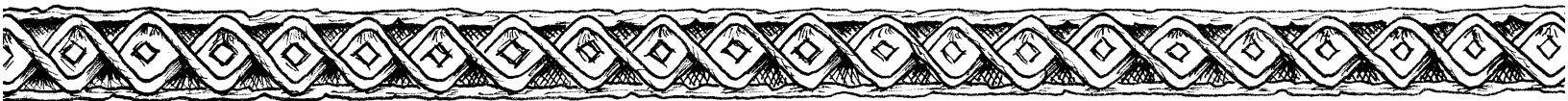


camp. Tern is also concerned for the men of Bran even further upriver. They have not been heard from or resupplied in over a month, since before the trouble started.

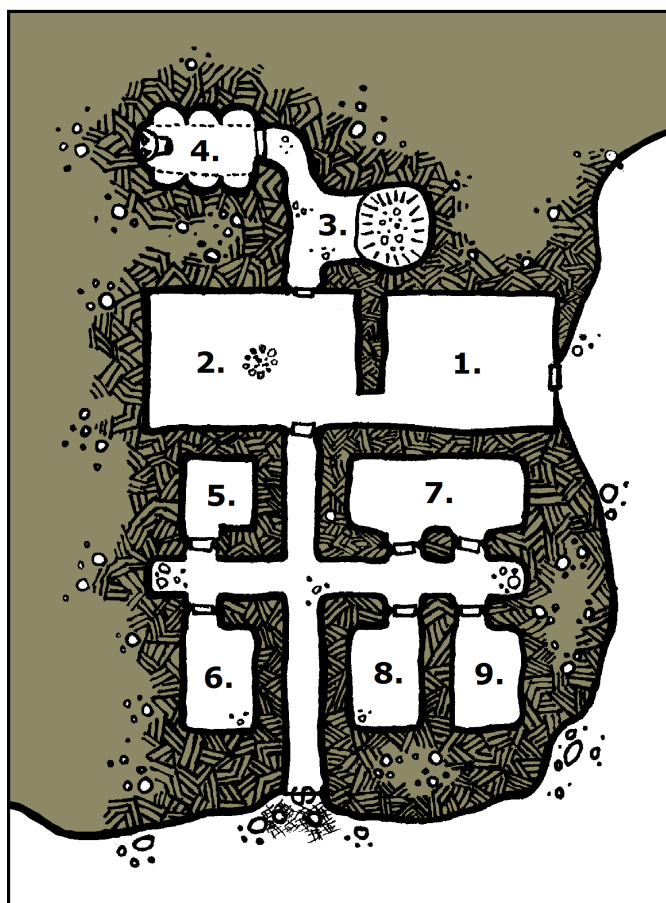
If the camp environs are thoroughly searched then a pit is found about 240' away into the woods. Underneath a heap of pine branches are the mutilated and devoured remains of the missing dwarves and mules. Lodged in one of the bones is a single dwarven tooth.

Men of Bran Camp

This camp has been so thoroughly buried in snow that it is nearly impossible to find, with only four holes in the snow marking its location. Each descends 8' into a tent. Three of the tents are horrifying abattoirs, the miners' bodies in soup pots or hung up for carving or simply shredded. The last tent is still in good shape, in it is single emaciated corpse. A silvered dagger is still clutched in his hands, and a picture of two dwarves eating a man has been carved in a nearby post.



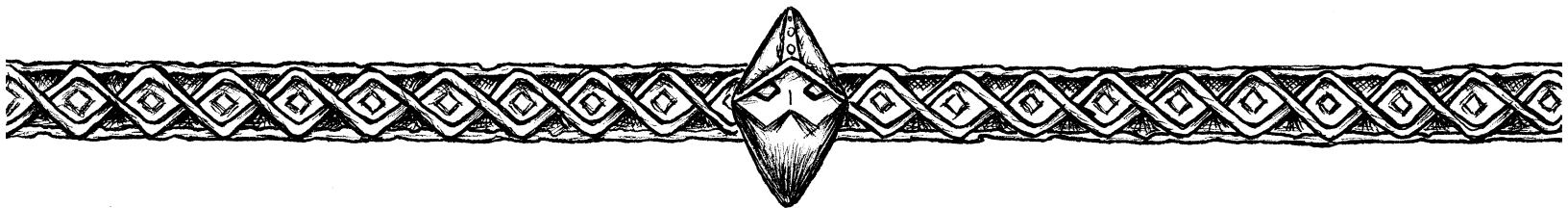
7. Witch's Rock



The witch's rock is an enormous, black stone, 200' wide, atop a steep hill. Smoke, rising from the hidden chimney, reveals this location at a distance. A narrow path leading to it wraps around the hill, passing the secret door - which is hidden behind some vines and trees. Two brigands watch the approach during the day from the top of the rock, and will retreat inside, via a knotted rope, to prepare an ambush if they spot an approaching party. The top of the rock is bare, save a protrusion where a large stone once jutted out of the rock. The interior is an ancient dwelling used by primitive humans. The walls are decorated with zigzagging lines, and the hallways are filled with niches holding vandalized ochre idols. The floor is cluttered with old bones and broken flint tools. In areas inhabited by the bandits the mess has largely been cleaned up

Check wandering monsters on a 1-in-6. Roll random encounters on 1d4.

1	1d6 giant rats, HD ½, bite causes disease
2	2 brigand warriors and two brigand archers from 2.
3	4 hungover brigand archers from 9.
4	2 brigand warriors and a captain from 7.



1. Stable

25' x 20'

This room has been repurposed as a stable. The horses are kept outside in a hidden paddock, about 100 feet away in the woods, but at night or in foul weather they are brought inside. In total there are 8 light warhorses and 3 medium warhorses. The room also holds a few small bales of fodder and three crates of dwarven swords (worth 200 gp each)

2. Common Room

25' x 20'

This room has two descriptions:

If the sentries spotted the party:

This room is lit by a smoky sputtering fire in its center. The floor is oily for 10' around the door. There are eight brigands in this room forming a shield wall just in front of the oil, with the rear rank full of archers. In the first round of combat one of the archers will light the oil. Four more brigands wait in the hall to the east. As soon as they hear fighting or parley, they will leave by the secret door attempting to flank the party, arriving at **1** in 2 rounds. The brigands are all quite drunk taking a - 2 penalty to attack rolls.

If the sentries have not spotted the party: Before you enter this room you can hear drunken singing, yelling and fighting. Inside the room are 10 brigands, quite distracted, drinking and watching a fight between their fellows. The room is lit by a smoky fire in its center. The brigands are all quite drunk taking a - 2 to attack rolls. Since the sentries are not here there are two less archers.

Brigand warrior (7) : HD 1, chain mail, shield, sword and spear.

Brigand archer (4): HD 1, leather armour, longbow, 20 arrows and dagger.

Captain (1): HD 2, chain mail, greataxe.

In both cases there are 4 barrels of fine dwarven plum brandy in this room, one tapped (200 gp per barrel), along with 8 mouldy bedrolls, and 4 pots of fire oil. The door to the west is stone and badly stuck, requiring a battering ram, the door to the east is wooden and unlocked.

3. Sacrificial pit

15' x 10'

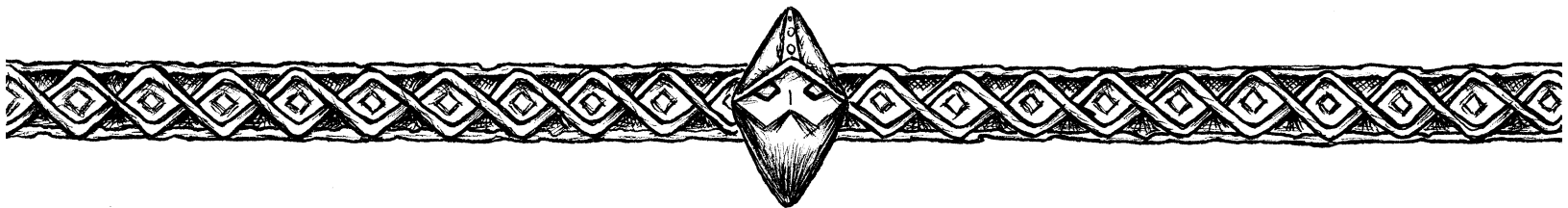
The northern half of this room is a 20' drop to a scene of ancient horror. Dozens of flint spikes peak through the hundreds of bones at the bottom of this pit. The pit itself is discoloured nearly to the rim. At the top of the northern wall is a great ochre wolf's head, with polished obsidian eyes (100 gp each). Anyone unlucky enough to fall into the pit takes 2d6 damage and must save vs wand or become cursed – unable to heal naturally.

4. Temple

15' x 15'

This room is partly lit by a narrow shaft cut in the ceiling. Along the walls six skeletons rest in niches along the wall, dressed in tattered leather, with bone helmets and flint spears, but no treasure. Protruding from the southern wall is an enormous stone wolf's head, its jaws





propped open by a jeweled bronze sword¹, worth 150 gp. The mouth is too tight for a crowbar, and anyone with their hand in the mouth when the jaws snap shut will take 1d6 damage and lose the hand. If the trap is triggered the skeletons spring to life, attacking any intruders.

Skeletons: HD 1+1, leather armour, spear.

5. Deathtrap

10' x 10'

An "X" has been scratched into the door fairly recently. Inside the room is fairly plain, with a few vertical scratch lines in the wall. Anyone stepping into the room has a chance (2-in-6) of triggering the trap, causing the roof to suddenly come crashing down, crushing anyone in the room for 4d6 damage.

6. Barracks

10' x 15'

There are 4 bedrolls in here. Hidden in one of the niches behind an idol is a purse with 200 EP and a zircon (75gp).

7. War room

25' x 10'

This room is lit by several oil lamps. Crude maps and battle plans are strewn across a 10' stone table in the center of the room and various treasures are crammed into the niches along the walls, in the north corner of the room is a cot. The leader of the brigands, Ulf Boneripper, spends his time here, pouring over his battle plans.

Brigand warrior (7) : HD 1, chain mail, shield, sword and spear.

Brigand archer (4): HD 1, leather armour, longbow, 20 arrows and dagger.

Captain (1): HD 2, chain mail, shield, mace. Potion of delusion (potion of water breathing).

Ulf: HD 3, plate armour, shield, sword + 1, scroll of ward against undead.

Sword +1 dwarven chisel tipped sword with a blocky, but beautifully engraved bronze guard. Made in Karngrad, famously lost along with a whole caravan of treasures to a goblin raid.

Crammed in various niches and old clay pots there are 200 gp, 4000 sp, a potion of clairvoyance, and a potion of human control.

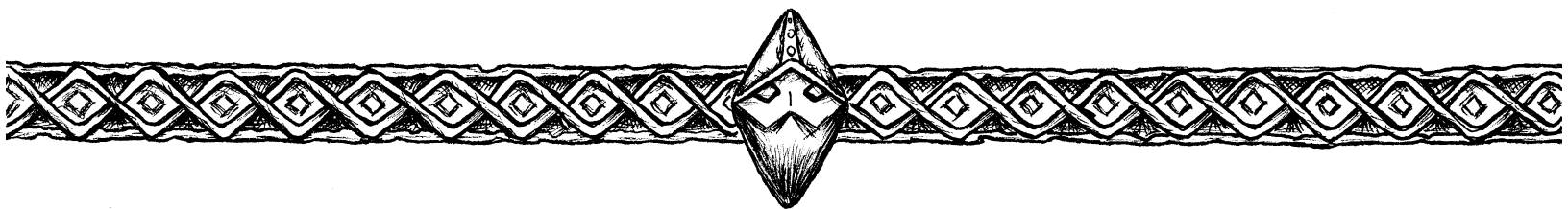
If care is taken to examine the papers on the table the players will find two arcane scrolls and a map mixed into the papers:

1st scroll of arcane spells (common): Web, Protection from Evil.

On the back of this scroll a few gibberish words have been written, one group under a sunburst, the other under a crescent. Those familiar with draconic will recognize the words as a phonetic transcription the words "dragon fire" under the sun and "mighty scale" under the moon. (These are the kobold's passwords in area **11**).

¹ This is the sword of Kar Khlordul. His name is obscured by the verdigris.





2nd scroll of arcane spells (common): Magic Missile, Charm Person

Map: a map of Bran, showing the entrance to the secret tunnel at the bottom of the hill.

8. Barracks

10' x 15'

There are 5 bedrolls in here. There are 200 cp hidden in an old bloody sock underneath a bedroll.

9. Barracks

10' x 15'

There are 4 bedrolls in here. 4 brigands are sleeping off the dwarven liquor in their beds. There are 400 ep in this room, divided into 4 equal piles, along with a brass merchant's scale

Brigand archer (4): HD 1, leather armour, longbow, 20 arrows and dagger



8. Cockatrice lair



Three cockatrices lair here, in a wide mountain gorge. Access is difficult as the gorge lets out onto a steep 20' cliff. The river is sulfurous but safe to drink.

The cockatrices nest on both sides of the river, though one recently lost its mate. Near one of the nests is a statue of a northman warrior, axe mid swing. *The warrior is in fact petrified. If restored he will offer his +2 shield in payment. He has no interest in henching.*

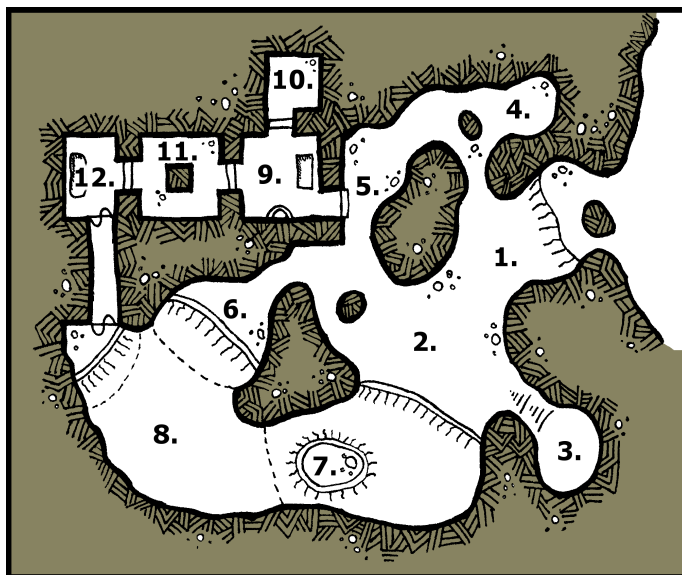
Shield + 2 Aodan's Aegis, a torso sized oval shield, trimmed in brass and covered with fine leather, painted with a vibrant dolphin in bold colours. The crest is

of the royal house of the Illuran sea elves. Granted to prince Aodan by sea nymphs, it was lost when his ship disappeared two centuries ago.

The nest nearest the statue contains a single large egg. To the right buyer it is worth 1500 gp, but only if it is intact.

Cockatrice (3): HD 5, Beak 1d6 + petrify

9. Leafy Grotto



The Leafy Grotto is a small cave system centered around a hot spring. Faint wisps of steam can be seen from the outside and the interior of the cave is overgrown with a strange leafy lichen. A solitary lizardman in two fur coats keeps watch outside during the day. If the party approaches in arms he will run inside, otherwise he will greet them in broken common.

The cave is inhabited by a small tribe of fanatical lizardmen who worship the giant crayfish in **8**, which they refer to as the god of the spring. They know of the elven tomb in **9** - **12**, but they will not allow entry through the hatchery in **5**. Asking to meet their god

will result in them being brought to **7**.

There are no wandering monsters here, but on a random encounter throw of 1 in 6 a lizardman hunting party returns.

Hunters (1d8): HD 2+1, shield, spear, heavy fur coat.

1. Antechamber

25' x 15'

A 5' escarpment runs across the entry to this chamber. It is trapped, with a tripwire at its base triggering a spiked log from the roof (2d6, save vs blast for half) on a 2-in-6. Three lizardmen are always on watch here, along with one of their macaques. Note that this area is in plain view of **2**.

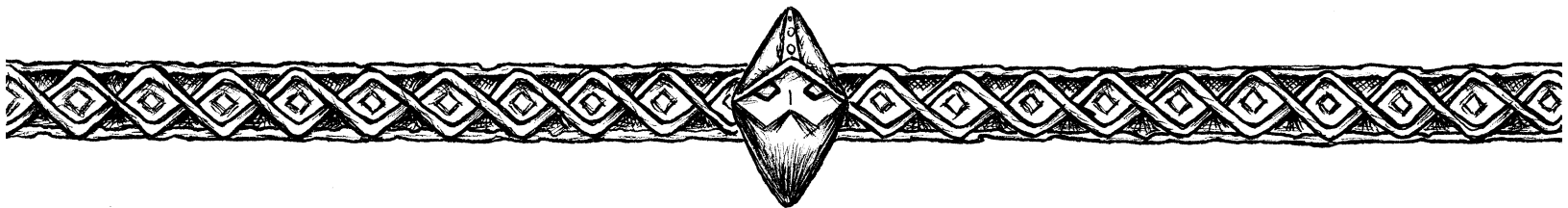
Lizardmen (3): HD 2+1, 2 javelins, club.
Dire Macaque (treat as ape): HD 4+1, claws and bite, 1d3/1d3/1d6

2. Common room

20' x 25'

This is the lizardman tribe's common room. They spend their time basking in the sand and swimming in the hot springs. There are a total of eight lizard men and their chieftain here at any given time. The chieftain wears a copper and tropical feather headdress worth 600 gp.

Lizardmen: HD 2+1, 2 javelins, club.
Lizardman Chieftain: HD 3+1, shield, crayfish shell plate armour, flint battleaxe.



3. Shaman's Lair

10'x10'

The leafy growth has been cut away here, and the wall is covered in strange glyphs. The shaman, Quix-cub, lives here. She is pragmatic, and if she feels the tribe is in danger she will offer access to the tombs at **9**. Her bed is hidden by a curtain made of hundreds of flattened coins threaded on stings. In total there are 1000 gp and 1000 sp on the curtain, as well as an ancient brass key (which unlocks the door to **12**).

Bodyguard (1): HD 2+1, shield, spear.

Quix-cub: HD 3+1, staff, dagger. Spells, 1st: magic missile, sleep, 2nd: mirror image.

4. Midden

10' x 10'

This is the tribe's dump. It is mostly tools and bodily waste. Anyone digging through the trash has a 5% chance of developing a wasting fever.

5. Hatchery

10' x 15'

This is the lizardman hatchery. The sandy floors are studded with nine large eggs, each under a decorated cowrie shell and bead egg-cozy (40gp each). A small fire in a clay pot is kept lit at all times, making the room stifling hot. The ancient bronze door to **9** is stuck and heavily overgrown.

6. Macaque's Spring

20' x 20'

This chamber is home to the lizardmen's pet macaques. They spend their time in jockeying for position in the hot spring. Because of the low roof and shallow water access to **8** can only be gained through crawling, and the macaques are safe from the crayfish.

dire macaque (3): HD 4+1, claws and bite, 1d3/1d3/1d6

7. Isle of Sacrifice

10' x 5'

This is where the lizardmen make offerings to their "god". Anything standing here too long will be attacked by the crayfish from **8**. There are two ornately wrought copper braziers inlaid with glass on either side of the island, each worth 200 gp.

8. Lair of the Crayfish

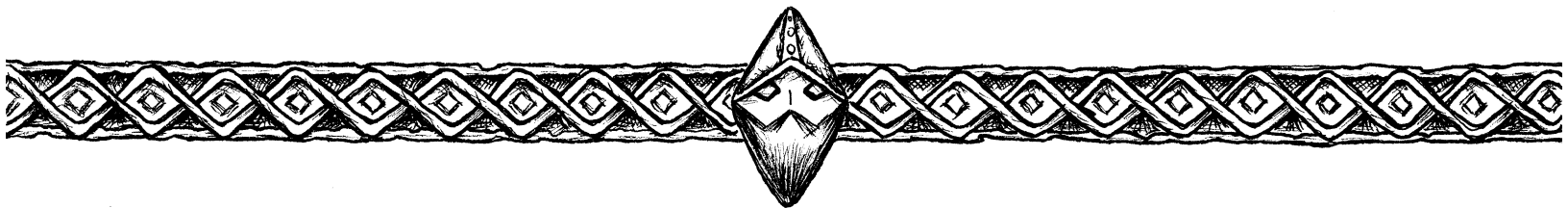
30' x 40'

This area is completely submerged. The ground is cluttered with bits of bone and carapace. The Crayfish lairs here, occasionally surfacing to check **7** for sacrifices.

In the northeast corner there is a beach with a small pocket of air. The walls are a curious worked, white stone, smooth to the touch, and decorated with arches. The secret door is hidden in one of these arches. There is no latch, but it is stuck with disuse.

Giant Crayfish: HD 4+4, Pincers, 2d6/2d6





9. Ritual Chamber

15' x 15'

There are no vines here, instead the tomb is fine white stone. The walls are decorated with narrow arches, and ancient elven verses praising the natural world. The room is empty save a bare stone altar and a long dry font.

10. Offering Chamber

10' x 10'

This room is packed with clay pots holding long withered food. Anyone familiar with elven burial rites will recognize this as an offering chamber for a tomb. Hidden behind one of the pots is a silver salt cellar in the form of a maiden, worth 200 gp.

11. Static Room

15' x 15'

The central column of this room is actually an obelisk. A glowing blue orb reaches from its tip to the roof. The orb bathes the room in a bright blue-white light, reflected by the highly polished copper floor tiles.

Every round that that this room is occupied, roll a d6. On a 1 the orb discharges a lightning bolt on a random occupant of the room, dealing 2d6 damage. The orb cannot be damaged, but if a connection between the orb and the tiles is made the lightning ceases. The door leading to **12** is locked.

12. Tomb

10' x 15'

This room is thickly overgrown with the same leafy growth as in the caves, save it is all dead in this room, crumbling to dust if touched. Hidden underneath this growth in the rear of the room is a great sarcophagus. The inscriptions identify it as the tomb of Elintir Tree-Friend. Characters with a background in history will know that he was a high druid who constructed a circle of standing stones somewhere in the mountains (area **14**).

Inside the tomb there is no body, just a loamy material that smells of soil. A gold death mask (800 gp) and an emerald amulet (500 gp) are buried in the material.

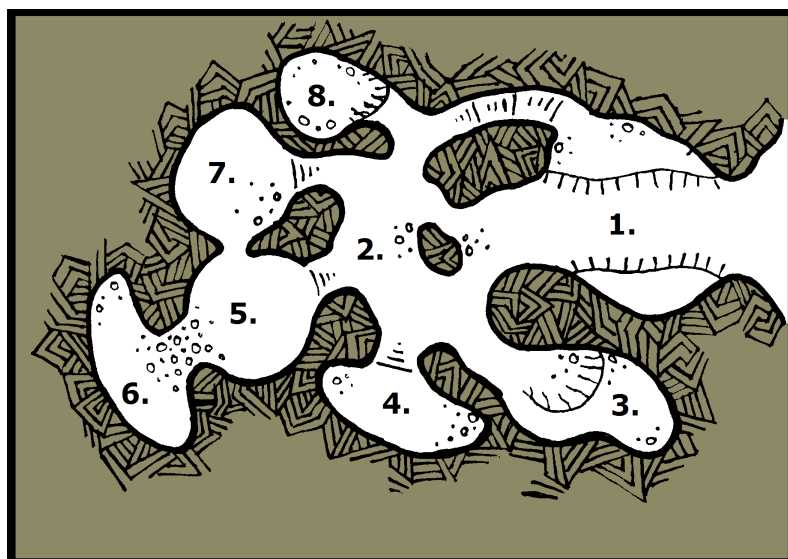
Hidden underneath the false bottom of the tomb is a large bronze plate, inset with small gold dots, as well as a disk and a crescent. Characters versed in astronomy may recognize it as a primitive star chart. As a curio it is worth 200 gp.

*This is the star chart that Quinzel from the wayhome (area **13**) is seeking.*



10. Reeking Cave

The reeking cave is visible from a long way off, prominently situated in a cliff of white limestone. There are seemingly no animals about, save a few carcasses rotting near the entrance. Inside the cave there is an overwhelming mildew smell, and it can only be safely explored in half hour shifts, lest the party suffocate. In every room there are thick,



cable-like tendrils, all leading back to **6**. The cave is the lair of a monstrosity mutated yellow musk creeper. The tendrils in every room are its own, which it uses to control its many zombie minions. Note that yellow musk zombies are not undead, but are instead treated as plants.

In lieu of random encounters roll on the random spore effects table on a 1-in-6. Likewise, severing or damaging a tendril prompts a roll. Duration is until the cave is exited + 1d6 turns.

Roll	Effect
1	Drowsy spores! Save vs spell as <i>sleep</i> spell.
2	Noxious spores! Save vs spell as <i>confuse</i> spell.
3	Dissociative spores! Players must save vs spell or swap character sheets.
4	Flammable spores! 10' area becomes explosive, burning for 2d6 if ignited.
5	Mildew spores! Save vs death or develop a severe rash -4 to all rolls.
6	Invigorating spores! +1 to hit and damage

1. Ambush

30' x 25'

The ledges on either side of this chamber are roughly 10' off the ground. Two zombie giant geckos watch from the ledges, waiting to pounce and attack any intruders. There is little evidence of their condition, save a small patch of yellow mushrooms growing out the base of their skulls.

giant gecko zombie (2): HD 3+1, bite 1d8+1

2. Main hall

10' x 30'

This chamber is unremarkable, save the patch of waist high shriekers in the passage to **5**. If they are disturbed they emit their characteristic wail, attracting the zombies from **4** and **5**. Otherwise they are inert.

Shrieker (5): HD 1, shriek

3. Old Camp

20' x 10'

The ledge and ramp leading up to it have been poorly barricaded with a few trunks and bags. Behind them are the tattered remains of a camp. Three dwarven prospectors are mummified in their bedrolls, each crushed by a tendril. Disturbing the bodies prompts a roll on the random spore effects table. One of the mummies has a purse with 50 gp worth of gold nuggets on his belt, and there is 600 gp worth of nuggets hidden under a false bottom in one of the trunks.



4. Abbatoir

15' x 10'

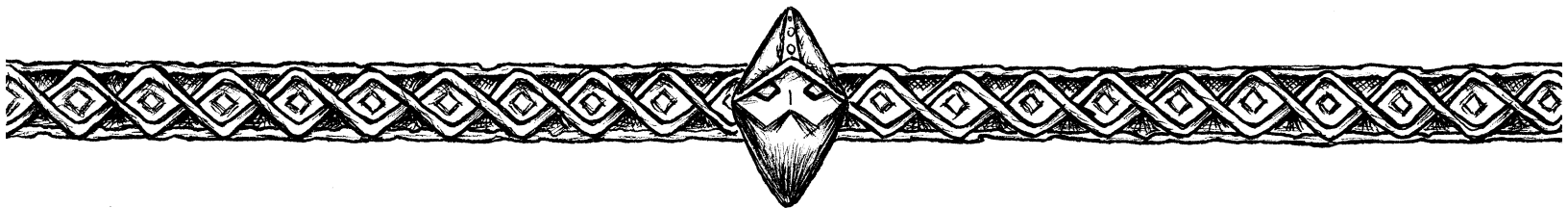
This room stinks of rot. 6 dwarf fungal zombies are mulching a deer carcass into the loamy soil, and the floor is littered with bones. Little patches of yellow fungus dot the room. One of the zombies has a citrine ring worth 40 gp.

Dwarf Zombie (6): HD 1, scale armour, shield, battleaxe

5. Guard Post

15' x 15'

The floor in this room is thick with tendrils leading to **6**. An ogre zombie stands watch, blindly attacking anything entering the room. An attack roll of 1 in this



room accidentally nicks a tendril, causing a roll on the random spore table.

Ghoul (1): HD 1, claw/claw/bite
1d4/1d4/1d6

Ogre zombie (1): HD 4+1, Large club 1d10

6. Lair of the Creeper

10' x 20'

This chamber is home to the massive bulk of the musk creeper. The walls are puffy and bright yellow with mold. The creeper itself is bright yellow with patches of green and is roughly the size of an ox. It is helpless but if attacked all remaining zombies will rush to its defense, and it will release spores. Underneath the creeper are two bodies, a halfling with a sling +1, and another dwarf prospector with a platinum torc worth 2200 gp.

Yellow musk creeper (1): HD 5

7. Drafty Chamber

15' x 15'

There are no tendrils in this room and the air is crisp and cold. Cracks in the roof let in a healthy breeze and the air is fresh. This room counts as being outdoors for spore duration and other effects.

8. Well Room

10' x 10'

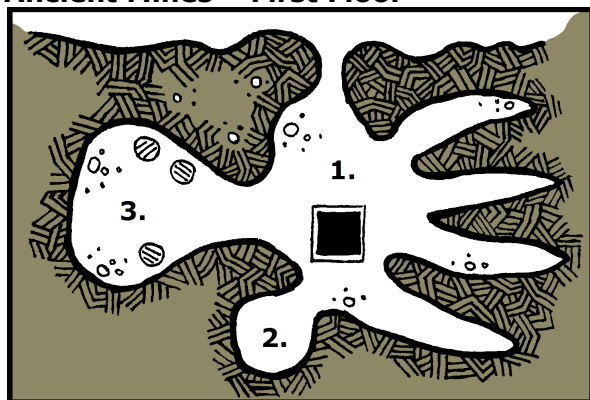
This room is actually a pit, near filled with water. Several tendrils dip into the water, and there are bits of debris floating on the surface, planks, bracing etc. The well is actually a flooded mineshaft that continues north 40' before collapsing. The well is home to a ghoul who is generally content to steal the creeper's kill and will only attack if caught.



11. Ancient Mine

The Kobold mine is actually mostly a natural cave, enlarged and modified in places, especially the central shaft. Careful examination will reveal the stonework work to be of very good quality, but very old. Patches of the wall are speckled with a glimmering minerals, and every now and then smell shelf like sections have been cut from the rock. Characters familiar with mining will recognize that there were once emeralds mined here.

Ancient Mines – First Floor



1. Primary chamber

30' x 40'

A rope tripwire, hidden under some old pine branches, runs across the entrance to the mine, triggering a spiked log trap (save vs blast or 1d6+1 + giant centipede poison).

In the center of the room is an elevator shaft, powered by a system of pulleys and counterweights, and controlled by a winch on the platform. Behind it are a few barrels and a torch stand, which lights the room. There are 13 kobolds in this room, keeping watch. Three are behind the barrels, each with a military oil, while the rest wait in the secondary shafts. If possible they will throw javelins before engaging in melee.

Kobold (13): HD 1d4 HP, Padded armour, shield, club, 2 javelins.

2. Empty chamber

10' x 10'

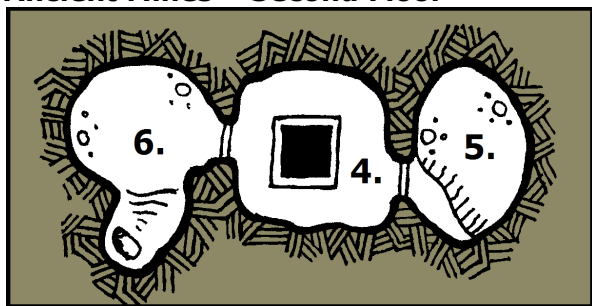
Another tripwire runs across the entrance to this room, buried in gravel, releasing a boulder from an overhead trapdoor if triggered (save vs blast or 2d6). In a niche in the south wall is a small wooden jewelry box (empty).

3. Stockpile

30' x 30'

This room holds the kobold's stores for raiding. In total there are 117 javelins in barrels, along with a crate some crude hand weapons and armour (no value). There is a barrel of rotting preserved fish and some maggoty bread in a small chest.

Ancient Mines – Second Floor



4. Kru farm

20' x 20'

This room is light by a faint blue bioluminescence, originating from a small shelves, each growing a thick layer of fungus. Locals will recognize this as Kru. The door to **5** is barred.

5. Giant centipede ranch

10' x 25'

There is a sharp drop off of roughly 6' down into this chamber after the door. Inside are 7 giant centipedes, they're well fed and not very aggressive. The floor is covered in bits of carapace and filth.

Giant Centipede (3):1d4 HP, bite - poison

6. Deathtrap

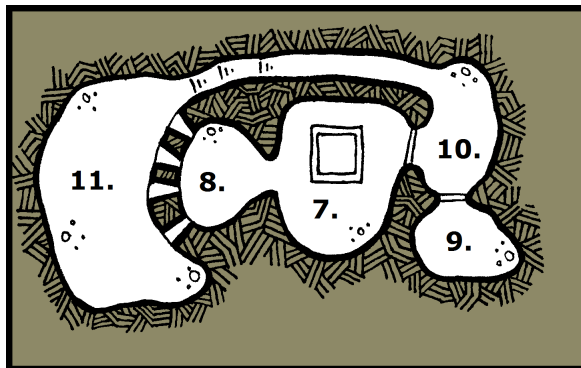
15' x 15'

The door leading into this room is ever so slightly ajar, a large bucket of fire oil propped on top, ready to fall on anyone opening the door. The floor slopes continuously downwards, towards the secondary chamber to the east. The floor is oddly soft and close inspection reveals that the gravel has a goodly amount of sawdust and coal dust mixed into it, along with

some lamp oil. A tiger's eye gem (25 gp) sits on a rock at the very lowest point of the room.

The secondary chamber is filled with firedamp, any flame brought into it sets off an explosion (save vs blast or 2d8). The entire floor will start on fire too, burning anyone in the room for 1d8 a round.

Ancient Mines – Third Floor



7. Central room


20' x 25'

This is the bottom floor of the central elevator shaft. The entrance way to **8** is currently open, the tip of a portcullis just visible in the arch. The locked and bolted door to **10** has an open peephole. On a roll of 2 in 6 the kobolds in **10** do not spot the party and are surprised.

8. Killing pit

15' x 15'

This room is empty, save a stout trapdoor in its center. The trapdoor is locked, and reveals an empty 2' pit underneath. Every round that this room is occupied there is a 4-in-6 chance that they will be spotted by a kobold in **11**. If spotted



the portcullis will be dropped (save vs blast or 3d6 damage if standing directly under it). The Kobolds in **11** will pelt anyone trapped inside with javelins and military oil. Note that the arrow slits are in the roof of **8**.

9. Barracks

15' x 10'

There are six kobolds asleep in this room, wrapped in their filthy hides and furs. If alerted by the kobolds in **10** they will have awoken and armed themselves.

Kobold (6): HD 1d4 HP, Padded armour, shield, club, 2 javelins.

10. Common room

10' x 20'

There are six kobolds in this room. If they spotted the party through the peephole then they will have alerted the kobolds in **9** to attack after fighting has begun, taking up positions in the rear of the room (in order to flank the party). The door into this room is kept locked and bolted, and the door may be rigged to a swinging log trap (save vs blast of 1d6+1 + giant centipede poison). Because of their dealing with local bandits the kobolds may be bluffed into allowing entry. During the day the password is "dragon fire" and at night it is "mighty scale"

A crude series of paintings on the walls depicts the kobolds living as slaves to a skeleton under a rock. In subsequent paintings the kobolds flee and come to live in the mountains.

Kobold (6): HD 1d4 HP, Padded armour, shield, club, 2 javelins.

11. Den

20' x 35'

The passage to this room gradually slopes up 15'. If the kobolds expect trouble they will roll a burning hay bale, soaked in oil, down this hallway.

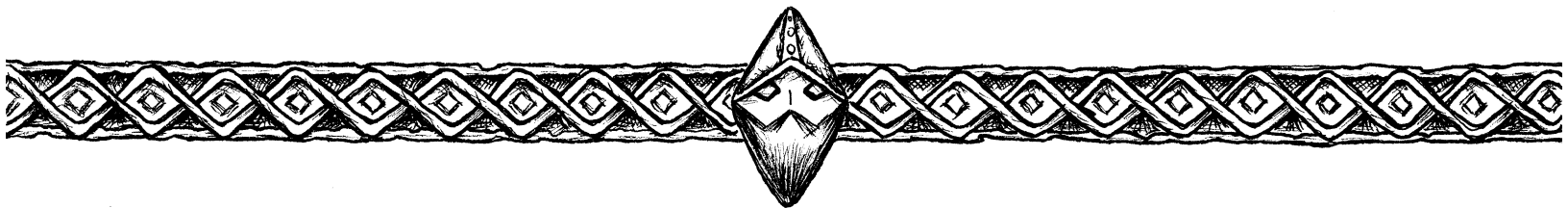
This final room is slightly cleaner than the other sleeping rooms. There are 9 kobolds in this room, led by the tribe's chief, Gakamak. The chieftain wears tattered mail armour, with a turquoise (25 gp) and ostrich feathers glued to the front of his helmet by a dollop of pine sap. He carries a cloudy, oddly light, potion of fly, which he will use to escape if things go badly, as well as a purse of 100 pp. He is wielding a battleaxe + 1.

Gakamak will attempt to negotiate in broken common with anyone entering this room, gleefully selling out the bandits at **7** (along with the secret passage into their lair) or his former master, the witch, at **18**, in exchange for being left alone.

Battleaxe + 1: *Torrak's Tusk, a heavy axe with forward swept, straight blade is of dwarven manufacture. The side of the head is decorated with a knotwork bronze boar's head. This weapon belonged to a Jut skald, Jikvir, and was the focus of a number of bawdy songs.*

Kobold (9): HD 1d4 HP, Padded armour, shield, club, 2 javelins.

Gakamak (1): HD 2, Chain mail armour, battleaxe +1, potion of fly.



12. Watchtower

This watchtower is a dwarven fortification, built into a cliff face overlooking the road to the north. It is 20' square and 60' tall. The base of the tower rises out of the mountain itself, and for the first two floors of the tower only the north corner is above ground. 20' up the wall is a single oak door (barred).

The tower and its garrison have fallen victim to a rotten mountain and the goblins it has spawned. During the day it is abandoned but at night it is manned by ten goblins, four keeping watch at **1.**, the remainder rummage through the barracks at **3.**

Areas of the Tower

1. The Roof

The roof houses a single light catapult on a rotating wooden deck. A single black arrow is lodged in the catapult, its point coated with giant centipede poison. There is a trapdoor with a ladder leading down to **2.**

2. Captain's office

Arrow slits line every wall on this floor, and there is a rack with four unstrung crossbows next to a small desk. The desk contains a logbook for the tower, which records nothing unusual, until its last entry at dusk two nights ago. In a locked iron box underneath the desk is the payroll for the tower's 8 dwarves, 209 gp, 11 sp. The ladder from **1** continues down to **3.**

3. Main floor

Only the north facing walls on this floor have arrow slits. A large oak door and a rope ladder provide access to the outside world. The south walls are lined with bunk beds, their sheets torn and stained dark red. Examining the sheets will turn up a broken knife point and nothing else. In the

southern corner is a staircase leading down into the mountain (to area **4.**).

4. Storage Basement

The basement is a large columned room, 20' x 40'. It is lined with sacks of grain and barrels of preserved food and drink, most of which have been smashed open and are strewn across the floor.

Along the south wall the wall appears damaged, and is covered in dozens of small fissures, none more than 10" wide, and the stone itself is porous and crumbly. This is a patch of mountain rot, where the roots of the mountain have begun to disintegrate, and where the goblins have gained entry to the tower.

During the day the tower is safe, but at night roll for random encounters every turn, with 2d6 goblins arriving on a 2 in 6. A dwarf or an engineer may recognize the rot for what it is, and with 12 hours work a few feet of rot may be removed and the tunnel collapsed, temporarily securing the building.





13. Wayhome

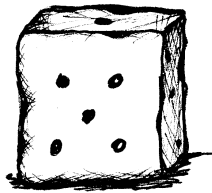
The wayhome is the last refuge of elves in the Okhan valley. It is hidden in a particularly dense and difficult patch of foothills, and thorny briar bushes grow unnaturally thick in a one mile radius around it. The area is thick with wildlife, all docile and shrewdly observant. Unless the specific location is known there is only a 50% chance of locating the wayhome in a day of searching.

The wayhome itself is a white stone building, decorated with high gothic arches, and many courtyards. It is usually home to around 100 elves, but the number fluctuates wildly. It is essentially a hostel, and guests will typically be left to their own devices, though dwarves are greatly distrusted. Meals are communal, and they are delicate affairs heavy on salads and fruits. Dinners are always accompanied elven mead, which is light and flowery, and restorative to the soul. At the DM's discretion it may restore a point of wisdom drain, or heal a mental trauma.

Elven goods

Generally there is a 5 gp price limit on buying and selling in the wayhome as its stable population is so low. The exceptions are bladed weapons, long bows, arrows and horses, of which 1d2 will be available at any given time.

The elves will only sell these special goods to proven friends or other elves. Elven weapons cost twice their base price and count as silver for the purpose of harming monsters and undead. Elven horses are unremarkable, save that they never check morale while being ridden by their masters.



Personages

Eanfir Firewine is the master of the way home. He is unusually muscular for an elf. He is a little stern, but welcoming of guests. As master of the wayhome he is aware of all that the wild animals in the area see. If the wayhome is threatened he will use *Hallucinatory terrain* to hide the entire structure.

He will warn travelers of an ancient and cold danger to the northeast (area **18**). If asked for work he will show the party an ancient bronze shield, explaining that it was the shield of an ancient dwarven king, Kar Khlordul. He is concerned about Buri's right to rule, and he will not hand it over until "his past is confronted and the spirits quieted". He knows of the massacre at the haunted hold (area **16**), and will not hand over the shield until the murder is made public and the specter destroyed.

Eanfir Firewine: HD 9, Chainmail armour +2, Sword +1, Longbow +2, 10 +1 arrows. Spells as magic-user



Quinnel Frosteddew is the spiritual leader of the wayhome. She is an ardent astronomer and rarely leaves her ivy covered tower. She is very interested in the standing stones to the northeast (area **14**). In the millennium since its construction some of the stars it marks have shifted, which greatly interests her. She suspects that there was a star chart to match the stones, but it is long lost. If recovered she will gladly trade her *wand of detect secret doors* (4 charges) for it.

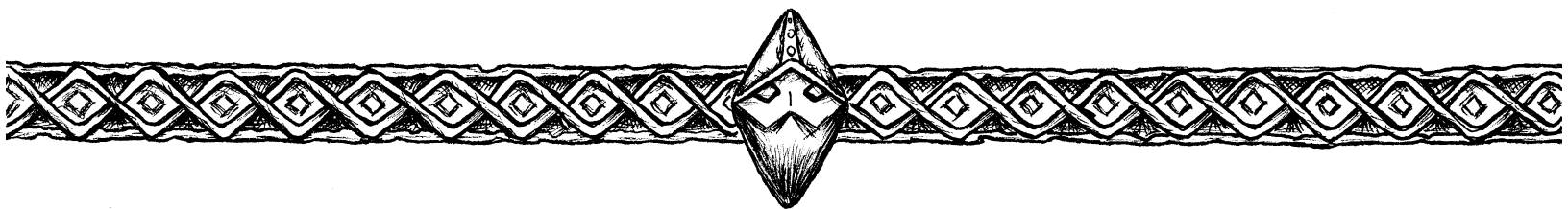
Quinnel Frosteddew: HD 6, Scale armour +1, sword, shield, longbow +1, 20 arrows. Spells as magic-user.

Anubyr Brightshield is a visiting elven princeling, who makes frequent stops at the wayhome (he will always be there when the party first arrives, and will be there 50% of the time thereafter). Spoilt, and haughty, Anubyr will make a great show of condescending to any visiting non-elves. He is also chivalrous and magnanimous, giving freely, and pursuing matters of honour vigorously. He casually courts Quinnel, though it is mostly pageantry.

Anubyr is a nuisance/foil character, and, as such, should be tailored to the party. He may be a rival, a nemesis, or even a hard won friend. As a prince he can call on a large pool followers and he should never be without a party.

Anubyr Brightshield: HD 4, Glittering plate armour +1, shield, sword, Lance +2, Mail barded warhorse.





14. Stone Circle

The stone circle is a series of concentric rings of standing stones, all weathered and very old. Digging around the roots of the stones turns up the occasional flint shard, but little else.

Characters versed in astronomy will note that several pairs of concentric stones seem to line up with the rising and setting sun, while others seem to be orientated towards stars. Characters who prepare divine spells here during the equinoxes or solstices count their caster level as being 2 higher for determining effects.

Anyone camping here has a 2 in 6 chance of encountering Quinnet Frosteddew and 2d6 elves every night that the party rests here. If she has recovered the missing star chart she will begin relocating several of the stones, completing the renovations in two months time. Thereafter and divination spells cast in the stones, at night, is twice as effective (duration doubled, questions doubled, etc).

15. Wolves' Den

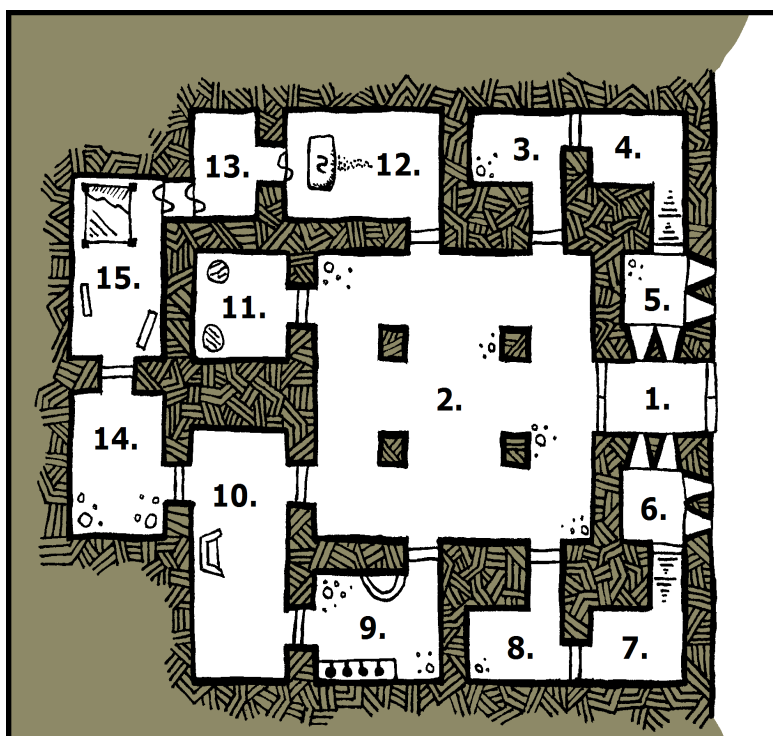
Just off the road, in the tree line, 6 wolves lair in a depression covered over with deadfall. They are starving, and very aggressive. In their den are a few mule bones and the tattered remains of its tack. In one of the saddlebags is a water stained journal detailing the writer's travels, granting an extra two rolls on the rumour table (Pg. 3-4), along with a satchel filled with 200 gp. If any previously rolled rumors are rolled they are revealed to be true or false.

Wolf (6): HD 2+2, bite 1d6.



16. Haunted Hold

An overgrown dirt trail runs from the road to the south up to the haunted hold. Milestones along the trail announce "Stelstum: summer palace of clan Bjolir". Underneath each inscription is a single crudely carved character: "condemned".



The hold itself is built into a cliff, a single 20' stone stair leading up to the front entrance. 10' above the door two arrow slits on either side watch the approach. Two goblins are on watch in both **6** and **5** at all times. They will begin firing on intruders at 100'. Also note that there is a secret entrance to the hold through a stream that lets out a mile west of the hold (connects to areas **9** and **13**).

This dungeon is divided between those areas controlled by the goblins (**1 - 9**) and those controlled by the undead (**10+**). There are no random encounters in the goblin held areas. In the undead held areas there is an encounter on a 2 in 6. The undead held areas are haunted

by the specter of the hold's master, Kern Bjolir. Random encounters are "hauntings" where the specter appears. Any ongoing effects will disappear if the specter is slain or if the players exit the hold.

Random Hauntings

Roll	Effect
1	Horrific apparition! Save versus death of be effected as <i>Fear</i> spell.
2	Poltergeist! The specter appears and throws an item at a party member, before disappearing on initiative 0.
3	Possession! A random party member (dwarves first) must save vs spell. If afflicted they become certain that a random party member is a traitor.
4	Cold snap! Temperature in the room plunges dangerously low for a turn, freezing any who stay.
5	Mania! All must save versus spell. Those who fail become convinced that all exits have disappeared, and that they are trapped in the hold permanently.
6	A spooky effect of the DM's choice.

Generally the specter stays in **15**. However he is quite active and can manifest and make hit-and-run attacks anywhere in "his" areas. If destroyed he will return on the next full moon. He can only permanently be destroyed by burying his bones, as well as those of his children in **14** and his wife in **12**.

1. Entry Hall

15' x 10'

This room is empty, save some debris in the corner. The goblins in **6** will use their poisoned arrows on anyone who makes it to this chamber. Note that the door to **2** is barred, and that the arrow slits are 10' above the floor.

2. Main Hall

45' x 45'

This was the hold's main hall. Now it is the common room of the hold's current occupants. The floors are filthy and strewn with furs and ashes. The goblins are led by a bloated ogre, Borrukk, and his cronies. If the gates are breached they will charge in a wild rage, with the goblins not far behind.

The doors to **10** and **11** are barricaded closed. Both barricades have been sprinkled liberally with salt.

Borrukk (1): HD 5+1, club 1d10+1, potion of flying, 500 gp, Ogre skull necklace (600 gp).

Ogres (3): HD 4+1, club 1d10.

Goblins (9): HD 1-1, leather armour, shield, club.

3. Storage Chamber

15' x 10'

This room holds a stack of 6 crates. Each holds fine leathers, parchments and gold leaf, still in usable condition. Each crate is worth 100 gp, but weighs 50 lbs.



4. Guard Room

15' x 10'

This room is lined with bunkbeds and weapon racks. It is now home to 4 goblins, who spend their time at dice, unless the alarm is raised. They have some 75 gp on the table.

Goblins (4): HD 1-1, leather armour, shield, club.

5. East Tower

10' x 10'

This room is at the top of a 10' flight of stairs. There are two goblin sentries in here at all times, manning a light ballista (fires every other round with two crew, dealing 3d6 damage). If the gates were breached the goblins will have barred the door.

Goblins (2): HD 1-1, leather armour, shield, short sword.

6. West Tower

10' x 10'

This room is at the top of a 10' flight of stairs. There are two goblin sentries in here at all times. If the gates were breached the goblins will have barred the door. Each has an arrow tipped in giant centipede poison for emergencies. The stone between the front arrow slits is broken, and if the goblins hear anyone battering down the door they will knock it out and flee.

Goblins (2): HD 1-1, leather armour, short bow, 20 arrows, 1 poisoned arrow, dagger.

7. Storeroom

15' x 10'

All that's left of this room's original contents are a smashed barrel and a few torn grain sacks.

8. Kitchen

15' x 10'

This room is still being used as a kitchen by the goblins, and is home to a variety of delicacies such as Kru cakes, dwarf confit, and spider jerky. It is defended by a misshapen goblin cook and his surly sou-chefs. Hidden in an upturned cook pot is a ruby worth 225 gp, and a gold necklace worth 300. If the fight goes poorly the cook will quaff his potion of diminution and flee up the chimney.

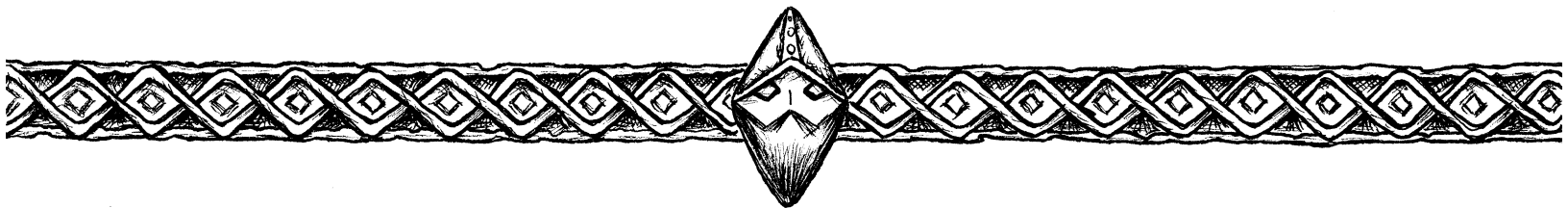
Cookie (1): HD 1+1, scale armour, two handed cleaver, potion of diminution.

Goblins (3): HD 1-1, leather armour, 2 daggers.

9. Washroom

20' x 15'

This was once the holds bathhouse and washrooms. There are a couple broken wooden screens on the ground. From the sound of rushing water it seems like the bathroom lets out onto a subterranean stream. The door to **10** has been barricaded shut.



10. Private hall

15' x 35'

This was once the hold's private receiving hall, though much of it seems to also have been a library. All the books have been pulled from the shelves and burned on the floor, along with a great many dwarf bodies. One of the shelves has a finely carved stone bookend in the shape of a ram worth 200gp. Two dwarf ghouls skulk behind the shelves, waiting to ambush intruders.

Ghoul (2): HD 1, claw/claw/bite
1d4/1d4/1d6

11. Dormitory

15' x 15'

This was once the servant quarters. Two skeletal dwarves lie in their beds. Another lies on the floor by a writing desk. In his apron is an electrum calligraphy kit worth 500 gp. If any of the bodies are disturbed roll immediately on the undead random encounter table.

12. Profaned Temple

25' x 15'

Frost lies thick on the walls of this room. It was once a dwarven temple, but it has been desecrated. A dead goblin lies upon the altar. Behind it, the wall is consumed by a great carving: a looming stone face that watches the room with blood daubed eyes. The temple service is scattered across the floor. In total the opal studded bronze set is worth 600 gp. An inscription on the bottom identifies it as belonging to Kondi Khlordul (Pg. 151).

There are two secret doors in this room. The door leading to **13** is hidden behind the carved face, which simply lifts up. The second is hidden underneath the altar, which has a false top. A broken ladder leads down to an underground stream and walkway that lets out about a mile west of the hold. In the river next to the ladder is a dwarf wight, in a noble lady's dress, with a sack full of jewelery and two broken legs. She will wait for someone to enter the water before attacking. The sack holds 6000 gp, an emerald studded tiara (1200 gp), and a platinum wedding band (400 gp).

Wight (1): HD 3, dagger, energy drain.

13. Treasury

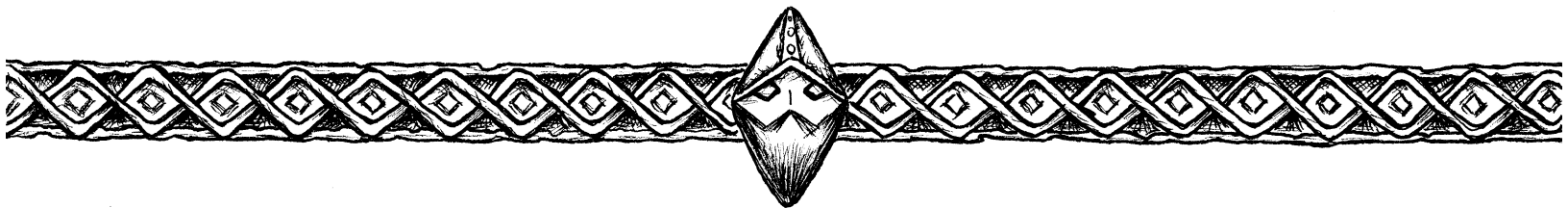
10' x 15'

This room holds the clan treasury. It is mostly empty, and it looks like its been cleared out. All that's left is a large chest, a few barrels, some scattered bones, and a curio shelf.

The shelf holds a marble statue of a nymph (200 gp) and an antlered wrought gold circlet (500 gp). The circlet is *cursed*, anyone who puts it on and fails a save vs wands will be struck blind, hallucinating that the antlers have gouged out their eyes.

The barrels contain a very fine vintage brandy, manufactured at the temple in Karngrid, worth 200 gp apiece.





The chest is locked and contact poison trapped (save vs death or die). It contains 5000 gp, a wand of detecting metals (5 charges), and a potion of undead control.

14. Family Quarters

15' x 20'

This was the family living quarters for the lord of the hold. The fine furniture has been upended and smashed. The bookcases in this room have been emptied and the books tossed into a fire. Digging through the ashes reveals the charred bones of two dwarven children.

15. Master Bedroom

15' x 25'

This is the room where Kern Bjolir was murdered, and where his presence is strongest. He will attack anyone entering the room immediately, screaming incoherently, accusing whoever he is attacking of being Kondi Khlordul and of betraying him. The room itself is quite fine. A rich fur cape with a jeweled trim (1600 gp) hangs in the wardrobe. An armour rack holds an elaborately cast suit of bronze plate armour, and behind it, on a rack, is a three pointed spear.

Spear +2: Giant Sticker. This spear boasts a brass studded octagonal shaft ending in a three pronged barbed head. This was the spear of Molli Giant's-Bane, who once killed six goblins with a single throw of her spear. She went on to found the Bjolir clan, where the spear has resided ever since.

The skeleton of Kern still lies in his bed, with several dwarven spears and blades still in his body. Underneath his nightstand is a hidden compartment, with a scroll case and a journal. The scroll case holds a divine scroll (written in dwarven): hold person (2nd lvl) and glyph of warding (3rd lvl).

The journal details Kern's interest in genealogy, which he pursued with his friend Kondi Khlordul. The last entry is of interest: While in Karngrod, celebrating King Bhuri's coronation, he bought a rare tome which showed that Kern was both a direct descendent of the first king of Okhan, and that he held a nearer claim to the throne than Bhuri. He leaves off with a note that he will show the entry to Kondi as soon as he can. Tucked into the journal is a old parchment showing a family tree, which clearly shows Kern's greater claim.

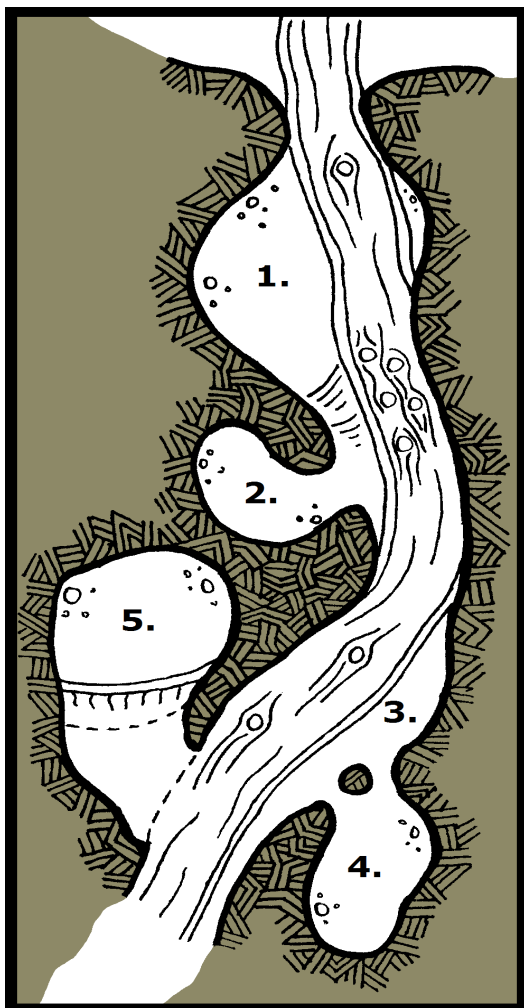
If these documents are made public refer to pg. 88 for the potential fallout. Alternatively, Kondi will pay dearly for them, offering 4000 gp, a potion of super heroism, and free spellcasting in perpetuity. If pressured he will throw in a warhammer +2/+3 vs undead.



17. Underground River

A small mountain stream flows into a jumble of stones on the side of a steep hill. There is a high clearance over the river, and it is easy to walk into the cave. The river is cold and generally only knee-deep. The walls are limestone, and, on close inspection, home to many fossilized sea shells. The floors are mostly gravel, with a the occasional fist-sized scale scattered into the mix. The river itself continues on underground for many miles, and is treated as an under-road, as marked on the wilderness map.

This portion of the cave is home to a six headed hydra, which lairs in **5**. Random encounters are on a roll of 1 in 6, and indicate a hydra attack.



1. Antechamber

20' x 25'

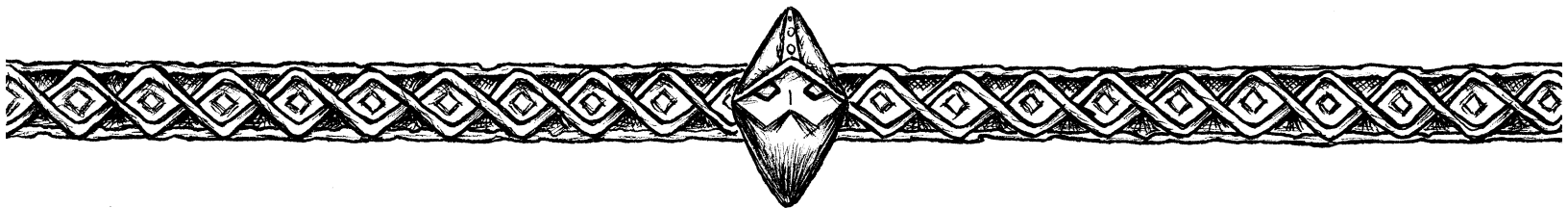
This antechamber lets in very little light, and the walls have thin niches carved in them. Kru grows wild out of the niches and all over the walls – this farm has not been tended in a very long time. A natural stair leads down to **2**.

2. Nest

10' x 15'

Thick cobwebs coat everything in this grotto. Two mummified dwarves, still in their sleeping bags, lie next to a long extinguished fire. In the rear of the room are the web covered bones donkey lie, still tethered to an old cart. The cart holds some long spoilt foodstuffs, and a wax sealed jar of saffron (800 gp). 3 giant spiders wait in webs on the roof, waiting for their prey to become distracted before dropping down to attack.

Giant Spider (3): HD 3, bite 1d6+poison.



3. High Shelf

15' x 20'

Hydra (1): HD 6 (48 hp), bite x 6, 1d10.

This narrow ledge of rock rises a full 10' above the waterline. It is undercut and slippery, making it quite difficult to climb. The walls here are covered in ancient paintings showing men hunting mastodons. In one of the paintings a wounded mastodon wanders away from the kill site, dying in a field of bones surrounding a monolith covered in spider-like markings.

4. Den

15' x 20'

The walls of this room are painted much like those of **3**, though there are deep cracks in the stone and portions have crumbled away. An experienced caver or engineer will recognize that the cave is on the verge of collapse. Any rough movement or loud noise will cause the ceiling to collapse, causing 3d6 damage to any in the room unless they save vs paralysis.

The floor is littered with old flint tools and broken coil pottery.

5. Lair of the Hydra

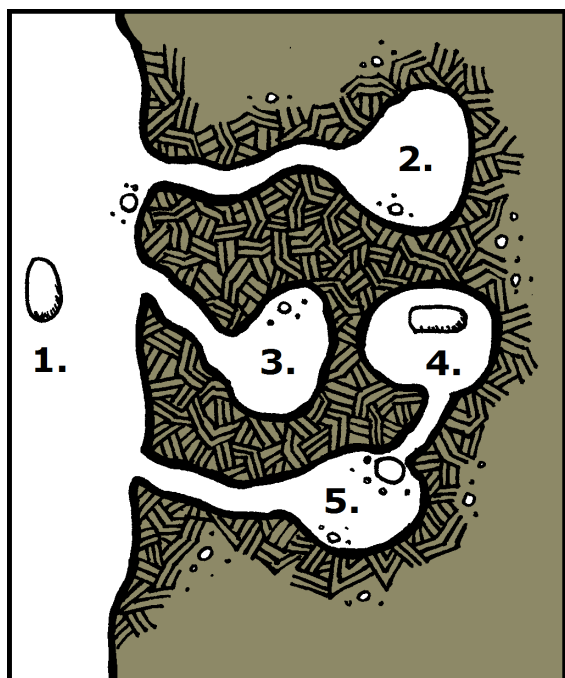
25' x 20'

Access to this room is gained only by swimming underneath a rock arch cutting this room off from the rest of the cave. The water is foul, and the floor thick, with bones. There is a 3 in 6 chance that the hydra is out hunting at any given time, leaving this chamber empty. Amongst mess on the floor is a torn saddlebag holding 1000 gp. Four large and colorful ammonites peek out of the stone walls of this room. They each take 1d3 turns to extract, weigh 20 pounds, and are worth 500 gp.



18. Barrow Mound

These barrows were crudely carved into a narrow band of soft limestone in an exposed rock face. Old, broken stone tools litter the ground and there are some standing stones nearby. Generally the barrows are dark and cramped - the halls are only about 4' tall. This barrow is home to a local power - The Barrow Witch. Once a powerful chaotic magic user, she is now a powerful wight. However, she is trapped in her barrow, and desperately needs outside help to free her so she may regain power over "her" valley.



1. The Ditch

The barrows are in a depression, cluttered with deadfall. During the winter months it is completely buried in snow. The sun never reaches the edge of the barrows and the grass is permanently frosted

2. Snake nest

15' x 15'

The tunnel into the chamber is crowded with rodent bones, mixed with snake skin. Inside the chamber are three niches holding ancient partial skeletons, with several obsidian knives and a copper axe. Buried in trash is a giant pit viper, digesting a plump fox and not very aggressive.

Giant pit viper (1):HD 4+1, Bite 2d4 + poison.

3. Empty tomb

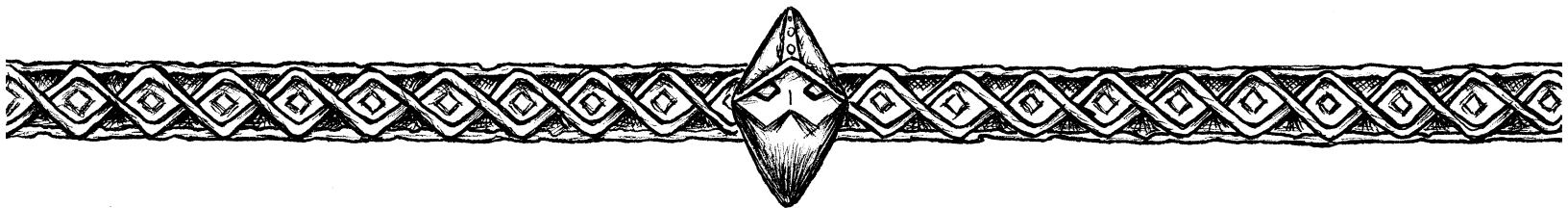
10' x 15'

This barrow has long since been looted. Its paintings defaced, a few old bones and hundreds of cowrie shells scattered around the floor are all that remain.

4. Chilly Barrow

15' x 10'

This tomb appears largely untouched since ancient times. It is oddly cold in here. There are no niches or bones in this room, but there is a large painting running the length of the south wall. It seems to depict a horned woman leading a tribe of hunters to a herd. The herd crowds up to her and the hunters butcher the herd.



The final panel looks like someone has tried to scratch it out, but it seems to show the hunters killing the horned woman.

The stone blocking the passage to **4** is covered in ancient runes, and gives off a faint magic aura if detected. It is impossibly heavy and may only be moved by someone with a lawful alignment.

This room is where the barrow witch will make her appearance. Using *phantasmal force* and *magic mouth* to appear as a ghostly yet beautiful ice sprite. She holds a grudge against Gakamak (**11**) and she will ask first for his head, before asking the party to pry open her tomb for their "reward". If she senses the party will work with her in her true form she may sent them to slay the elves at **13** or to bring the goblins of **22** into the fold.



5. Frozen Barrow

15' x 10'

The path leading up to this barrow is frosty and the air is so cold that breathing is painful. Four wights wait here in their niches. Three are warriors clad in ancient hides, wielding copper axes and short obsidian tipped spears. The fourth is a woman in a hide dress, white with cowrie shells, wearing a cowrie shell studded antlered headdress. In clay pots around the room are 1000 ep and 1000 sp, in the form of crudely hammered triangles. A further 3 pots hold polished quartz worth 50 gp each. Also in the room is a carved mastodon tusk worth 240gp. Finally, in the witch's niche, is a Potion of giants strength, as well as a scroll of arcane spells (written in a lost ancient tongue): Mirror Image (2nd lvl), Invisible Stalker (6th lvl), written on a roll of pale leather.

Wights (3): HD 3, spear, leather armour, energy drain.

Barrow witch (1): HD 5, dagger, energy drain.

Spellbook: 1st: shield, magic mouth, magic missile, 2nd: phantasmal force, web, 3rd: lightning bolt.





19. Caravan Ambush

A gang of goblin raiders has captured a large wagon and is painstakingly dragging the whole thing back into the mountains. The wagon is in bad shape, the draft animals are gone, and the wagon is being pulled by a team of goblins. The rear axle has cracked and going is rough. There are four dwarf prisoners in the draft harnesses, along with ten goblins, pulling the yoke. Four mounted goblins march ahead of the wagon, while four more take up the rear. Six goblins sit atop the wagon, barking orders at the rest, led by their chief Gropuk. The goblins are distracted trying to get the wagon up the trail, and only the vanguard and rearguard are paying any attention to their surroundings.

The wagon is loaded with 200 lbs. of sundry goods (cloth, lamp oil, grains) worth 150gp. In a small box under the seat of the wagon are 1000 cp, a brass beard pin (70 gp), and an ornately engraved snuff box (400 gp).

Goblin raiders (15): HD 1-1, leather armour, shield, club, javelins (3).

Goblin lancer (8): HD 1-1, leather armour, shield, spear, dagger.

Wolf (8): HD 2+2, bite 1d6.

Gropuk (1): HD 1+1, chainmail armour, shield, scimitar.

Returning The Hostages

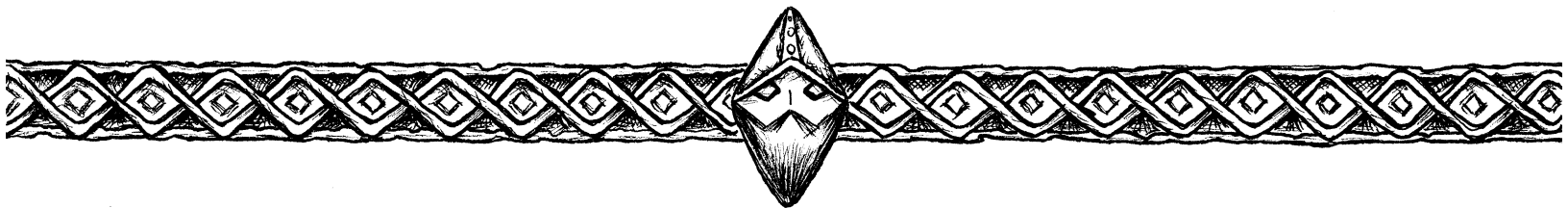
The prisoners are three dwarven merchants, Snorri, Gimbor, Kort, and their surviving guard, Brala. If rescued each of the merchants will offer 200 gp for their safe return to Karngrad.

If the party agrees to return to Karngrad with the merchants, then Kort will secretly offer a party member 400 gp to murder Snorri and Gimbor. Gimbor will likewise make a clandestine offer to another party member to murder Kort and Snorri, for 300 gp and a scroll of mirror image. Snorri will confide in a third party member that he fears his life is in danger, offering an additional 100 gp for his safe return to Karngrad.

Brala is unaware of the merchant's schemes, and will offer her service for a year to her rescuers. Alternatively, she has powerful connections in Karngrad (as a distant relative of Bhuri) and can boost the party's reputation there, granting access to Bhuri's court.

Snorri, Gimbor, Kort: HD 1/2

Brala Khlordul: HD 1+1, Bronze plate mail armour, shield.



20. Aerie

The Aerie is high up in the mountains, near the top of a sharp summit. Well above the tree line, the terrain here is rocky and treacherous. Any natural 1 rolled at any time will result in a fall of 1d100 feet. Even in the summer there will be the occasional patch of snow in shady nooks and crannies. The nests themselves are perched on a 20' wide shelf projecting out of a sheer rock face, 60' off the ground. 5 Hippogriffs roost here, though during the day only 1d4 will be present. In the nests are 4 Hippogriff eggs (worth 1500 gp each, if viable).

If the eggs are stolen the hippogriffs will track them relentlessly. Any further rolls on the wilderness encounter table will always result in the remaining hippogriffs. If the party returns to a town the hippogriffs will likely be killed assaulting the walls.

Hippogriff (5): HD 3+1, hoof/hoof/bite 1d6/1d6/1d10

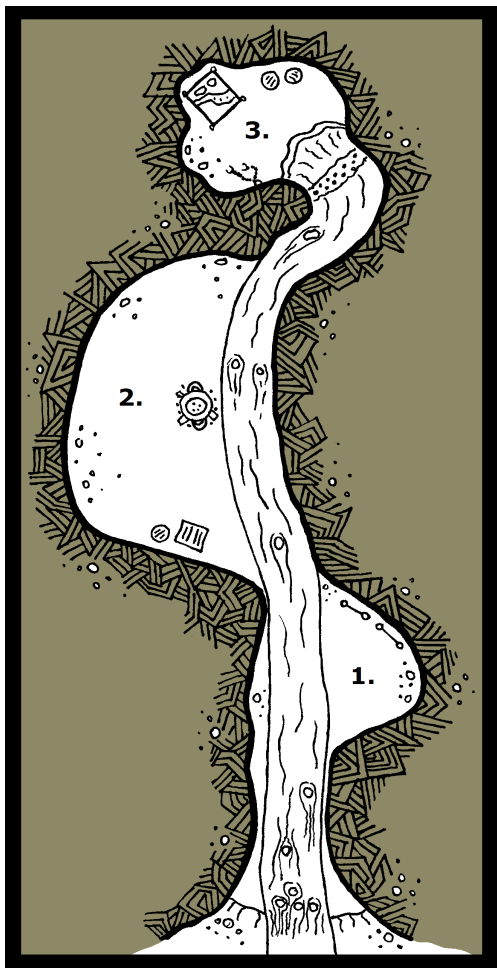
21. Ogres' Camp

This camp is hidden in a narrow gully, cut by a shallow stream that runs through it (treat as broken terrain). The ogres are recent arrivals, having been exiled by the giants to the north, and so far they have been keeping a low profile, picking off isolated travelers. Because of this their morale is low, and they are more willing to talk, and less likely to pursue attackers. The gully is carved from a soft red sandstone. Hearty shrubs grow out of cracks between the rocks here and there. They are particularly thick around the entrance nearly disguising it entirely. Near the entrance to the gully is a flat rock face with a pair of crossed axes painted on it in a greasy black paint. Locals will recognize this as the symbol of the Limbhackers, an Ogre tribe from the northern Okhan region

Check wandering monsters on a 1-in-6. Roll random encounters on 1d4.

1	1d4 Ogres, back from hunting with a stag.
2	1d4 Ogres, back from raiding with a prisoner.
3	2d4 Goblin scavengers.
4	1 mountain lion.





1. Watchpost 10' x 10'

Four ogres are crammed into this alcove. Three are bickering as they butcher a deer. A fourth lazily watches the entrance to the gorge. Note that this alcove is in plain sight of the ogres at **2**.

Ogre (4): HD 4+1, club 1d10.

2. Camp 30' x 55'

This area is a low alcove with a silt bed. A few rough canvas sheets are pegged across the roof of the gorge, providing additional cover from the elements. Crossed battle axes have been painted on the canvas in a greasy black paint. A mutilated dwarf, missing several limbs, hangs on a rope from the walls. His empty eyes overlook an enormous cauldron in the center of the alcove. During the day the ogres will usually be lazing about here, napping or working, while the children throw weapons at the dwarf. If the party inspects the cauldron they will find it is dwarf soup, with a 250 gp pearl ring still on a dis-articulated hand.

Ogre (7): HD 4+1, club 1d10.

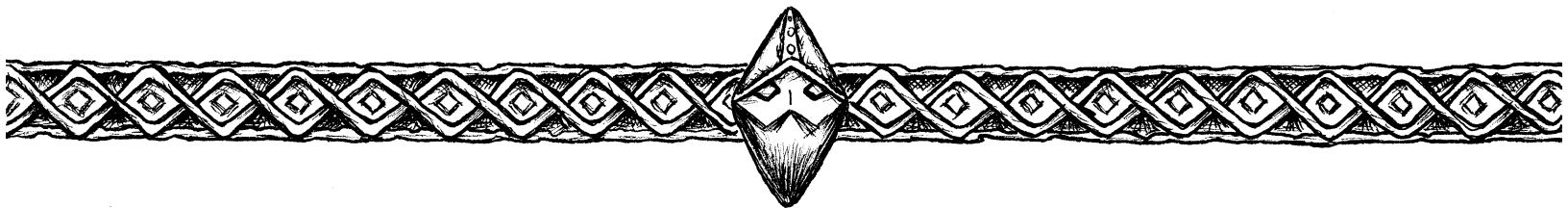
Ogre Champion (1): HD 5+1, club 1d10+1.

Ogre adolescent (3): HD 1-1, club 1d6.

3. Lair 25' x 20'

The lair is hidden behind the waterfall feeding the stream. If a fight develops at **2** the ogres here will watch and decide whether they should join in or set an ambush. The subchief, Mogrun, will join in with any parley, offering treasure and map information in exchange for being left alone. He knows the location of both **11** (a goblin outpost) and **12** (his former village). He will also tell the party about the hidden treasure at **12**.

This room holds two disgusting hide beds, two dwarven prisoners tied to rocks, as well as two crates and a broken jewelry



box. The crates contain various grades of wire and uncut stones (300 gp, per crate), with a chainmail +1 hidden in a large bale of wire in one.

Chainmail +1: *The wyvern's hide. A full length hauberk made of extremely fine rings, with a finely embossed brass disk depicting a goblin's head over the chest. Once the armour of the captain of Bholi, it was bought at auction a few years ago by a wealthy jeweler).*

The jewelry box, once quite valuable, has been hopelessly smashed. Strewn on the ground around it are 1000 ep, 1 bronze pegasi bangle (30 gp), 1 star topaz (750 gp) and 1 Moonstone circlet, of most delicate craftsmanship (3000 gp).

The two dwarves will introduce themselves as Morin and Blodir of the Stundurr clan. They worked as caravan guards for a jeweler from Khal, Blodo Borri, (the dwarf on the wall in **2**). If freed they will offer 1 year's service to their rescuer.

Mogrun (1): HD 6+1, Club 2d6+1.

Ogre Champion (1): HD 5+1, club 1d10+1.

Ogre (2): HD 4+1, club 1d10.

Morin Stundurr: HD 1, chainmail armour.

Blodir Stundurr: HD 1, chainmail armour.

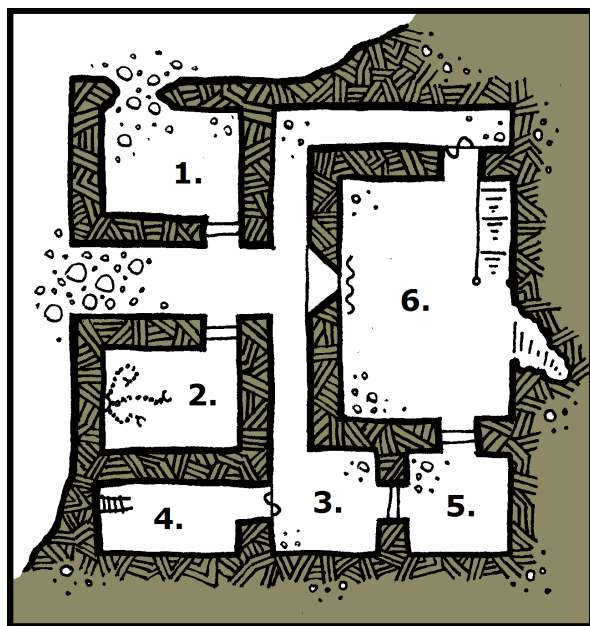


22. Abandoned Fort

This goblin outpost is located in the ancient abandoned dwarven wayfort. Built into the side of a mountain only the north east corner peaks out. Anyone familiar with dwarven military construction will suspect a secret entrance like the one in **7**, though they will not know its exact location. The front entrance has collapsed, choking it, and the 10' pit trap behind it, with rubble. The whole building is in rough shape, the walls are riddled with cracks. A hole knocked in the east wall is the new front entrance. Above it a red wolf's head has been crudely painted. The goblins keep a lazy watch from **7**. A party approaching from the front will be spotted, and if they are bearing arms they will be fired on with shortbows at 80', continuing even inside the building using the murder holes to attack anyone in the halls. If the party makes a point of approaching stealthily they only have a 2-in-6 chance of being spotted. There is no chance of being spotted if the players descend the mountain and enter through the roof. Random encounters occur on a 1-in-6, either 2d4 goblins inside, or 1d4+1 goblins on dire wolves outside.

The goblins occupy an extremely strong position, but are utterly unprepared to defend it. Should the party give the goblins any breathing room have them organize themselves, manning the arrow slit at **6**, consolidating their spread out forces, and, given enough time, boiling some oil in the cauldron in **7** (save versus breath or 3d6 damage for 1d4 rounds in a 10' area). Should the party make an impressive show of force the goblins will utterly collapse, squirming out of the arrow slits and murder holes.

Goblin Outpost – 1st Floor



1. Atrium

20' x 15'

Six goblins are in this room. If the alarm is raised they will be ready to hold the breach, otherwise they will be clearing the rubble into the corners, weapons sheathed, while their leader, in his ill fitting dwarven scale armour, berates them.

Goblins (5): HD 1-1, leather armour, shield, club.

Goblin captain (1) HD 1, Scale armour, shield, scimitar.



2. Kennel

20' x 15'

There are nine dire wolves are crammed into this room. Each is chained to the north wall unable to reach the southern 5' of the room.

Dire wolf (9): HD 4+1, Bite 2d4

3. Outcasts' room

15' x 15'

This room is fairly nondescript, save a hole in the north wall for barring the door closed. The secret door is disguised by the wall decorations, and is 5' off the ground. It hangs on a horizontal hinge and merely needs to be pushed open. 4 goblins lair here, calling on goblins from **5** if they are hard pressed. They have low morale and are willing to bargain. Goblins have been disappearing out of this room every night and the survivors are terrified. They do not know of the secret door.

Goblins (4): HD 1-1, leather armour, shield, club.

4. Disused sally port

20' x 10'

This room is choked with dust and webs. Three dead goblins, partly dissolved lie on the floor. A giant spider waits on the roof to jump down on potential prey. If this room is thoroughly searched the party will find a rare antique suit of bronze dwarven plate armour worth 1300 gp as well as a series of handholds leading to a trapdoor entrance to **11**.

Giant spider (1): HD 2, Bite 1d8 plus poison - save versus death at a +2 or die.

5. Midden

15' x 15'

The goblins have been dumping their filth into this room. Thin patches of Kru dust the tops of the heaps and the whole room is alive with insects.

6. The maggots of the mountain

25' x 40'

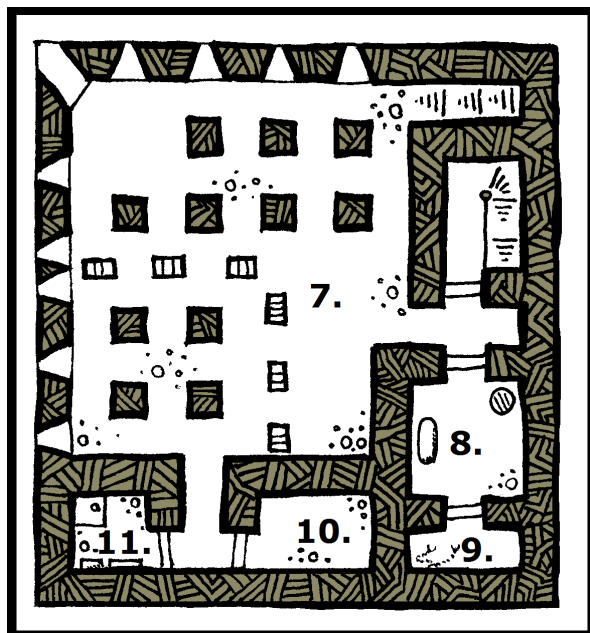
The majority of the goblins lair in this stinking room. The arrow slit to the north has been covered with a moldy hide. A smoky moss fire makes this room almost uninhabitable, but at least its warm. The goblins in here spend most of their time bickering loudly, eating or even fighting. The stairs to the south lead upstairs to **7**. The crevice in the south wall is the entrance to an under road. The goblins will dither in a fight for a round or two before sending a few of their number through the secret door to flank. If they rout they will flee to the under-road, squirming into the myriad of small crevices in the stone.

Goblins (16): HD 1-1, leather armour, shield, club.

Goblin captain (2) HD 1, Scale armour, shield, scimitar



Goblin Outpost - 2nd Floor



7. The parapets

45' x 50'

This room is freezing cold, with a little light flickering in through the arrow slits. The columns have niches carved into them to hold ballistae and arbalest quarrels. Murder holes follow the line of the main hall from the front gate to the door of **3**. Above them, in the roof, is an ancient bronze track, complete with a dusty bronze cauldron hanging lazily from its last unbroken chain. If the goblins have been alerted to trouble they will be waiting in ambush, hiding behind the columns. Otherwise they will be lazing about the room with a single goblin on watch in the northeast corner.

The ladder in the southeast corner leads to a chute in the roof. In the wall next to it is a lever, along with the number 31

carved in dwarfish runes. Pulling it disables the trap. The chute is a nearly vertical stone stair, ascending 60' to a trap door on a hidden mountain trail. The 31st rung of the ladder (near the center) triggers a boulder trap on a 2-in-6. The boulder will roll down the chute dealing 2d6 damage to any in the way.

Goblins (7): HD 1-1, leather armour, short bow, 20 arrows, flint knife.

8. Torture room

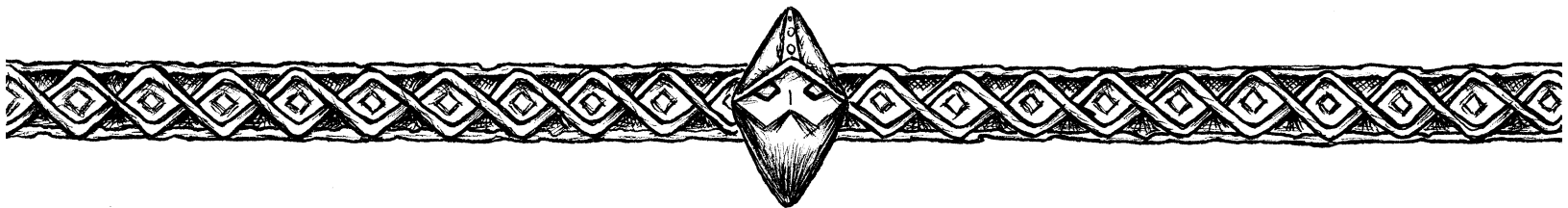
15' x 15'

This room, once a storage room, has been converted to a torture chamber. Currently the jailor and his assistants are torturing a captured kobold, more for fun than anything else.

Goblin Jailor (1): HD 1, Scale armour, branding iron, tongs

Goblins (2): HD 1-1, leather armour, shield, club.

Kobold (1): HD ½.



9. Jail

15' x 5'

All the furnishings in this room have been stripped out, and it currently holds 2 unarmed kobolds. They are in rough shape (1 hp and injured), and more than willing to talk. They don't know much of value, but if specifically asked about the story stones they can give the exact location of the one at **33**.

Kobold (2): HD ½.

10. Throne room.

15' x 10'

This is where Shurshuk, chieftain of this warband lives and rules his gang. He spends his time sitting on his "throne" (an old battered commode), barking orders and abuse at his bodyguards. Inside the commode is Shurshuk's treasure, 1000 cp, 1 Agate (25 gp), 1 jasper (50 gp), and 1 lapis lazuli (25 gp).

Goblin bodyguard (2): HD 1, scale armour, shield, short sword.

Shurshuk (1): HD 1+1, chain mail armour, battleaxe.

Dire wolf (1): HD 4+1, bite 2d4.

11. Abandoned room.

10' x 10'

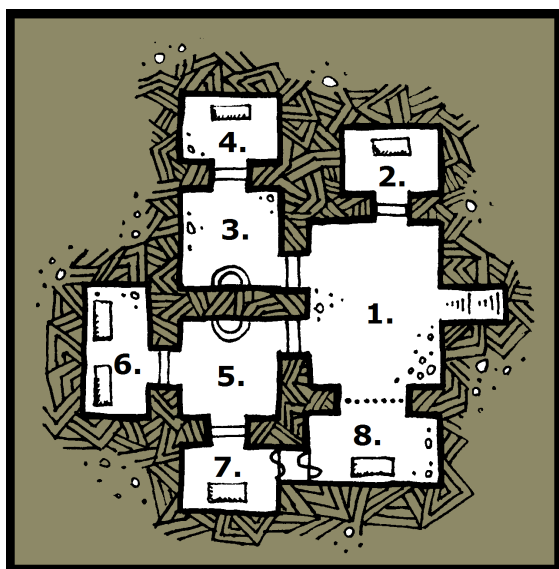
The door into this room is wedged closed with iron spikes. If the door is opened the room is oddly drafty, the door creaking and slamming at random.

The room is filled with old cobwebs and a few mouldy ledgers in old dwarven (ledgers, accounts, and lists pertaining to the outpost). 3 mummified kobolds are on the floor, covered in cob webs. In the northeast corner of the room is a trapdoor leading down to **5**, hidden by dust and old webs.



23. Kar's Tomb

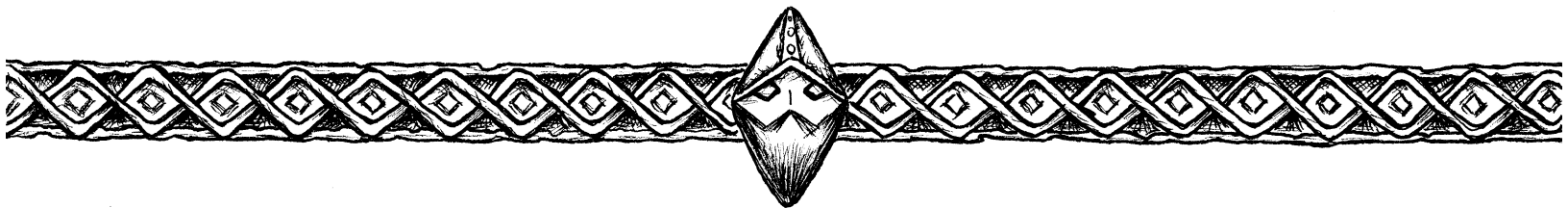
Kar's tomb is high up a mountain, far past the treeline. A narrow band of stone steps leads up to the entrance from the base of the mountain. Every few hundred feet is a standing stone, 5' high, and carved to act as a lantern. The tomb itself is on a sunny south facing slope. A small altar stands at the top of the stairs. Just behind it is the tomb's heavy stone door. The door is a 1' thick granite slab that will take a serious effort with heavy tools to breach.



The bodies in the sarcophagi, as the bodies of nobility, have been petrified by immersion in mineral rich waters. They are chalky and will crumble if handled.

There are no random encounters in this tomb. Instead there are random traps. Every room has a 3 in 6 chance of containing a random trap, in addition to its normal contents. Be sure to roll before the room is entered.

Roll	Trap
1	Poison Needle Trap. Hidden in either a sarcophagus or door lock. Triggers when tampered with. Save vs death or die.
2	Hail of Darts. Triggered by an uneven flagstone on the floor. Everyone in the room is attacked as by a 3 rd level fighter, 1d4+1 + poison.
3	Lung Rot Spores. A patch of drab olive coloured mold in a corner. If disturbed save vs death or become infected, losing 1 CON a day, and no longer healing naturally.
4	Pressurized Gas. Highly acidic gas buildup inside a wax sealed room or sarcophagus. Triggered by breaching the seal. Anyone in the area must save vs blast or take 3d6 damage.
5	Radioactive Jewelry. A crown, left in an appropriate place, made of a strange bright green metal, worth 200 gp. Anyone in possession of the crown rapidly develops the symptoms of leprosy, dying after two weeks of close proximity.
6	10' Pit Trap. Hidden under a thin sheet of sandstone, carved to resemble a ritual surface. Anyone standing on it has a 2 in 6 chance of splitting it, plunging 20 feet onto a bed of spikes. 2D6 damage + 1d6 spikes for 1d4+2 damage each.



1. Antechamber

20' x 25'

This room is empty and scrupulously clean. The passage to **8** is blocked by heavy bronze bars, etched with dwarven liturgical inscriptions. Each corner of the room holds a stone statue of dwarven warrior. These statues are animated, but will only attack if the room is in some way defaced.

Living Statue (4): HD 5, magma jets, 2d6/2d6

2. Hila's Tomb

15' x 10'

The walls of this room are carved in a geometric flower pattern. They were once painted, but the colours have faded to somber browns. The sarcophagus is engraved "Hila, Mother of Kar" in old dwarven. The body inside the tomb is that of an elderly dwarven lady, with an emerald necklace (600 gp), and a gold and opal death mask (800 gp).

3. Offering Chamber

15' x 15'

This room is heaped high with funerary offerings – crumbled cloth, rotted pots of food and ceremonial weapons. The door to **4** is a featureless stone slab, with an arm sized hole in its center. In a hollow immediately underneath the hole are three handles. The rightmost one opens the door, while the other two set off a guillotine trap inside the door, cutting off anything in the hole and dealing 2d6 damage.

4. Molli's Tomb

15' x 10'

The walls of this room have been carved with a motif of giants, and several dusty giant's skulls sit in front of the sarcophagus. The inscription reads "Molli, mother of the Bjolir, daughter of Kar" in old dwarven. The petrified body of Molli is wearing a ruby studded gold ring (400 gp), and there are 8 barbed bolts +1 in her quarrel case.

5. Fane

15' x 15'

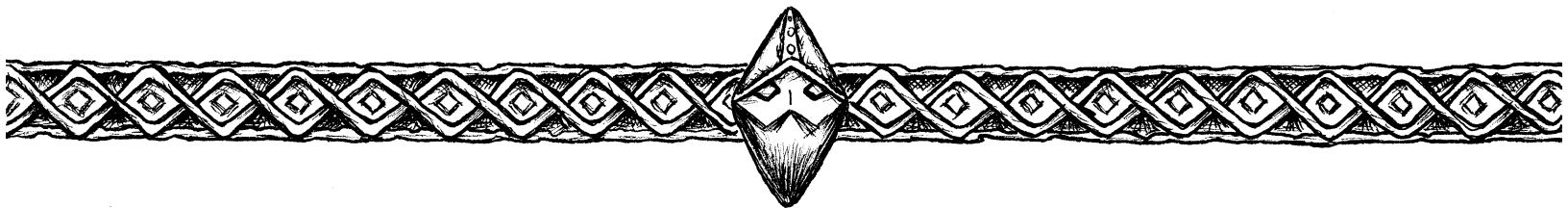
The wall of this chamber are plain stone. A long dry font and desiccated towel show that this was a place of ritual cleansing. Small heaps of funerary goods clutter the passages to **6** and **7**.

6. The Sons of Kar

10' x 20'

There are two sarcophagi in this room. The first is inscribed "Kodur, slain by Ymir at the burning of Karngrad without issue". The second is inscribed "Bokki, lost with his father Kar at the sundering of his vault. Bury him here when he is found". Kodur's sarcophagus contains his body, along with a heavily wrought gold death mask, covered in precious stones, worth 3000 gp. Bokki's sarcophagus is empty.





7. Kranda's Tomb

15' x 10'

This tomb is lavishly decorated. The wall is carved with elaborate figures, inset with coloured stones. The sarcophagus is inscribed "Kranda, Wife of Kar, Mother of Molli, Kodur and Bokki. Slain at the burning of Karngrad". The sarcophagus contains a few charred bones, wrapped in a periwinkle silk shroud threaded with gold (400 gp).

The secret door is a section of plaster painted to look like the wall. The work is masterful and it is difficult to detect. The interior space is filled with a pressurized, highly flammable gas. Any torches within 10' will cause an explosion, dealing 2d6 damage unless a save vs blast is made. The plaster is laced with small spines of arsenic. Anyone hurt by the blast must make a further save vs death after a turn, and each day thereafter or cease natural healing, taking 1d6 damage every day until a successful save is made

8. Kar's Tomb

20' x 10'

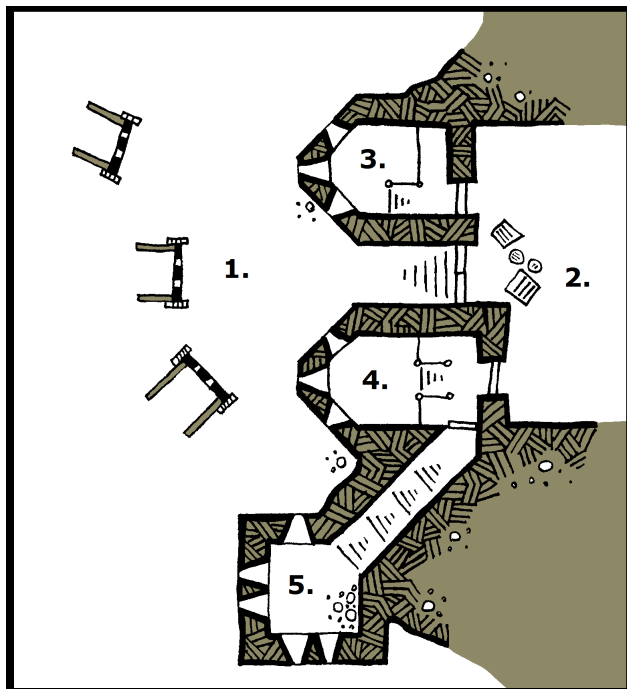
The walls of this room are elaborately carved with lifelike frescoes depicting the life of Kar. The wall behind his sarcophagus is dominated by an enormous statue showing Kar slaying a great giant in a cave. The sarcophagus is empty, save an elaborately worked bronze helmet.²

² This is Kar's helmet, his name is engraved along the inside of the neck.



24. Besieged Shrine

The besieged shrine is visible on the horizon as a smudge of greasy black smoke. The outpost is under siege and is in rough shape. The second floor of **5** has collapsed and is on fire, along with the second floor of the barbican (**3** and **4**). The attackers, a warband of goblins led by hill giants, have a camp a few hundred feet out, where their battery of three trebuchets have been erected. Three mantlets have been pushed up nearly to the gates, where the goblins are marshaling for an assault on the walls.



Goblins under the control of giants tend to be more disciplined and better equipped than wild goblins. Without intervention the outpost will be captured. The garrison is killed, and the forge at **2** is destroyed. The giants will not occupy the fort, but check for dungeon restocking as normal. There are no random encounters here. Instead there is a patrol of 6 goblins on dire wolves, protecting the siege. Every turn there is a 2 in 6 chance of them detecting intruders and attempting to flank.

1. Mustering point

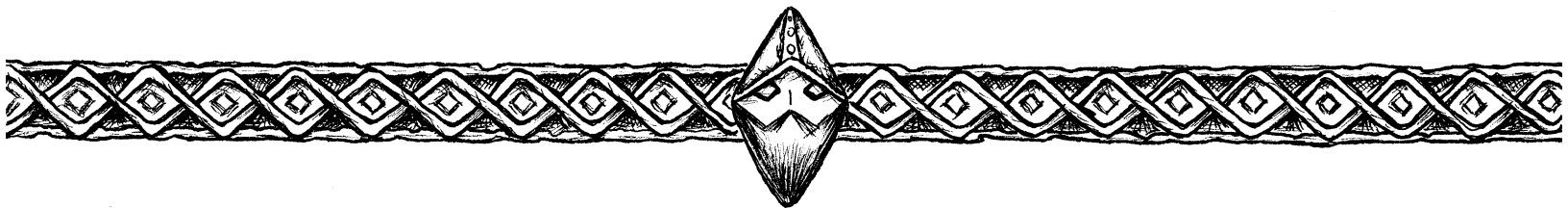
When the players arrive the giants will be marshaling the goblins for a final assault on the outpost. Because of the tower's (area **5**) blind spot, fire onto the mantlets is limited. The giant's plan of attack is to first send in the sappers with a portable ram (treat the gate as a stuck door). If they fail to breach the gate the giants will lead the second assault with the remaining goblins, kicking down the doors.

Goblin Sapper (6): HD 1-1, banded armour, shield, short sword, fire oil.

Goblins (20): HD 1-1, leather armour, shield, short sword.

Goblin archer (6): HD 1-1, leather armour, shortbow, 20 arrows, club.

Hill Giant (2): HD 8, Club 2d8



2. Main Hall

60' x 50'

This is the main hall of the outpost. This place is a walled shrine, built around an ancient forge and smelter. Shelves and racks near the forge hold various ancient tools, each wrapped in fine silk. Forn, the abbot of this place, will explain that these are craft relics: tools possessed by a fragment of the creator spirit. In preparation for the final attack a barricade of barrels and crates has been erected behind the door. This is where Forn and his priests will make their final stand. If the shrine is saved Forn will make a gift of a sacred hammer to the party (1000 gp). The hammer may also be used freely in the place of special materials when crafting magic items.

Forn: HD 4, plate armour, mace +2, shield.
Acolyte (3): HD 1, banded armour, shield, warhammer.

3. Collapsing Barbican

20' x 15'

This is a plain stone construction, with deep cracks and worrying bulges in the roof.

Crossbow dwarf (2): HD 1, chain mail armour, arbalest, 20 quarrels, battleaxe.

4. Ruined Barbican

25' x 15'

This is a plain stone room, warmed with a few braziers. Still the bombardment shows, as the roof bulges under the weight of the collapsed second floor.

Crossbow dwarf (2): HD 1, chain mail armour, arbalest, 20 quarrels, battleaxe.

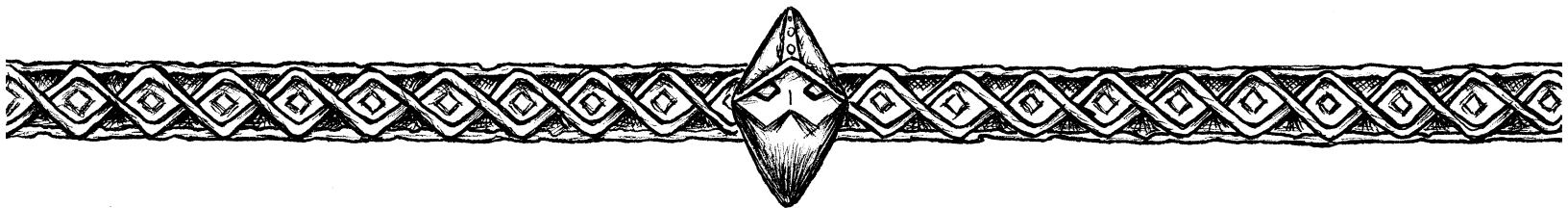
5. Crumbling Tower

15' x 15'

This is the remains of the shrine's watchtower. A ladder still provides access to the tower's ruined second floor. The dwarves have been deliberately keeping the fire on the roof burning, in hopes of signaling a rescue. If the shrine has fallen most of the craft relics will have been stashed in the rubble on the roof. In total the collection is worth 4000 gp.

Crossbow dwarf (1): HD 1, chain mail armour, arbalest, 20 quarrels, battleaxe.





25. False Stone

A dwarven story stone sits all alone atop a small hill. A few rusty pieces of broken arms and armour peak out of the ground around the stone, posing a minor tripping hazard. The stone itself details, that this is the field where Kar rallies the dwarves, killing the great dragon Ymir, and putting the goblins to flight.

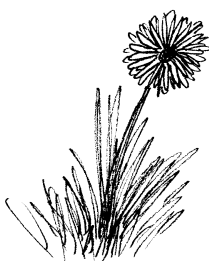
This stone is a modern forgery, as close analysis will reveal. The script uses modern conventions and loan words. The debris around the stone are mostly iron and steel, and they are only present in an area about 20' around the stone.

26. Bear Cave

A story stone stands at the center of the entrance to this cave. It tells the end of the story, when Kar follows the wounded Ymir into his cave and defeats him in single combat. Kar spends much of his wealth on his people, building the great market at Karngrad, and expanding the frontiers of the kingdom. He builds vaults and forts deep into the mountains, but it is folly and the mountain's roots are rotten. Even Kar's personal stronghold is lost and he is killed.

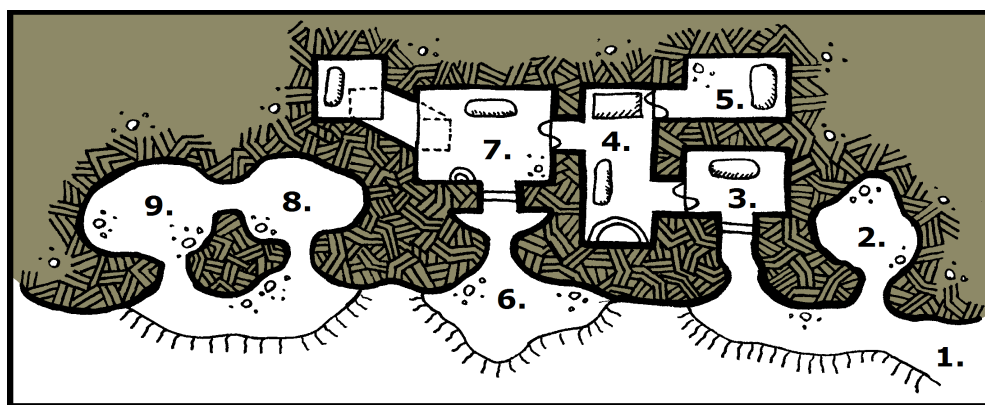
The cave itself is littered with neanderthal and goblin bones. It is home to a rather ornery dire cave bear.

Dire cave bear (1): HD 9, claw/claw/bite 2d4/2d4/1d12



27. Cliff Side Tombs

The cliff side tombs are cut into the steep bank of a cold mountain stream, with the tombs about 30' above the waterline. The whole area is in the path of a retreating glacier, and there is a thin scattering of gravel and muddy chunks of ice over every outside surface. The tombs themselves are unbelievably ancient, predating even the dwarves of the valley. Carved into the bedrock, each room boasts elaborate tracery and frescoes. The walls are so finely cut and polished that they seem to glow white.



There are no random encounters here, as this section of river is lorded over by a wyvern, which roosts high up in the mountain. There is a 2 in 6 chance that it will attack anytime anyone

is standing on the ledges outside the tomb. A patient and clever hunter, it will retreat to a ledge above the tombs if its prey takes shelter in the caves.

Wyvern (1): HD 7, Bite and sting, 2d8/2d8 + poison

1. Riverside Ramp

This ledge leads gently down to the river. Here and there weathered and worn stone steps peak out from the gravel and ice.

2. Den

15' x 15'

This low roofed cave is filled with debris and gnawed up bones. Three giant weasels lair here. In amongst the bones is a torn saddlebag filled with 1000 gp, 2 jars of semi-precious stones (800 gp each) and 1 uncut emerald, worth 320 gp. There is

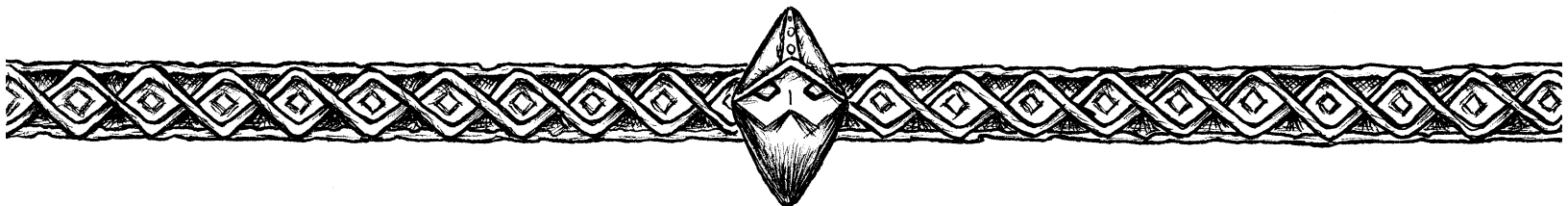
also a wand of fear (5 charges), carved from a human rib, hidden in the bones.

Giant Weasel (3): HD 4+4, bite, 2d4

3. Lesser Tomb

15' x 10'

The stone door sealing this room has cracked, and from the knee down this room is awash in mud. The frescoes on the wall depict a cabal of elven sorcerers leaving their forested home and coming to the mountains. The sarcophagus is sealed with wax and an ancient parchment which reads, in elven, "a curse on any who



disturb my bones". Anyone breaking the seal will become *cursed*, by being struck dumb. Inside the sarcophagus is a mummy, wearing a gold crown inlaid with turquoise (800 gp), and silver and sapphire pectoral plate (600 gp). The secret door to **4** is hidden inside a fresco – the whole panel simply pops off.

Mummy (1): HD 5+1, slam 1d12 + mummy rot

4. Inner Fane

10' x 25'

This room is an ancient temple as well as a tomb. The wall frescoes here depict the sorcerers cavorting with demons. There is an altar made of carved bone (960 gp), topped with a large statuette of a demon carved from a single piece of obsidian, set with amethysts (3300 gp). Opposite the altar is a discoloured font, long dry, with three demon skulls piled in it (560 gp each). The secret door to **5** is built into a fresco, the carved panel pops out if pressed.

The sarcophagus holds a mummy wearing a chryselephantine headdress (1,100 gp) and a ruby ring (400 gp).

Mummy (1): HD 5+1, slam 1d12 + mummy rot

5. Priest's Tomb

15' x 10'

This tomb is quite plain, save a single large fresco depicting a priest atop a ziggurat. In front of the sarcophagus are several decaying wicker baskets, overflowing with ancient elven coins. In total there are 2100 gp, 1000 ep and 2500

sp and a large marquise cut amethyst (750 gp).

Inside the sarcophagus is the mummy of the high priest, along with a potion of heroism, an emerald studded silver staff (1400 gp), a wrought platinum circlet (900 gp), and a cursed scroll (anyone reading it is *polymorphed* into a magpie).

Mummified High Priest (1): HD 6+1, slam 2d6 + mummy rot

6. Main Entrance

Two long crumbled stone statues mark the front entrance to the tombs. The door to **7** is locked and made of a heavy slab of orichalcum. The door is decorated with an 8 x 8 checkerboard pattern of small plates with door rings. Only the topmost right ring opens the door. The remainder are randomly trapped, triggering when pulled.

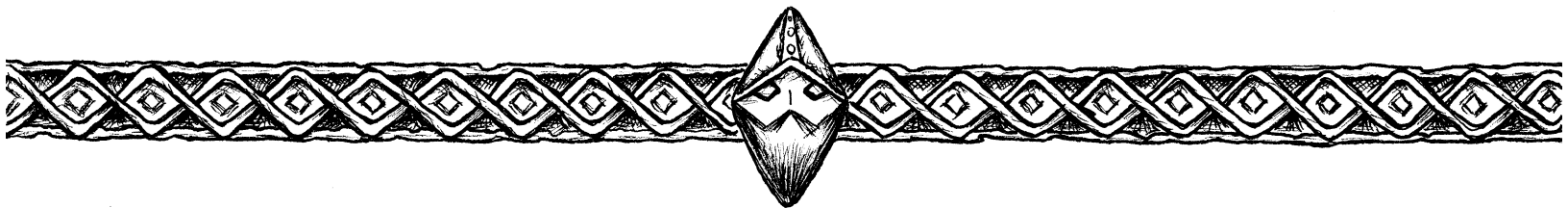
Roll	Trap
1	Poison gas! If within 5' save vs death or die.
2	Mine! Save vs blast or be caught by shrapnel for 2d8 damage.
3	Cursed handle! The handle is <i>Cursed</i> . Once grasped it cannot be dropped.
4	Broken trap.

7. Main Tomb

20' x 15'

This is the main tomb of this complex. The walls are decorated with arches and arcane elven writings. There is a secondary tomb above this chamber, accessed through a narrow chimney. The





secret door to **4** is build into one of the decorative arches. The panel simply pops out.

Many fine funerary goods line the walls of this room. There is a large jar of fine quartz powder (800 gp), with a potion of climbing and a potion of love buried in it. Beside it is a finely engraved ogre's skull (230 gp). Finally, there is the rotted remains of a chariot, whose gold fittings may be salvaged for 1500 gp

The main sarcophagus contains a mummy, wearing a purse with 1170 gp in it, along with an alexandrite (500gp) and a brass bracer decorated with a carnelian (190 gp).

The secondary tomb also contains a sarcophagus and mummy. This mummy is wearing a +1 sword in his belt , along with a fine brass scale hauberk (300 gp). He also carries a scroll case with two scrolls: Ward against Elementals, and a scroll of arcane spells (elven): dispel magic, and slow

Sword +1, glows as torch: *Traitor`s Razor, a finely swept elven scimitar made of bright white steel, with a beautiful oak leaf guard. One of a set of twelve made for the bodyguards of the legendary renegade elf lord Drust*

8. Servant's tomb

15' x 15'

The entrance way to this cavern was once crudely sealed with cobblestone, but the wall crumbled and the room is a mess of ancient bones and glacial debris.

9. Slave's tomb

20' x 15'

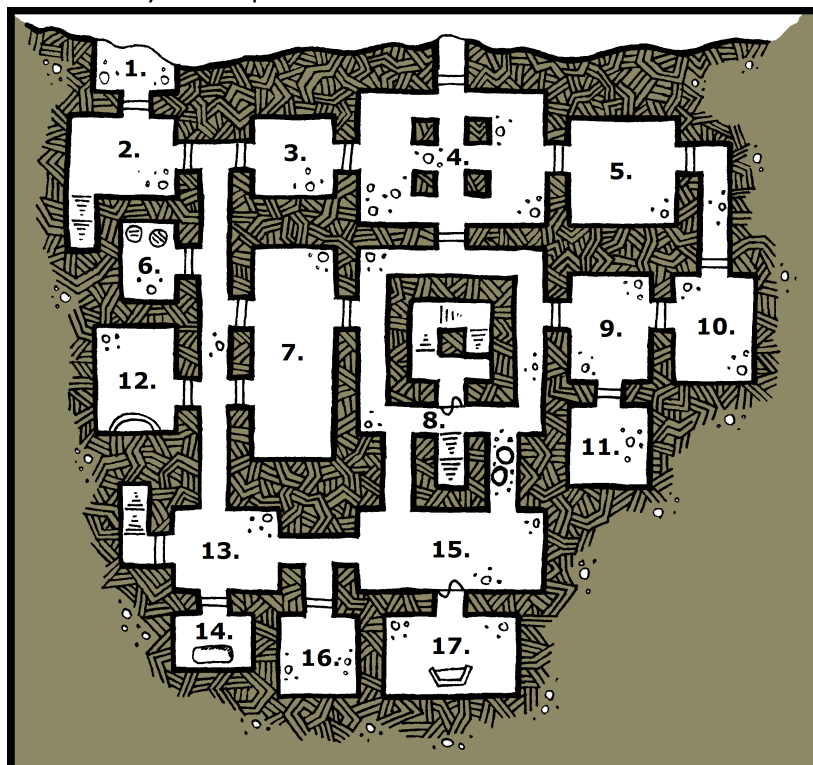
Like **8** this room was once sealed by a crude wall. The bones are stacked ceiling high, and a thick coat of mud covers everything. The bones are a mix of goblin, orc and neanderthal. Six skeletons lie in wait in the mud, attacking any who enter the chamber.

Skeleton (6): HD 1, claw/claw, 1d4/1d4



28. Vault

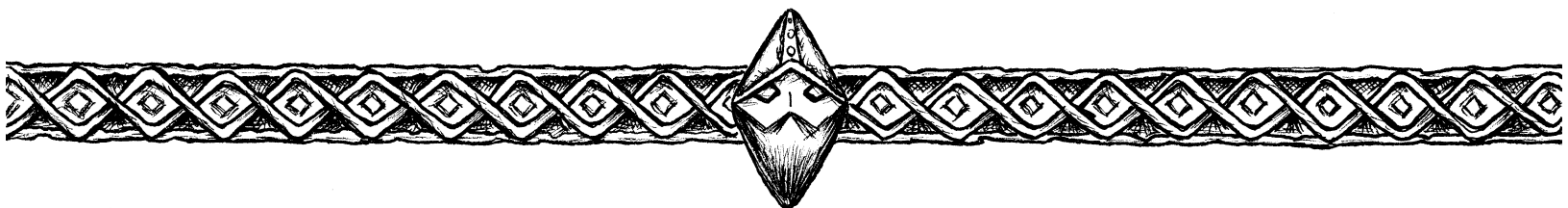
This is the location of Kar's lost vault. The mountain it was built into has been wracked by earthquakes. Vast fields of tumbled rocks surround the mountain on every side.



Every now and again some of the rocks have the vague hint of an unnatural, worked surface. Access to the ruined vault is difficult, as it sits at a high elevation, atop a 100' cliff. Careful inspection of the mountain reveals a narrow mountain trail, nearly invisible from below, winding its way up to the vault. The interior is sumptuously carved. Age and abandonment has not been kind, and the indulgent decorations have decayed and crumbled. This level is split between the undead and a coalition of ogres and trolls led by a Medusa located at **14**.

Random encounters occur of a 1 in 6.

Roll	Random Encounter
1	1d4 Trolls
2	1d6 Dwarf Dread Wights (5 HD)
3	2d4 Bugbears
4	1 gelatinous cube
5	2d10 giant rats
6	1 Medusa from 14



1. Chilly Chamber

15' x 10'

The hidden mountain trail lets off here. The flagstones hang perilously askew off the edge of the cliff.

2. Intersection

20' x 15'

The corners of this room are decorated with stacks of dwarf heads, some ancient and withered, some quite recent. The staircase leads to **18**.

3. Office

15' x 15'

The walls of this room bear stone shelves and a few torn old ledgers. A cracked stone desk sits in the center of this room, with a gray ooze resting on top of it, which has the appearance of a lumpy rock.

Gray Ooze (1): HD 3, engulf, 2d8

4. Main Hall

35' x 25'

This hall soars to an impressive 40'. Every surface is carved. The columns are statues of dwarves holding up the roof. Four gargoyles lurk high up in the shadows. The gargoyles' have hidden a collection of jewelery in the carvings near the roof. There is a zircorn (75 gp), a moonstone (50 gp), a jeweled silver helmet (1000 gp), an emerald amulet (800gp), and a purse of 3000 ep.

Gargoyle (4): HD 4, 2 claws/bite/gore, 1d3/1d3/1d6/1d4

5. Archive

20' x 20'

This room is crowded with toppled stone shelves. Three dwarven wights lie where they were killed, rising to attack any intruders. One wears an amber necklace (190 gp), and a purse of 1000 ep. Buried in the clutter of the shelves are a pair of giant python fangs in a glass case (900 gp), a painted elven vase (200 gp), and a small locked iron box, containing a collection of rare incense (280 gp), a potion of undead control, and a scroll of war against undead.

Dread wights (3): HD 5, spear, scale armour, shield, energy drain.

6. Storage Closet

10' x 15'

This closet is a cosy home to three mongrelmen. They are diplomatic, mediating between the Medusa at **14** and the bugbears on the 2nd level. The mongrelmen are friendly with both parties, and would be willing to arrange introductions.

Mongrelmen (3): HD 2, leather armour, shield, mace

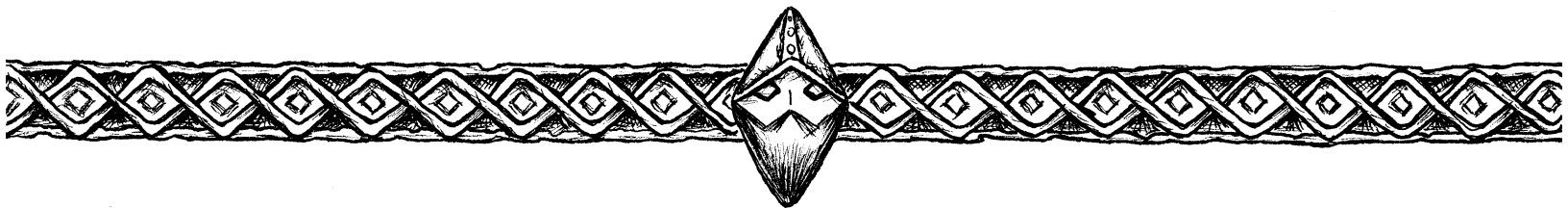
7. Feasting Hall

15' x 35'

Eight ogres crowd around the fire pit in this room. Large feasting tables have been turned into improvised beds, and scraps of food litter the floor.

Ogre (8): HD 4+1, club 1d10.





8. Staircase and Statues

The stairs here lead down to **27**. The secret door conceals a staircase leading down to **30**. The wall concealing the secret door is lined with statues in niches. The niche concealing the door swings back like a door, but it is currently locked. To unlock the door the statue's head must be twisted clockwise. Twisting it counterclockwise sets off a poison gas trap within 15' feet (save vs death or die).

9. Alchemy Lab

15' x 20'

This room appears to have been an alchemy lab of some sort. 4 large clay pots have been stacked against the wall, each sealed with wax. The pots are filled with a thin oil, nails and iron scraps, and a single ingot of a chalky white metal. If exposed to air it will begin smoking for one round before exploding in a 15' radius (save vs blast or 2d8 damage, 1d8 if just the bar), setting off any other jars in the area.

10. Dormitory

15' x 20'

This chilly room is filled with ruined beds, and several near mummified dwarves lie on the floors, some still stuck with goblin arrows. A wraith haunts this room, materializing and attacking on sight. In a chest by one of the beds is a bag with 15 tormalines (100 gp each), an electrum ingot (500 gp), a potion of diminution, and a set of masterwork jewelers tools (450 gp). One of the bodies is wearing a brass holy symbol (75 gp), and a scroll case with a single scroll in it: scroll of divine spells (dwarven): sticks to snakes, striking, remove curse, and silence.

Wraith (1): HD 4, touch, 1d6 + energy drain.

11. Storage Room

15' x 15'

This room is filled with spoilt alchemical components. 11 more pots like those in **9** line the walls.

12. Kitchen

15' x 20'

This ancient kitchen is still in use. A fire crackles away under a large pot of stew. A single four fingered ogre lives here.

Ogre (1): HD 4+1, carving knife and ladle.

13. Watchpost

20' x 15'

Two trolls stand watch here at all times. The room has largely been cleared of furniture. Both the door to **14** and to the staircase are locked (one of the trolls has the keys on a necklace). The stairs lead down to **20**.

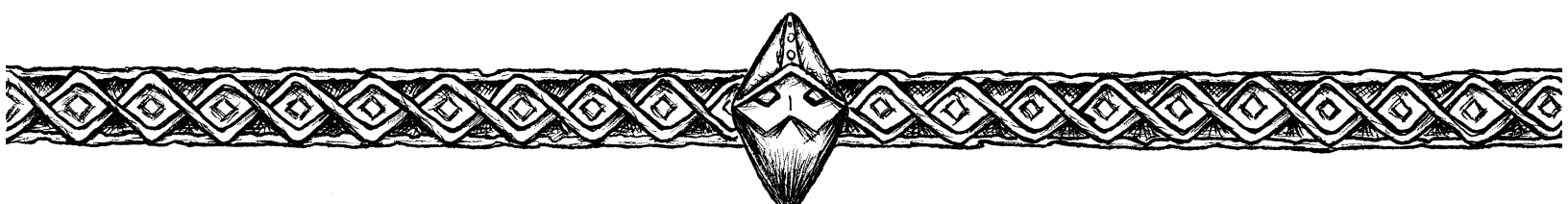
Ogre (2): HD 6+3, claw/claw/bite, 1d6/1d6/1d10.

14. Private Chapel

15' x 10'

This was once a plain dwarven chapel. Recently its been converted into a boudoir: the walls an altar have been draped in rich silks (500 gp), and the floor has been cluttered with large, silk sitting pillows and furs (2000 gp). A punched brass incense burner (60 gp) keeps the air fragrant and heady. This room is home to a





medusa. She is the leader of the ogres and trolls, by grace of a wand of charm monster, which is now empty. Aware that her control is about to slip she is desperate to negotiate for an attack on the bugbears on the 2nd level. She carries a pouch with a potion of climbing and a potion of ESP.

Medusa (1): HD 4, snakebite, 1d6 + poison.

15. Audience Hall

35' x 15'

This was once the hold's audience hall, but now it is used as the ogres' midden. 3 giant vampire bats roost in the roof. The secret door to **17** is built into an empty stone shelf. It is currently locked, and may be opened by the lever in **16**.

Giant Vampire Bat (3): HD 2, bite, 1d4 + paralysis.

16. Armory

15' x 15'

The door to this room has been barricaded shut from the outside. Inside is a ruined armoury, filled with racks of rusty equipment and a small forge. Currently it is occupied with an ogre ghoul, insane from hunger. Careful inspection of the forge reveals a series of levers. Most control air flow to the forge, but one opens the secret door in **15**.

Ogre Ghoul (1): HD 4+1, claw/claw/bite, 1d6/1d6/1d8 + paralysis

17. Throne Room

25' x 15'

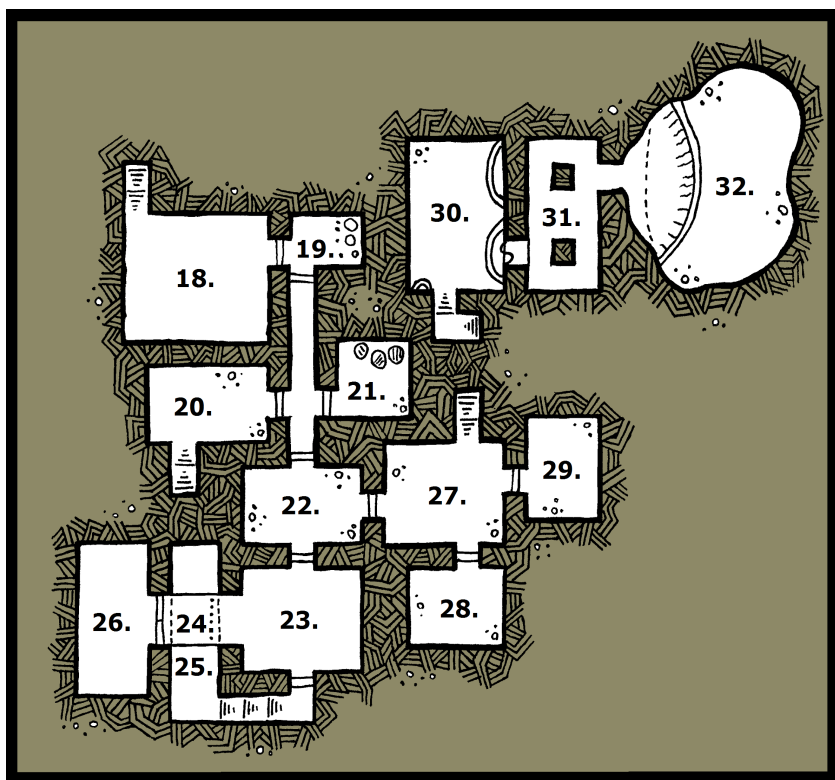
This room is where Kar held his privy council. It has lain untouched for centuries, and a thick layer of dust coats the room. A fabulously jeweled sword -2 sits on the table, and a stout crossbow +1 sits across the throne. A sack filled with 1700 gp sits on one of the back tables.

Sword - 2: *Misfortune, a pattern welded iron sword, the swirls seem to be in the shape of skulls. Originally made by the infamous mage-king Ordanni, as a gift for his hapless nephew, king Hapi. It functioned perfectly until Ordanni had him killed in a palace coup.*

Crossbow +1/+3 vs fairies/elves: *Feyseeker, a heavy crossbow, with vine patterned bronze prod. Famously made for the dwarf king Krup's "hunting trips". Lost when Krup was found dead from a dozen arrows in his back, next to a duck blind.*

Vault - 2nd floor

This level is decorated much like the one above it. Most of this floor is dominated by a tribe bugbears. The bugbears occupy a very strong position, and are consequently very aggressive.



Note that areas **30 - 32** are totally separate from the rest of this level, and may only be accessed through the secret door at **8**. As it is sealed off there are no random encounters in that area, in all other areas there is a 1 in 6 chance of random encounter per turn.

Roll 1d4	Encounter
1	2d4 Bugbears
2	1d4 Trolls
3	1 black pudding from 29 .
4	1d4 giant lizards.



18. Brewery

30' x 25'

This room was once a brewery, and the floor is thick with the rotted planks of broken down barrels. Concealed under the wood near the door to **19** is a bear trap (1d6 damage + poison).

19. Watchpost

15' x 10'

The roof of this room is collapsing, and its nearly full of rubble. Two bugbears stand watch here, running to **22** if they encounter intruders.

Bugbear (2): HD 3+1, scale armour, pole arm, mirror.

20. Menagerie

25' x 15'

Three petrified bugbears surround the staircase. One of them is wearing a ring of protection +1.

21. Storage Room

15' x 15'

This room is filled with old crates and barrels. The grains within have long rotted away to nothingness.

22. Fortified Room

25' x 15'

An improvised barricade protects the door to **23**. There are four bugbears in this room, two of which are behind the barricade with longbows.

Bugbear (2): HD 3+1, scale armour, pole arm, mirror.

Bugbear archer (2), HD 3+1, scale armour, longbow, 20 arrows, short sword.

23. Outer Hall

25' x 20'

This chamber has been converted to an open living area by the bugbears. Mismatched furniture and hides dot the floor. The gate and portcullis to **26** are generally kept open, though the door to **25** is always bolted shut. 10 bugbears lair here, but they will retreat to **26** after 1 round of combat, hoping to lure intruders into the pit trap in **24**. Note that the bugbears in **24** may fire into this room via arrow slits and murder holes.

Bugbear (10): HD 3+1, scale armour, pole arm.

24. Pit Trap

10' x 10'

This room is really just a hallway between **23** and **26**. It runs underneath **25**. There is a 10' x 10' pit trap in this room, underneath a wooden trap door. It can be sprung and reset from **25**. It drops 20' onto wrought iron spikes (2d6 damage + 1d6 spikes for 1d4+2 damage each).

25. Barbican

10' x 35'

This room is above **23**. Two bugbears guard this room, and they will drop the portcullis and open the trapdoor on anyone in **24**.

Bugbear archer (2), HD 3+1, scale armour, longbow, 20 arrows, short sword.



26. The False Vault

15' x 30'

This is the personal chamber of Gnammir, chieftain of the bugbears. The walls are inlaid with brass designs, including a stunning set of decorative merchant's scales. A large, iron bound, locked, chest sits in the corner, surrounded by a heap of 20000 sp, and 40000 cp. The chest contains a dwarven wight, waiting in ambush to attack anyone opening the chest.

Gnammir (1): HD 5+1, banded armour, morning star, potion of heroism.

Bugbear (2): HD 3+1, scale armour, pole arm.

Wight (1): HD 3, dagger, scale armour, shield, energy drain.

27. Wine Cellar

25' x 20'

This room is filled with several aisles of rotted casks of wine. Each cask has a 1 in 4 chance of containing a colony of yellow mold

Yellow mold (1): HD 2, contact/spores, 1d6/special

28. Workshop

20' x 15'

This room was once a coopers workshop, and appears relatively undisturbed. A small purse of 200 gp is nailed to the underside of one of the tables.

29. Bare Chamber

15' x 20'

This room is empty save a stone bench. The bulk of the room is occupied by a massive black pudding.

Black Pudding (1): HD 10, envelopment, 3d8.

30. Sacred Springs

20' x 30'

This room is a combination of temple and bathhouse. Boiling spring water steams out of two fountains, and there are several stone tubs spread around the floor. A small altar is set into a niche in the wall, and is decorated with a motif of healing herbs. The secret door leading to **31** is inside one of the fountains of boiling water. It is a loose stone panel, with a grate in its center.

31. Boiling Cistern

15' x 30'

This room is wholly underwater. The water is boiling hot, burning anyone submerged in it for 1d6 damage a round. 4 stone statues wait in the corners of this room, attacking any passing through this chamber.

Living Statue (4): HD 5, magma jets, 2d6/2d6

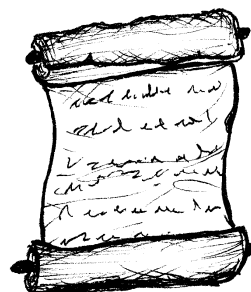
32. The True Vault

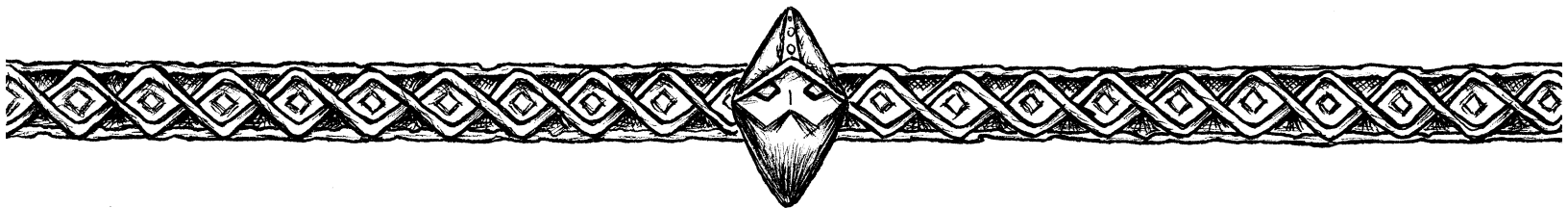
30' x 50'

This glittering cave is home to Kar's true treasure. The floor is a fine sand, and the walls are speckled with crystals. A single massive chest is surrounded by heaps of coins. In all there are 50000 sp, 14000 gp, and six sapphires (200 gp). Inside the chest is a scroll case (containing a ward against undead, and a ward against lycanthropes), a wand of lightning bolt (17 charges), a potion of ESP, a potion of healing, a potion of longevity, a platinum ring of spell turning (7 charges), and a sword +2

Sword +2/+4 vs dragons:
Scalerender, This heavy pattern welded sword, has a long history as the weapon of dwarven kings. This was the sword which Kar used to strike down Ymir.

At the very bottom of the chest is a large flat stone, wrapped in fine silk. It appears to be a normal stone, unmarked and unremarkable. Those familiar with the dwarves will recognize it as the kingstone – the seat used in ancient times to crown kings of Okhan. King Bhuri will pay 5000 gp for this stone, and he will likely throw in a small property, honorific titles or a trade monopoly.





29. Smoldering Village

The smoldering village is built onto a large steep hill. It is protected by a double palisade and ditch. The walls have been breached in multiple points. Once this village must have been home to nearly 100 ogres, though there seem to only be about 50 corpses here. The huts have mostly been burnt, but a few have simply been crushed by something huge.

Village Locations

1. Front Gate

The front gate of the village is protected by a pair of raised platforms. Crude red flags with black crossed axes hang from both platforms. An exceptionally large ogre hangs from the gate. His body has been horrifically mutilated, and there is a large iron key in his boot. The key unlocks the chest in **4**.

2. Town Square

Most of the ogres were heaped into a great pile in the center of the village. The heap occasionally quivers, inside are 3 carcass scavengers. They have nested, laying hundreds of fist sized eggs in the heap. They are quite content to stay in the pile until it is disturbed.

The bodies have mostly been stripped but a careful search finds a bronze anklet, cast with a moon and stars motif, worth 90 gp. There is also a mantle of interlocking exotic hardwoods, worth 600 gp.

Carcass Scavenger (3): HD 3+1, 8 tentacles – paralysis.

3. Crushed Hut

The crushed hut's interior is still largely intact. It is dirty and cramped. On the bed is an ogre sized fine fur cloak, trimmed with gold thread and precious stones, worth 1400 gp. Inside a chest is a matching coat worth 3000 gp.

4. Chieftain's Longhouse

This is the largest hut, which has been burnt to the ground, only a few posts and charred timbers remain. There is a trap door underneath a scorched bed frame. In the basement is an iron bound chest, which is locked and trapped with a small blade beside the recessed lock (save vs blast or loose 1d4 fingers) - the key is at **1**. Inside are 300 gp, potion of Clairaudience, an opal studded silver *ring of fire resistance*, and a thin wooden *wand of polymorph* (12 charges).

5. Fresh Pyre

In a small field by the wall there is a rectangular heap of charred wood, with a few broken ogre weapons scattered around it. Digging through the pile reveals some cracked and broken humanoid bones of enormous size, easily 3 times larger than a human. There is an oversized plain platinum ring in the ashes of the fire (500 gp).





30. Snod

Snod is a monster village, populated mostly by goblin and kobold slaves and their giant overlords. The village is a mess of crude sod huts protected by a palisade wooden with a ditch on both sides (for keeping the slaves in). Its stronghold is a large wooden keep atop a nearby hill. Despite their near constant warfare with the dwarves approaching parties will likely not be fired on as the hill giant guards will assume that they are emissaries.

The village is open to travelers, but it is a dangerous place. Minor arguments easily spiral into out of control brawls. In total there are 320 goblins, 190 kobolds, 19 hill giants, and 10 frost giants in Snod.

Snod Locations

1. Front Gate

The front gate is protected by a two storey blockhouse. There are always at least 4 giants here, who will thoroughly question travelers on their business, and are likely to refuse entry. A bribe of 100 gp will secure entry to the village, and a bribe of 500 gp will buy a clay tablet, which promises, in crude giant, the protection of Jarl Grimwald.

2. Market

There is a small market in the town square of snod, selling a variety of goods. Most of the merchants are kobolds, though there are a couple giant merchants, as well as some rough looking humans. The smithy is worth particular note, as it stocks a wide variety of captured dwarven arms and armour. Buried in the clutter is an ancient suit of bronze plate armour, inscribed with the name Kar Khlordul³. It may be purchased for 200 gp.

³ This is the armour of Kar Khlordul

3. Inn – "The Garrison"

The village's "inn" is really more of a drinking hall. It is a large sod roundhouse, with a single sputtering fire in its center. The establishment is run by a gang of hobgoblins, who dispense food and drink over a partly fortified counter. On any given night there is a 1 in 6 chance of a brawl breaking out between the kobolds and the goblins.

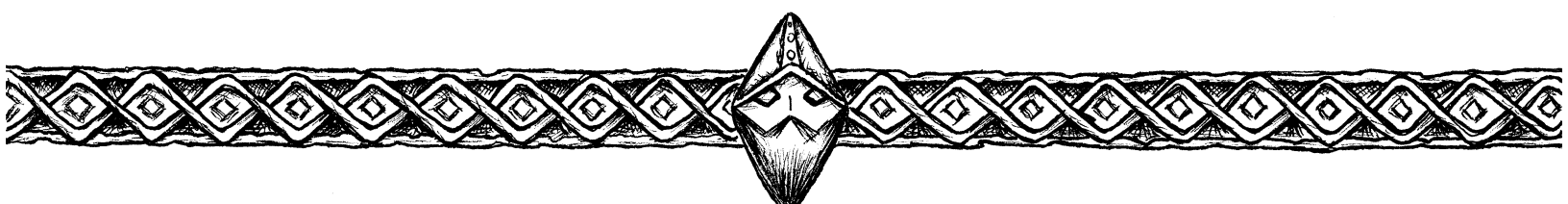
4. Arena

The village's primary means of entertainment is this wooden gladiator arena. Typical fights will be between kobolds, goblins or wild animals. Sponsoring fights by providing slaves or animals is a good way to become popular among the populace. Likewise, selling animals and slaves to the arena is a good way to make money (calculate as 20 gp x HD²).

5. Slave Pits

The slave pits are a series of open pits lined with wooden spikes. The whole area is heavily patrolled by giants and free goblins. Over half of goblin population and most of the kobolds live here. Kobolds may





be purchased for 20 gp, and goblins for 30 gp. Troublemakers who survive being caught by the giants will be kept here and sold.

6. Corral

The town's livestock is kept here. In addition to common animals, aurochs are available here. Most spectacular is the captive mastodon, which has been trained to carry a howdah. It may be purchased for 22 000 gp, and comes with a crenelated leather howdah. It is an expensive pet, eating 30 times the feed of a normal horse.

7. Keep

The town's keep is a large square tower, three storeys tall, made of stout oak timbers. It is home to the town's ruling class – a family of frost giants. This is an especially dangerous place to visit, as travelers will likely be asked to "stay for dinner". The village is ruled by Jarl Grimwald, a large and ornery frost giant. Those who win him over (with flattery and an extravagant gift), will be awarded with clay tablets granting safe passage in the village.

The Jarl is very interested in consolidating his position. He knows that the dwarven underroad from Khal lets out near his village, anyone who finds the exit point will be rewarded with 1000 gp and a potion of flying. If asked for adventure, he will explain that there is a dragon in the mountains to the north east (area **34**).

Anyone tarrying in the keep will be approached by a young giantess, Yngvild, who will ask if anyone can recover her husband's ring. He was killed in a raid on an ogre village to the west, (**29**). She will offer a dwarven puzzle box as a reward for the ring (she does not know its contents).

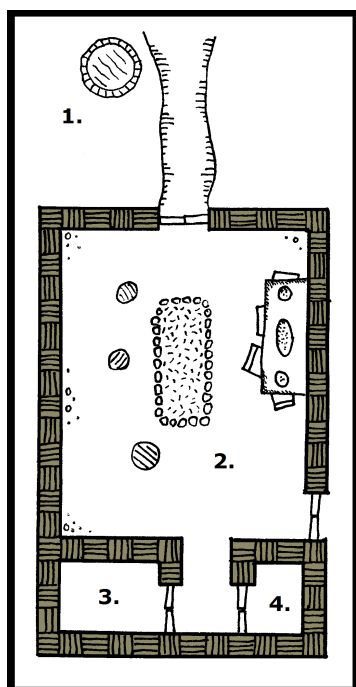
The puzzle chest is a large bronze trunk, worth 200 gp as a curio. It has six locks, one on each side. A loose iron weight inside each locks resets the locks whenever it is not pressing down on them - only the lock on the underside can ever be unlocked (unless the weights are held in place with magnets) .

The trunk holds a cloak of protection +2: *Naiadame, this cloak was fashioned by a mermaid from her own scales as she moulted with worry for her human lover. He died in a shipwreck along with his human bride sometime later.*

31. Giant Cottage

The giant's cottage is an enormous timber longhouse, 60' wide and 95' long, 200' clear of the treeline on every side. The hill is dotted with wildflowers and large beehives. The longhouse is home to a family of five hill giants. They owe allegiance to Jarl Grimwald of **30** and will respect his tokens guaranteeing safety - unless they're hungry.

Hill Giant (5): HD 8, Greatclub, 2d8.



1. Well

During the day 1d2 of the giants will be out here, tending to various farm chores. At the bottom of the well is a pouch of 3000 gp, as well as an orichalcum torc (2000 gp) wrapped in waxed linen.

filters that the giants use to make their mead.

3. Bedroom

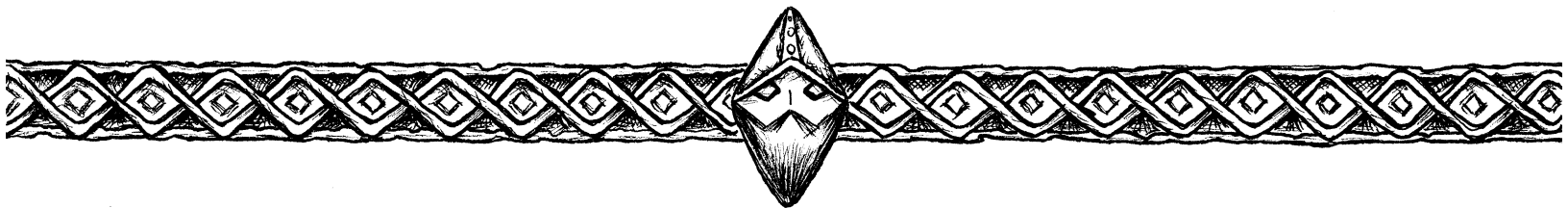
This is a giant sized bedroom. In the crawlspace beneath the bed is a large sack holding 1000 sp, 1000 gp, two emeralds (1000 gp each), and a potion of flying.

4. Storage

This room holds the various tools and barrels of the giant's meadery. It is largely packed up at the moment, but some digging will reveal three casks of very fine mead (400 gp each).

2. Main Hall

The remaining giants will be in here during the day and at night. The longhouse is filthy, and filled with broken tools and mouldy hides. Scattered in the mess are 100 crudely minted, giant sized, gold coins (20 gp each), a silver statuette of a satyr (220 gp), and a rich fur cape, wadded up and used as a pillow (1700 gp). Against the wall are the various tanks, barrels and



32. Mastodon's Graveyard

This frosty vale is filled with many centuries' worth of mastodon bones, sometimes 20' to 30' feet deep. The field is vast and labyrinthine. If the party wishes to explore this place use the following table, rolling once per turn. Random encounter occur on a 2 in 6.

2d4	Result	Random encounter
2	A full tusk (800 gp).	1 Skeletal mastodon. Skeletal Mastodon (1): HD 15, tusk/tusk or trample, 2d6/2d6 or 4d8.
3	Withered ivory (20 gp).	1d3 carcass scavengers
4	The story stone.	2d4 Goblins
5	Nothing of value.	1d8 fire beetles
6	Withered Ivory (20 gp).	1d6 ghouls
7	Partial tusk (100 gp).	1d2 trolls
8	A full tusk (800 gp).	A young white dragon (see area 20).

The story stone here tells of Ymir's gathering up of all the goblins and wicked things of the mountains, and raising up the dead mastodons with the power of the stone wolf. With this great host he lays siege to the unsuspecting dwarves of the valley, destroying many vaults.

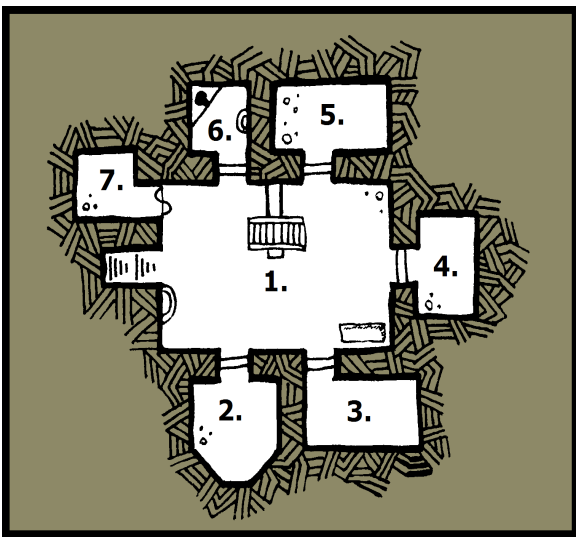


33. Bronze Cube

Atop a barren hill stands an old story stone. It tells of Kar's rallying of the few remaining dwarves and Ymir's defeat in the field. His army of goblins is routed and he is wounded. The stone has been tilted due south, and now acts as the gnomon for a sundial, the hours marked out with little bronze pyramids 1' high, though the 11 o'clock marker is missing. Just outside the circle is a great bronze cube, 20' to a side. It is heavily corroded, covered in a thick layer of green patina. It is featureless, save a locked door on the south facing wall. The door is labeled Bloddi Gnarnfind in dwarven (*a legendary dwarven inventor*). Beneath the label is a clock, its hour hand set to noon.

The sundial is nonfunctional. With the gnomon facing south it cannot tell time at all. The door will only open if the hand is moved to the correct time. There are a variety of ways to solve this puzzle, either with a knowledge of woodsmanship, or by repositioning the gnomon to determine true north, and therefore the time.

The door leads down a 40' flight of stairs to a stone and bronze walled workshop, decorated with a cog toothed motif. Those familiar with the city of Khal will recognize that it is an identical style of decoration. There are no random encounters in this dungeon.



1. Workshop

40' x 25'

This large room appears to be a machinists workshop. A large waterwheel dips into a stream underneath the floor, powering the mechanical wonders of this

place. A large bronze clockwork golem is collapsed on the floor, pinned underneath it is the mummified body of a dwarf. The secret door to **7** is hidden behind a brass panel, held in place with magnets disguised as nail-heads.

2. Strange Room

15' x 15'

This room is filled with various pieces of worked crystal. They seem to fit together, and they may be reassembled into a hostile crystal statue.

Crystal Statue (1): HD 3, fists, 1d6/1d6

3. Parts Storage

20' x 10'

This room is filled with shelves of mechanical parts. Roll on the following table to determine what is found rummaging around.

Roll	Items Found
1	Pressurized container of poison gas! Save vs death or die
2	Explosive canister! Save vs blast or 2d6 damage
3	Flash powder! Save vs wands or be rendered blind for 1d4 days
4	Nothing of worth
5	Precious metals 1d10 x 100gp
6	Gems worth 1d4 x 1000 gp

4. Library

10' x 15'

This room is crowded with shelves of books. There are many sketchbooks here depicting wondrous things, such as flying galleys.

5. Personal Quarters

20' x 10'

This room is a lavish bedroom, cluttered with tools and half finished pieces of machinery. In a locked iron chest underneath the bed are 2000 gp.

6. Bathroom

10' x 10'

This chamber is a bathroom though it is no immediately obvious. The fixtures are polished bronze, though parts are heavily corroded. The toilet flushes with a small metal lever. Two knobs above the wash basin dispense water from a spout. One of the knobs has rusted closed, wrenching it open will spray scalding water at anyone nearby (save vs breath of 1d2 damage).

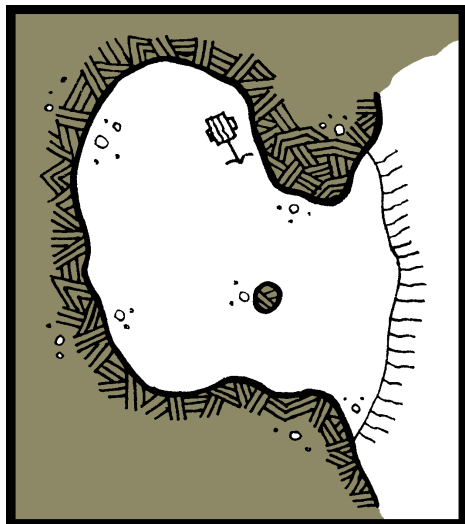
7. Secret Vault

10' x 10'

This room contains a half dozen half finished brass constructs of many varied and strange designs. Tucked away on a shelf behind one of the constructs is a pair of bracers of armour +4.

Bracers of armour +4: *Armello's ward, these fine silver bracers are decorated with a scale pattern, decorated with various colourful jewels. These bracers were made and worn by the famous wizard Armello. Ever the showman, Armello was struck and killed by an arrow while attempting a magical display at a dinner party.*

34. Icy Lair



This cave is in an exposed rock face about 40' from the surface of a lake. Except in the very peak of summer this vale will be frozen and snowy. The cave is about 50' deep and generally 30' wide. A young white dragon, Ymbulfir, lairs in this cave. He cannot speak, and he is in his lair 50% of the time. If he is in his lair he will be asleep 60% of the time. In the very back of his cave is his treasure, consisting of a heap of 15000 gp, and 1000 ep. Mixed into it are three rare furs (1200 gp each), 2 boxes of semi precious stones (500 gp each), 3 gold statuettes in the shape of dragon turtles (900 gp each), a topaz (500 gp), a wrought gold torc (440 gp), a fine silver circlet (200 gp), and a potion of heroism.

On a nearby small cart, is a barrel of dwarven fire brandy (200gp), and a mastodon tusk (500 gp).

Ymbulfir (1): HD 6, claw/claw/bite, 1d4, 1d4, 2d6, or breath attack 6d6.



Appendix

Locations

Bran

Overview

Bran's population is mostly outlying farms. The village is on good terms with the dwarves, but is on poor terms with the other northmen enclaves to the south.

Bran is ruled by **Ragnir**. Local crime boss, **Fiske**, plots to usurp him. He is in turn investigated by priestess **Ingrid**. So long as the grain caravans are not interrupted the dwarves do not care who rules Bran.

Personages

Ragnir Ringgiver is a pompous, grasping, man. He is eager to increase his power and prestige (or at least the appearance of it). To that end a decent amount of the annual tribute from the dwarves is lavished on his feasting hall. Gifts that flatter and cater to his warrior ego will be very well received, and likely displayed. He is tall and powerfully built, with shoulder length blonde hair and beard. Typically his clothing is quite rich and heavily embroidered. His favorite accessory is a gilded goblin skull he uses as a mead cup.

If asked for work he will offer rings for the heads of goblins. For 5 or more heads he will give a ring to each player (worth 20 gp). If more than 12 heads are brought in the value of the rings is doubled and he asks Snorri to write a poem about the battle – greatly impressing the locals.

Ragnir came to power by deposing the former chief in a duel. Afterwards he withdrew from the local tribal confederation and has strengthened ties with the dwarves.

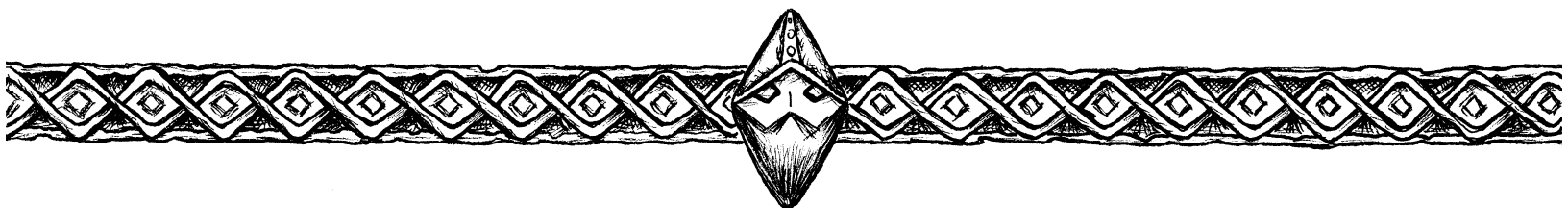
There are still a few villagers who resent this, but the influx of wealth, and Ragnir's victories over nearby tribes have won over most of the town. In spite of his arrogant attitude and kingly pretensions, he is well liked by the local villagers. Who generally view him as a strong and protective leader.

Though he suspects Fiske of treachery, he will not act without damning evidence. Otherwise he is quick to suggest a duel - "as is custom".

Ragnir Ringgiver: HD 7+7, Chainmail +2, Greataxe +1, 2000 gp emergency mercenary fund.

Ingrid Lothbrock is the local spiritual leader. She is a woman of middling years with a gaunt face and sinewy body. She is never without her mantle of Raven feathers and many bone necklaces. Her raven knows a little common and caws some of Ingrid's daily small talk for her (hello! Goodbye!), much to the delight of the local children, and greatly undercutting her attempts at matronly menace.

She is familiar with the local terrain and will be able to reveal the terrain (but not encounters except **7**. The Witches Rock) within 36 miles of Bran if asked.



She has begun to suspect that Fiske is behind the trouble on the local roads. If asked for work she will ask the party to look into Fiske and prove he is engaging in banditry. Ingrid knows that Bran would be razed without the dwarves, and she is desperate not to see the alliance broken.

If the party accepts her quest she will offer free spell casting, as well as her potions.

Ingrid Lothbrock – HD 3, Leather armour, sickle, shield, potion of giant strength, potion of healing.

Fiske Harddrada is a sly looking man, perhaps thirty years old, with long dark hair and mustache. Fiske is a leader of the local criminal syndicate, which in reality is no more than a gang of Fiske's flunkies. A wealthy man, he lives in a longhouse near the palisade with his extended family and gang. He has dug a secret tunnel from his longhouse to the base of the hill, which his gang uses to sneak in and out of town.

Fiske will not usually deal with strangers, though he will warn of the dangers of consorting with "that witch" Ingrid. Fiske is the nephew of the chieftain deposed by Ragnir and hopes weaken him, with an eye on one day seizing control of the village. Currently his gang consists of 11 thugs and 4 captains.

If the party does gain his trust he will ask them to help his gang ambush the dwarven tribute party, (treat as the dwarf random encounter, with 10 dwarves + a leader). The 800 gp tribute is theirs to keep.

Fiske Harddrada – HD 5, Leather armour +1, Short sword +1, Longbow, 7 +1

arrows, 2 vials of poison. 2000 gp hidden in his house.

Captains: HD 1, leather armour, short sword, short bow, 20 arrows, 1 vial of poison.

Ruffians: HD 1/2, leather armour, short sword, short bow, 20 arrows.

Snorri the Skald is a stout man with an enormous bushy red beard. His tunic and trousers are brightly coloured and embroidered. He speaks with a booming, commanding voice. He is not a local, but has been staying as a guest of Ragnir's for nearly six months.

If he is friendly to the party he can give them an extra rumour off the rumour table. Snorri's poems are immensely popular among the local villagers. If asked he would be able to gather up to 8 farm hands (0th level humans) willing to join an adventuring party.

If asked for work he will ask the party to attempt to kidnap Ingrid's raven - he'd like to teach it to swear. If they succeed Snorri will greatly improve the local's attitudes towards the party.

Snorri the Skald – HD 2, leather armour, axe, shield.





Bholi Gorge

Overview

Bholi Gorge is an enormously overgrown excise office. It holds an archive of massive proportions, as well as an impressive library. It is firmly part of Bhuri's kingdom.

It owes allegiance to an absentee lord, and in reality the town is run by the chief duties and imports officer **Borstan**. The scheming mogul **Bork** seeks expand his smuggling operations. The head archivist **Flan** tries to maintain stability.

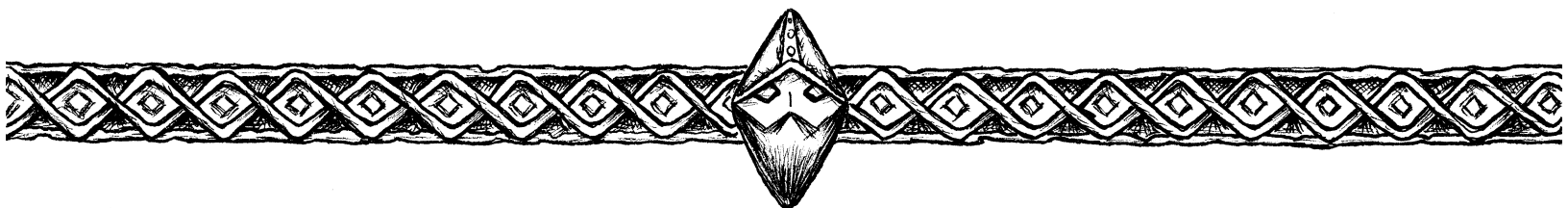
Personages

Borstan Glum is a middle aged dwarf, with black hair and a knee length beard. He wears a full length wool tunic, along with several decorative silver beard clasps. His office is just off the main entrance. During the day it is full of clerks, soldiers and petitioners. Borstan is from a small clan, and he puts great effort into aggrandizing his name and position.

If asked for work he will write the party a note asking them to look into the decreasing revenues from the weigh station, if they succeed they will be awarded the missing taxes - 533 gp, 7sp. After they have read the note he will ask for it back and burn it. He will communicate like this any time they are in a public location.

Local Rumours

Roll	Rumour
1	The head of Bholi Gorge's tax and excise office has work for foreigners.
2	A dwarven mining expedition left for the foothills to the west, and never returned.
3	If you want something smuggled into town, talk to Fiske Harddrada.
4	There is a lizardman shrine far to the west of Bran.
5	Somewhere in the mountains just north of town is a kobold warcamp.
6	In a valley to the northeast are friendly elves.
7	The dwarves of Thoroazar are a wild bunch.
8	Ragnir is a murderer and a usurper!



How the players get to the bottom of the situation is largely up to them. On casual examination the weigh station is run properly and precisely, though everything comes up 10% short. It is coming up short because the weights used are underweight. The weights themselves are kept under lock and key and the public are not allowed to examine them. In the archives there is a receipt for replacement weights from six months ago filed by the weigh station captain - **Forri**. If caught he will fight to the death, and if captured and arrested he will be found dead in his cell from poison shortly after.

Forri – HD 3, chain mail, battleaxe, shield.

Bork Bhuran is a young dwarf with fiery red hair and a prominent pot belly. His clothes verge on ostentatious, garishly coloured and embroidered with gold thread. During the day he is found in a public house, The Rising Sun. While he pretends to simply be a merchant, Bork is actually the center of a web of corrupt merchants and guards. In the underworld he is infamous for his magical signet ring, that compels the signatories of any contract sealed with it to keep up their end of the bargain or wither and die (as *Geas*).

Bork's syndicate isn't truly a thieves guild, and will not support or tolerate burglary. Instead they are focused almost entirely on smuggling. As such Bork does not have any work for the party, unless they're willing to attempt to smuggle goods in and out of the kingdom for him.

Bork's Ring. Cursed magical ring. Anyone who signs a contract that is then sealed by the ring is compelled, as by a *Geas*, to obey the terms of the contract.

However the ring also implants a demonic seed into the body of the wearer, draining 1 point of constitution every year that it is possessed. If the wearer is killed while wearing the ring, or reduced to 0 CON by the ring his body explodes as the demon rages out. It will have HD equal to the number of CON it has drained. So far it has drained 7 points from Bork.

Bork – HD 5, leather armour, dagger, Bork's ring.

Flan Khlordul is a truly ancient dwarf, bent, with white hair and beard nearly to the floor. He wears a priests robes and numerous beard clasps. During in the day he oversees the archives. Flan is old enough to remember when the Khlordul's were not in power. He also knows enough history to know that Bhuri is not a descendent of Kar, despite bearing his name. If asked for work he will ask the party to track down the relics of Kar Khlordul, which he intends to give to Bhuri. There are four relics in total: a helmet, armour, shield and a sword. Flan will give 500 gp for each with a 1000 gp bonus for the set.





Local Rumours

Roll	Rumour
1	A merchant saw a hydra on the road to Khal.
2	The smiths of Karngrad are unmatched
3	One of Bork Bhuran's business partners died recently, wasted away.
4	There's a watchtower just west of town.
5	Kar's Crown is the best inn in the whole of Okhan.
6	There's a cave west of town infested with fungus.
7	Human bandits have been raiding caravans outside of Bran
8	Someone in Thorozer is hiring game hunters

Random Town Locations

Roll	Location/Level
1	Governor's Palace. <i>Petitioners asking for an expedition to check on the miners at 6</i>
2	Barracks and Armoury. <i>Bored soldiers suggest an archery wager.</i>
3	Front Gate. <i>Bork Bhuran, approaches with his task.</i>
4	Great Market. <i>A shifty merchant attempting to peddle a stolen potion.</i>
5	Pubs and Inns. <i>An aggressive drunkard.</i>
6	Residential. <i>An estate sale for a merchant bankrupted by Bork Buhran.</i>
7	Archives. <i>Flan Khlordul approaches with his task.</i>
8	Midden. <i>A giant rat.</i>





Karngrod

Overview

Karngrod is the oldest surviving city in the Okhan valley. Because of its long history it has many thousands of honorific carvings covering every surface. A happy side effect of these decorations is that it is considerably easier to navigate than most other dwarven holds.

The city is ruled over by king Bhuri Khlordul. His court is closed and visitors will only be granted an audience if they do something particularly impressive. **Brettor Glamfing** is a priest serving as clerk for Bhuri's court. **Martelli Estro** is a foreign merchant staying at the merchant's forum. **Bueri Sturt** is an alewife with her eyes on stewardship of the forum.

Personages

Brettor Glamfing is an old priest with a curly moustache. He wears grey robes, with a hammer and anvil motif around the hems. He is head clerk of the court, and anyone handing in bounties or attempting to access the court will have to pass him.

If asked for work he will ask the party to inspect a abandoned hold in the mountains to the southwest of Karngrod (**16**). He wants to know if it has been occupied, stressing that under no circumstance is it to ever be entered. Brettor will pay 200 gp for the scouting mission.

Martelli Estro is a human merchant from the south. He is tall and thin, with a hawk nose gaunt face. He wears a red velvet coat and cap, with gold trim. He is in

town as an agent of a merchant's organization, and has lived in Karngrod for three years.

He typically works out of his townhouse in the forum, but he visits the great market once a day. If asked for work he will offer to buy eggs and live young of exotic animals, for export to the south. He will offer a 10% premium above and beyond the normal price.

Bueri Sturt is a respectable middle aged dwarven widow. She is a master brewer, and always smells faintly of ale. Her clothes are quite modest, and made of plain wool. She spends her days overseeing her brewery, though she drops in on the forum once a day.

If asked for work she will explain that she is vying for stewardship of the forum. She needs one more vote to be nominated. One of her potential votes has disappeared on the road to Khal, and may be known by his distinctive pearl ring (the dead merchant at **21**). His wife will vote in his place if his fate is discovered.

Alternatively she can win another vote by securing the exile of **Martelli Estro**. She will stress that she does not care how this is done, as long as its not murder. In either event she will offer a reward of 500 gp and a potion of invisibility.

Local Rumours

Roll	Rumour
1	The mountains to the northwest are swarming with goblins.
2	Beard clasps are passé.
3	Bhuri is a good leader, but lacks authority as king.
4	Flan Khlordhul in Boli Gorge pays good money for ancient artifacts.
5	A patrol spotted ogres north of town.
6	Kar's tomb is in the mountains north of town.
7	North Okhan is a very dangerous place to wander.
8	Bholi Gorge has a smuggling problem.

Random Town Locations

	Location/Level
1	Bhuri's Palace. <i>Access is restricted, and visitors are turned away by Brettor Glamfing.</i>
2	Barracks and Armoury. <i>A soldier asks if anyone can deliver a letter to his brother stationed at 12</i>
3	Great Market. <i>Martelli Estro is wandering the market and strikes up a conversation.</i>
4	Merchant's Forum. <i>Bueri Sturt approaches travellers, asking for help.</i>
5	Craft District. <i>A merchant is selling masterwork weapons at a 10% discount.</i>
6	Residential Level. <i>A small townhouse is for sale, withing the hold of a respectable family, 2000 gp.</i>
7	Public Baths. <i>The mineral rich waters are healthful, attempt a free saving through against any ongoing illness.</i>
8	Midden. <i>A few ragpickers looking for an easy target.</i>



Thorozar

Overview

Thorozar is a loose assemblage of small holds spread over a large area. The largest hold is the garrison from Karngrod, which keeps Thorozar from breaking away. However, Thorozar's history is one of savage infighting. If they were to gain independence, civil war would quickly follow suit.

Farn Khlordul is the beleaguered governor of Thorozar. **Dondi Stundurr** is the firebrand leader of the Stundurr clan. **Folan Knami** is the scheming head of a disreputable clan.

Personages

Farn Khlordul is young and arrogant. He wears a very fine suit of mail armour over elaborately embroidered clothes. He is dismissive of strangers, but always polite about it. He is a distant nephew of the king, which is the only reason he holds the governorship.

If asked for work he will point out the local bounty on cockatrice heads, 500 gp per head. Further he has heard reports of come of the creatures to the south.

Dondi Stundurr is an older dwarf with wild red hair. He wears a loose spearmint tunic, with a wide silver plaque belt. Dondi is angry and loud, but generally good natured.

If asked for work he will explain that he is desperate to humiliate the Khlorduls. Any time items are brought to the Khlorduls (such as the artifacts to Flan), they may be

brought to Dondi instead, who will offer an equal reward. If he is made aware of the massacre at **16** is made he will pay 5000 gp for any evidence (which he will make public).

Folan Knami is a short, fat dwarf with black hair and cold dark eyes. He wears fine, but dark clothes, trimmed with silver.

Folan is deeply distrustful of outsiders, and will not offer employment to strangers. Folan offers shelter in his hold to local bandits and outlaws, running a lawless speakeasy where anything may be purchased (poisons, assassination attempts, etc).

Those who earn Folan's friendship will be allowed access to his hidden inn, which doubles as a local thieves/assassins guild.

Local Rumours

Roll	Rumour
1	There's a fallen hold just east of Karngrad, and the unworthy king does nothing about it. Shame!
2	Someone saw some goblins take a caravan off the road just north of town.
3	Clan Khlordul are up to no good.
4	Clan Stundurr are up to no good.
5	Clan Knami are up to no good.
6	There's a gave southeast of town filled with fungus.
7	There is a bounty on cockatrice, 500 gp a head!
8	There is a lawless haven for bandit's somewhere in town.

Town Locations

Because Thoroazar is comparatively spread out, there is little potential to wander without a specific destination.



Khal

Overview

Khal is the newest city in Okhan, and is only a few centuries old. The town is a haven for engineers, and boasts mechanical wonders on almost every street.

The city is ruled by a local council, and operates under a borough charter from the king, guaranteeing internal control and trade in exchange for taxes and militia service. **Kort Knarfind** leads the local council. **Polla Embi** is the head engineer. **Homber Stundurr** is the mercenary captain in charge of the local militia.

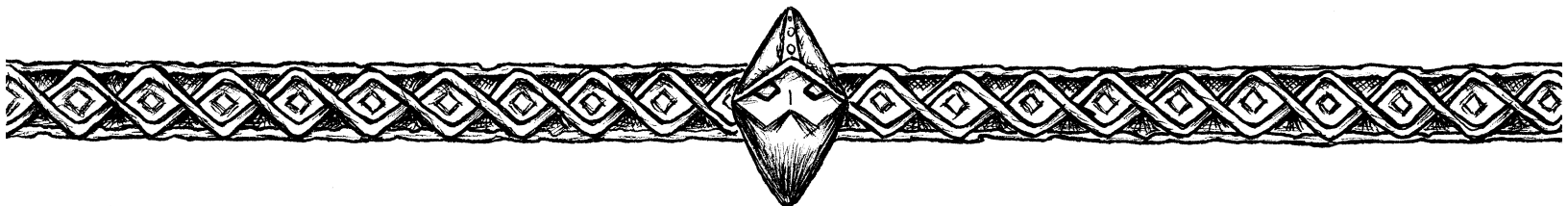
Personages

Kort Knarfind is an older dwarf with bright eyes and floor length beard. He wears a craftsman's apron with many machinist's tools crammed into the pockets at all times.

If asked for work Kort will explain that his famous ancestor, Bloddi, founder of Khal, disappeared centuries ago. Kort will offer 500 gp to learn his fate and recover his body. He knows that he had a secret workshop in north Okhan, but little else.

Polla Embi is a respectable looking dwarf woman, with a caliper-and-square motif embroidered on her long tunic.

If asked for work Polla will explain that she needs guards for a metallurgical survey expedition. The expedition consists of two dwarves. It takes a full day to survey a hex, rolling for encounters twice.



Each surveyed hex is worth 50 gp, to a maximum of 2000 gp.

Homber Stundurr is a young dwarf with a badly scarred face. He wears a fine new suit of plate armour, with a heavy square topped helm and a scale drape over his beard.

If asked for work he will offer 400 gp and a potion of heroism for a complete map of the under-road underneath the abandoned fort (**22**). He is certain the fort has been reoccupied, and will reveal the location of the secret entrance (he doesn't know about the trap).

Local Rumours

Roll	Rumour
1	The giant's village is just outside the under-road.
2	There is a holy shrine northeast of town.
3	In the north-westernmost reaches of Okhan is the mastodon's graveyard.
4	There's an aerie of hippogriffs south of town.
5	There is discontent in Thorozer over the king.
6	The baths at Karngrad heal the sick.
7	Ogres have been spotted due west of town.
8	Elf weapons are flimsy, but mortal to undead.

Random Town Locations

	Location/Level
1	Main Gate. <i>A bullying guard attempts to levy an "entry fee" of 1d6 gp.</i>
2	Garrison. <i>Homber Stundurr strikes up a conversation on the value of mercenary work.</i>
3	Council Chambers and market. <i>Kort Knarfind approaches the party with his proposal.</i>
4	The Great River. <i>Polla Embi, while inspecting a waterwheel, asks the party if they're looking for easy work.</i>
5	Workshops. <i>A master machinist is selling a wondrous device – a clock that works by winding – for 400 gp.</i>
6	Baths. <i>A stealthy dwarf attempts to pickpocket a party member.</i>
7	Gate to the Under-road. <i>An overzealous guard demands an invasive and demeaning search.</i>
8	The Midden. <i>A perfectly good satchel, with 50 gp inside.</i>





Bhuri's court

The dwarven court is a very formal place. The main court is terraced, and generally the courtiers stay on terraces equal to their social standing, unless invited up. Outsiders are expected to stay at the lowest tier, though those of great standing will be invited up after a short time.

Armour is allowed, though weapons are dropped off at the entrance. Magic is especially distrusted, obvious magic users and all elves are subjected to searches, and distrusted ones will be given rings with multiple fingers linked together, and a foul poppy bulb paste to hold in their mouth. These make speaking, gesturing and spellcasting especially difficult and spells may only be cast on a roll of 16+ on 1d20. Those transacting protracted business are led to side chambers, where the social restrictions are relaxed.

The Palace complex itself is quite simple, a small barbican separates it from the rest of Karngrad. Inside is a great hall, with multiple radiating small meeting chambers and the high court. At the head and peak of the great hall is Bhuri's 10' stone throne. Behind the great hall is a smaller personal hall for Bhuri, as well as the living quarters of his family, servants, and guards. Access to the dungeons, cellars and kitchens is through the barbican.

Because the setting is so rigidly formal there is little mingling possible. Those who wander in seeking adventuring opportunities and social connections are likely to be quickly escorted out.

Court Personalities

King Bhuri Khlordul is a middle aged dwarf, with black hair and beard, greying a little at the edges. He is always well dressed and groomed. He is eager and energetic, and his eyes cackle with energy. Careful observation when he stands and walks will reveal that one of his legs is nearly crippled. Whenever he is in court he wears a suit of masterfully worked plate armour, and a fine sword. He is very eager to expand his realm northwards, and is a proven warrior.

Bhuri knows nothing of the massacre at **16**, and is generally innocent in his uncle's power brokering.

Bhuri Khlordul: HD 9, Sword +2, Plate Armour +2, Shield +1.

Kondi Khlordul is Bhuri's elderly uncle. His wild white hair and beard reach his knees. He wears a coat of mithril scales, with embroidered purple robes over top. He is notably more outgoing and friendly than most other dwarves, though he is just as stern. He holds a more conservative view than Bhuri, feeling it would be better to fortify the kingdom, remembering well the fate of the expansionist Kar Khlordul.

He is the high priest of Okhan, and lord of all dwarven priests within. He exercises considerable power through them, engaging in the kind of political maneuvering that Bhuri will not. He has no compunctions secretly sabotaging Bhuri's plans for expansion, but he would never seizing power or harming his nephew.

Kondi Khlordul: HD 10, Morningstar +2, Scale armour +3.



Continuing the Campaign

During the module the players will likely encounter several items that could potentially destabilize or fortify the kingdom, leading to further adventures.

Potential actions that fortify King Bhuri's reign:

1. Securing Kar's personal effects for Flan in Bholi Gorge.
2. Delivering the Kingstone to Bhuri.
3. Suppressing the massacre at **16**.

Actions that potentially weaken King Bhuri:

1. Securing Kar's personal effects for Dondi in Thoroazar
2. Delivering the Kingstone to Dondi in Thoroazar
3. Publicizing the massacre at **16**.
4. Locating the exit of Khal's under road for the giant's of Snod (**30**).

How you follow up on these events is up to you. However, here are a few general ideas.

Securing the Kingstone and artifacts for King Bhuri greatly solidifies his reign, and he prepares to launch a great wave of expansion outside of Okhan. The party, as loyal agents, are assigned to lay the groundwork: allying with local villages, killing dangerous monsters etc.

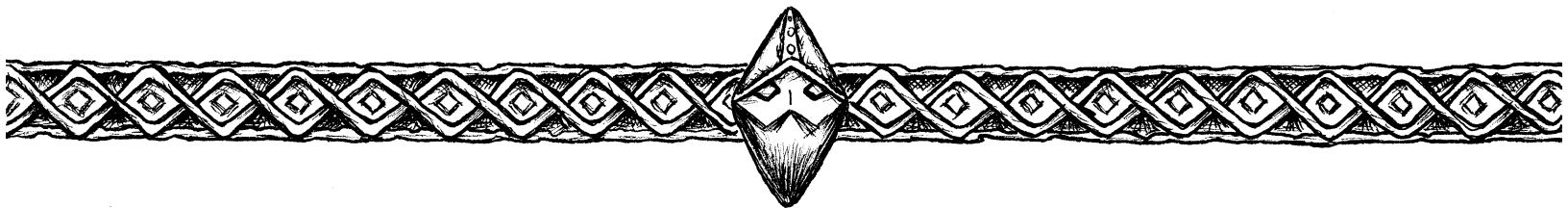
Securing the Kingstone and artifacts for Dondi gives him the weight he needs to stage an insurgency, breaking away from Karngrad to form their own kingdom. The resulting civil war sees the player's hired as mercenary soldiers. Alternatively, after a crushing defeat Dondi and the players leave Okhan, carving a new kingdom out of the mountain wilderness.

Publicizing the massacre at 16 can easily play into the previous two scenarios, either as a catalyzing event for a civil war, or as a stain that Bhuri must distance himself from by dramatic action.

Other fallout could include blood feuds, as friends of the extinct Bjolir clan (the victims of the massacre) assassinate members of the Khlordul clan. Flan at Bholi Gorge, Farn at Thoroazar, or Brala (if she has been rescued from **19**) are good targets.

King Bhuri, who knew nothing of the massacre, will likely have to exile Kondi or face public scorn. Without Kondi to moderate him Bhuri may make reckless or disastrous decisions – potentially setting up the civil war, or a dangerous expansion of his empire.

Revealing the entrance of Khal's under-road to the giants will cause disaster. After a month of mustering additional goblins and giants Jarl Grimwald will launch a surprise attack on the poorly defended back door of Khal, likely destroying it. This attack could spearhead a larger goblin invasion. For a truly apocalyptic scenario you could combine the goblin invasion with a messy dwarf civil war.



Notes

