

a mediaeval frp campaign +



TWO complete scenarios for beginning characters (each consisting of Dungeon, Wilderness, and Urban adventures) plus an ideal introductory adventure. This booklet contains all necessary maps, background information, area descriptions, and encounter tables for the villages, dungeons and wilderness included, in addition to illustrative artwork of use to both gamesmaster and players alike. Designed for use with ALL Fantasy Role Playing Systems.

"How long must the County endure the Evils which have beset it of late? All are agreed that too much has happened to attribute solely to beasts of the Northern Waste, so who, or what, is behind them? The brave may discover the truth, but only the cunning and the perceptive will live to tell the tale..."

Perkin Waldum, Merchant of Ristenby,
from a recent speech to the Shiremoot
of STARSTONE

NORTHERN
SAGAS

GLEN TOP
STACKSTEADS
BACUP
OL13 0NW
ENGLAND

a mediaeval frp campaign



To E. Gary Gygax, JL, AJ, and especially PA Cunningham, without any of whom this booklet would not have appeared.

Ever since a large number of the men-at-arms stationed in Starstone were recalled to take part in the Toxandria war raging to the south, the County has been subjected to increasingly frequent inroads by beasts from the Northern Waste....

Is the red glow seen late at night by the Gnomes of Sardkirk the dragon which razed the village of Farholme three years ago? Did the Pilgrims who disappeared whilst travelling to Sardkirk fall to its fiery breath...?

Two gold shipments from Dolgold have been ambushed, a Holy Shrine desecrated, and villagers kidnapped and worse. Quarrier blames miner and villager blames burgess in a growing web of accusation and intrigue. Who is behind it all...?

'The brave may discover the truth, but only the cunning and the perceptive will live to tell the tale of STARSTONE.'

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MAP A — The County of STARSTONE

Outdoor Encounters.

There is a 1 in 4 chance per hour of an encounter, in addition to those monsters already mentioned. Encounters within a 1 mile radius of a village are 90% likely to be villagers, otherwise consult the outdoor encounter table below:-

Outdoor Encounters Table (D100)

Number Appearing	Road		Other	
	Day	Night	Day	Night
See visitors table for nearest village.	1-20	1-10	-	-
2-5 Straying domestic animals.	21-25	11-20	1-5	1-10
2-5 Owners of above searching.	26-30	21-30	6-10	11-15
2-5 Common Hunters.	31-33	31	11-20	16-20
3-12 Noble Hunters.	34-35	32	21-25	21-22
1-3 Carter.	36-41	33	-	-
1-2 Purveyors.	42	-	-	-
See notes. Noble.				
1-2 Priest.	44-45	34	26	-
1-2 Pedlar.	46-54	35-36	-	-
3-12 Entertainers.	54-55	37	-	-
1 Messenger.	56-57	38	-	-
2-12 Merchants.	58-60	39	-	-
3-18 Peasants.	61-65	40-42	27-30	23-24
1-10 Outlaws.	66-67	43-54	31-40	25-40
1-10 Beggars.	68-72	55-60	41-45	41-42
2-5 Wolves.	73	61-64	46-55	43-52
5-30 Deer.	74	65-67	56-68	52-62
2-5 Badgers.	75-76	68-72	69-75	65-73
1-3 Black Bears.	77	73-74	76-80	74-78
Flock of Birds takes flight suddenly.	78-80	75-78	81-85	79-84
Rustling noise (timid animal).	81-83	79-82	86-90	85-87
2-8 Wild Boar.	84-86	83-86	91-95	88-89
2-20 Bats.	-	87-90	-	89-98
1-6 Villagers from nearest village.	86-00	91-00	96-00	99-00

Table notes.

Straying animals will include cattle, oxen, pigs, sheep, dogs and horses.

Common hunters will be fighters with 1-3 HD hunting for wolves or beaver (legally), deer or boar (illegally). The tongue of land between the two branches of the river Larch has been designated Baron's forest by Granek, only nobles being allowed to hunt deer and boar there. The penalty for breaking this law is death.

Noble hunters will usually be mounted, and consist of the feudal Lords of the various villages mentioned above (or associates of the Marshall at Ristenby) together with their retainers, grooms, guests etc. They will usually be fighters of 4-6 HD with an arrogant and imperious manner. It is suggested that those not outlined in the map key above be their guests, to save complications in later scenarios.

Purveyors (thieves with 2-5 HD) will have royal writs from the King of Vendra to requisition carts, horses, other pack animals and grain to be used in the Toxandria war. There is a 40% chance that they will be bogus charlatans.

Nobles will be members of the feudal families noted above, their guests or high priests visiting the lesser priests in the area. They will be mounted and accompanied by 2-12 men-at-arms.

Priests will be from the villages named above.

Entertainers will be minstrels, tumblers, jugglers, conjurers, owners of performing bears, and ribalds of all kinds, usually travelling in bands. Messengers will be travelling between nobles and priests.

Outlaws will be runaway serfs or hunters who have been caught with deer or boar (1-3 HD).

Peasants will be looking for work.

For other travellers (carts, merchants etc.) the village visitors tables may be consulted.

The wolves are (AR-L&S; HD-2; AD- 1-6; MT-170')

Deer are (AR-S; HD-1D4; MT-190')

Black Bears are (AR-L&S; HD-1D10; AD- 1-2/1-2/1-8 plus hug for 3-8 if both paws hit; MT-110').

Wild Boar are (AR-L&S; HD-1D10; AD- 1-3/1-3; MT-150').

Bats are (AR-L; HP- 1-2; MT-190') and have no attack.



Village

Town/City



Lake/Pond

Hunting Range



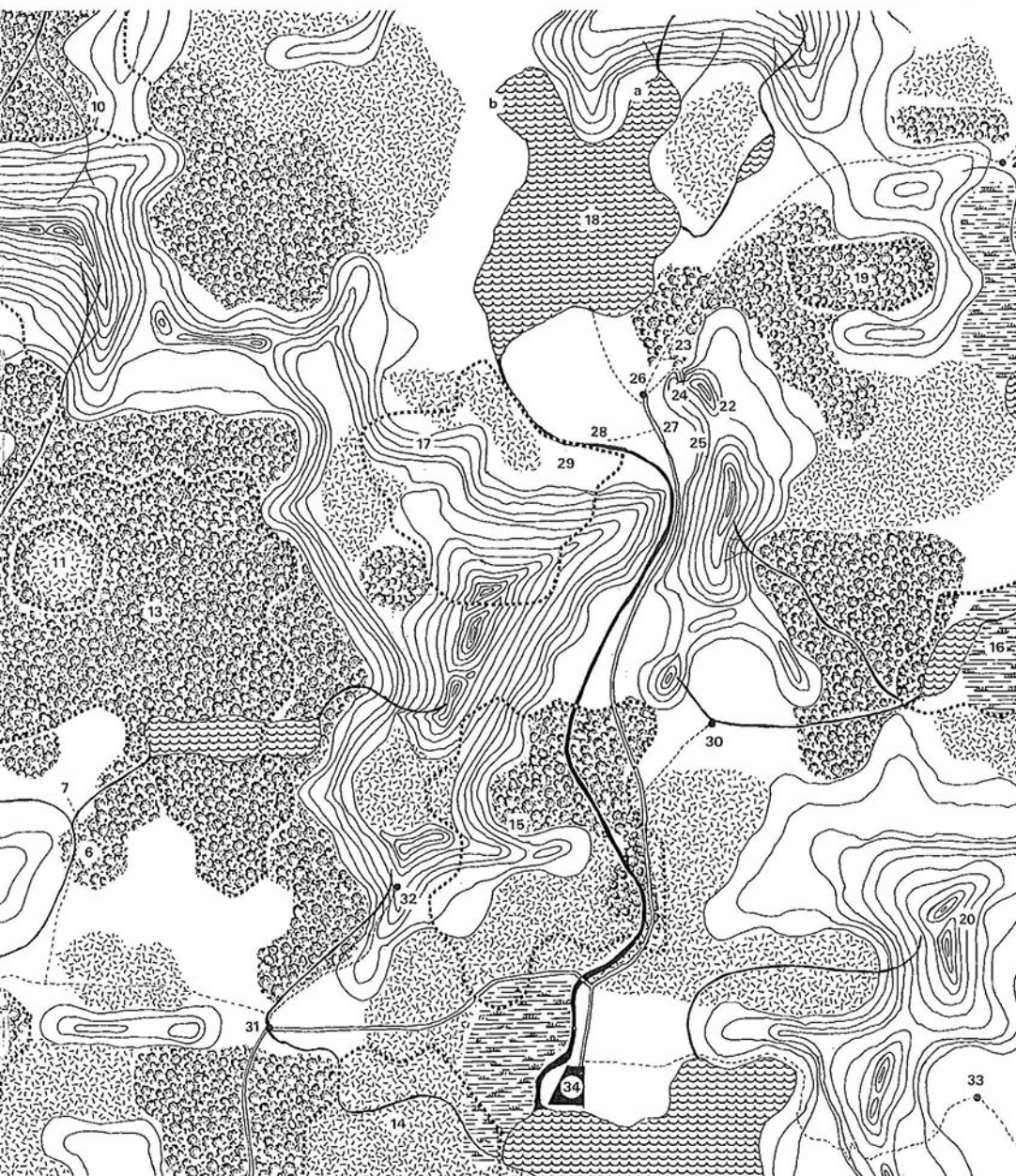
Woods

Marsh



NORTHERN REGION

1 Hex = ½ mls



River

Stream



Road

Track/Path



Rough/Scrub

Hills (contours 250')

introduction

STARSTONE contains three scenarios for medieval fantasy role playing games. To use these scenarios a set of games rules dealing with character generation, movement, combat and so forth will be necessary, as none of this is covered in this booklet.

The three scenarios are given in order of increasing difficulty and are designed for 5-8 beginning characters. They are interlinked and will be followed by further scenarios for more experienced characters, though each can be used separately as an adjunct to existing campaigns.

Different rules systems deal with the mechanics of play in different ways, and this poses problems when listing the characteristics of monsters and non-player characters. The conventions used in these scenarios are fully outlined in order that they might be easily modified if necessary to fit in with the rules system used. Similarly, spells used by non-player characters have been given general names such as *Minor Cure* and *Ball of Fire* so that equivalent ones can be substituted from the games system played to.

The amount of treasure available varies from game to game, and it may be necessary for a gamesmaster to bring the amounts in these scenarios into line with his or her own campaign. If so, it is suggested that the amounts be kept proportionately the same, as the economic aspects of the scenarios are internally consistent.

The coinage used consists of copper pieces (CP), silver pieces (SP), gold pieces (GP), and platinum pieces (PP). To aid gamesmasters in allotting values for those items not specifically named, these translate roughly to 1 CP = 10 pence, 1 SP = £1, 1 GP = £20 and 1 PP = £100.

Once any necessary changes have been made, the scenarios are ready to run. The first makes an ideal adventure for beginning players and can be played in one sitting. *Sardkirk* and *Dolgold* are much more detailed and constitute 'mini campaigns'. Each offers wilderness and urban adventures in addition to the more usual dungeon scenario. A thorough reading of each scenario is recommended before play begins.

conventions used

Where non-player characters (NPCs) are concerned, the following information will be given: -- Name; Race; Age; Wealth; Influence Level; Armour Rating*; Character Class; Hit Dice*; Hit Points*; Attack Damage*; Inclination*; Movement*. For more usual monsters only the asterisked information will be given. An explanation of these terms appears below.

WEALTH. Three separate figures are given for this in the form X/Y/Z. X is the average daily income of the NPC in SP, and the usual maximum that his pockets will yield if picked. Y is the value of the NPC's property in GF -- house, lands, furnishings, livestock etc. Z is the amount which the NPC has in readily transportable wealth such as gems, jewellery, coins, plate, clothing etc. Its exact nature and location is left to the gamesmaster in many cases.

IL -- INFLUENCE LEVEL. This can be taken as Social Class (with 1 as lowest) but is given in purely economic terms.

AR -- ARMOUR RATING. This indicates the ease or otherwise in striking the target. For NPC's this refers to their armour and/or dexterity adjustments, for other monsters it refers to the thickness of their hides etc. The following abbreviations are used:

N	— No armour
S	— Shield only
L	— Leather armour
L&S	— Leather armour and shield
SM	— Scale armour
CM	— Chainmail armour
CM&S	— Chainmail armour and shield
PM	— Plate mail armour
FP	— Full plate armour
FP&S	— Full plate armour and shield

The effectiveness of magical armour and weapons is given by adding on a percentage (+5%, +10% etc.). Remember that a modification of 5% is a modification of 1 if a twenty-sided die is used to determine whether or not a target is hit. For example, if a fighter normally hits a chainmail clad opponent on a throw of 12, he would need a throw of 14 or over to hit one wearing chainmail + 10%. If the fighter had a magic sword +5%, however, he would hit the same opponent on a throw of 13 or more.

CC -- CHARACTER CLASS. For those games systems which have character classes, an equivalent class should easily be found. For those which don't have character classes as such this will give some indication of the skills/spells of the NPC referred to.

HD -- HIT DICE. This is given in the form XDY where X is the number of dice and Y is the number of sides on the dice (for example 2D6 would be two six-sided dice). It is an indication of a monster's/NPC's level. Note that even those NPC's not having a character class might have 'levels' in so far as saving throws/noticing pickpockets etc. are concerned. Where the type of dice are not mentioned 8-sided dice are assumed.

HP -- HIT POINTS. The figure given is the number of points of damage a creature can sustain before being killed.

AD -- ATTACK DAMAGE. This is given as a range of numbers for the attacks the creature can launch each melee round. If the creature hits the target the target's hit points are reduced by these amounts.

INC -- INCLINATION. The inclination of an NPC can be taken to correspond to an alignment if the rules system used has provision for this (though the category is left blank for NPC's who don't have any particular bent, and many monsters are simply listed as 'Hungry'). Otherwise it merely serves as an insight into a creature's character.

MT -- MOVEMENT. This is given as the maximum number of feet a creature can move in one melee round.

ITALICS. Blocks of text in italics refer to either things which player characters can see or knowledge which is commonly known, and may be read out to players directly. Otherwise the text is for the gamesmaster only. Where common knowledge is concerned, gamesmasters may choose to have players discover this through questioning NPC's.

a short history of starstone

(As compiled by Jansor Bumbleby, Clerk of Ristenby town in the year 1381)

The first inhabitants of what is now the County of Starstone were simple tribesmen whose descendants still hold an area north of the county. After many years of sporadic conflict they were conquered by the Vedrans in their last period of expansion and the area became part of the Vedran Empire. This occurred 349 years after the coronation of the first Emperor of Vedra (the date at which the calendar still begins).



As the site of the city of Starstone Bridge is the lowest point at which the mighty River Larch can be bridged, the Vedrans built a fortress, named Deva, here and constructed wooden bridges across the east and west branches of the river. A goldmine was discovered nearby, and the Empire's system of well-built roads was extended to join the mine and fortress to the civilised lands of the South. A trading settlement grew up alongside the fortress to cater for the traffic passing over the river, and the area became increasingly populous throughout the Vedran occupation.

The Vedran Empire, however, became decadent and beset by internal strife. A number of civil wars occurred as rival generals fought each other for the imperial throne, whilst at the same time the dangers from outside the Empire became ever more imminent. In 498 the commander of the Vedran army based at Deva proclaimed himself Emperor and marched south with his forces. He was defeated, but the troops were never replaced. The areas on the borders of the Empire organised themselves into pet-

ty kingdoms as central control waned, but they were not strong enough to stem the vast tide of barbarians, both human and humanoid, which engulfed the Empire in 517-23. In 525 Vedra herself was sacked and the Dark Years began.

Little recorded history exists from this time until 973, when Rykar "The Steepleless", a famous warrior from one of the New Kingdoms which had replaced the Empire, sailed up the River Larch with three ships. He and his men began the castle of Rykarsburg on the site of the old Vedran fortress, replaced the decayed wooden bridges with new ones of stone, and re-opened the goldmine. Rykar was tireless in clearing the area of hazards and making the roads safe for merchants once more, an increasing number of whom began to use the crossing in order to avoid the exorbitant tolls and ferry charges down river. Also, he encouraged colonisation of the Larches area by Dwarves, Gnomes and Halflings in addition to humankind, and founded the town of Stonebridge, at the foot of the hill on which Rykarsburg stands.

Although Rykar's successors to the Earldom of the Larches did not actively encourage expansion to the same extent, being content with the revenues from tolls and the goldmine, Stonebridge continued to grow, and the fiefs of Rykar's original followers to flourish. The only expansion of any kind occurred in 1164 when the Marshal and sister of Earl Rykar IV, thwarted by him in their plans to marry, secretly fled eastwards with a number of men-at-arms. Scaef, the Marshal, built a castle by the great east road which later became the town and Barony of Skeffington, though relations between the Barony and Earldom have never been good.

The last ruler of Rykar's line was Karlyr "the Bull", an inveterate lecher who is reputed to have sired over 200 bastards. In 1333, the 22nd year of Karlyr's rule, a tantalisingly beautiful magician named Daretta the Fair, whose evil reputation had not yet reached Stonebridge, arrived in the town and was soon invited to stay in Rykarsburg. Karlyr became infatuated with her, probably due to her magic as much as to her looks, much to the alarm of his followers. Those who complained too loudly, however, had a very short life expectancy.

An increasing number of Daretta's associates trickled into the Larches, many being given important posts both within Rykarsburg and elsewhere in the Earldom. Gradually, by eliminating all who opposed her, she took over the government of the Earldom almost totally, and on the first day of the Yule celebrations of 1333 the townspeople of Stonebridge were awakened (by the iron-shod mounts of a large host of black-clad men-at-arms riding in from the west) to see Daretta's standard flying over Rykarsburg. Those retainers of Karlyr who still remained could be seen, horribly tortured, hanging upside down from the battlements — some managed to fight off the crows for a number of days.

Karlyr, after being regularly tortured almost to the point of death for a number of weeks, is reputed to have taken his own life. His body was animated, dressed in his finest clothes, and treated with exaggerated respect by Daretta, who meanwhile ruthlessly put down the few isolated pockets of resistance to her rule.

The people of the earldom soon learned what life under Daretta's yoke would be like, for many were enslaved or tortured by the increasing number of evil creatures that Daretta encouraged to settle in the area. The growth of Stonebridge came to a halt as passage over the river became both hazardous and more expensive. Although caravans were still relatively safe in the earldom, anyone who questioned Daretta's rule was prone to disappear into the depths of the castle, and in the surrounding areas an increasing number of caravans were raided. These raids spread even further afield, as did the evil reputation of Daretta, Dread Queen of the Larches.

In 1346 a goodly paladin of much renown named Risten set himself the task of freeing the Larches from Daretta's terrifying rule. He asked the King of Vedra for his aid in this, as Daretta's position was too strong for him to reduce alone. This aid was forthcoming (for the northern borders of the Kingdom of Vedra had been extensively ravaged by Daretta's marauding bands) but the wily monarch insisted that Risten acknowledge his suzerainty should his attempt be successful. For the sake of a well equipped siege train, a well officered contingent of the Royal Guard, and the freedom to levy volunteers throughout the kingdom, Risten agreed. He also sent out messengers to other lands which had suffered at Daretta's hands, asking for more volunteers, and spent the winter preparing for his great expedition.

Risten's forces gathered during the spring of 1347 and marched north along the east bank of the River Larch, harassed for most of the way by bands of Daretta's marauders. Her main forces prepared a strong position near to where the fishing town of Rockbury now stands, and confidently awaited Risten's approach.

Risten's victory was as complete as it was unexpected, and it is widely believed that he was aided by the Gods themselves. At first, however, the battle went badly for him. Daretta's troops repulsed two attacks on their position and then counter attacked vigorously. Risten's troops were forced back and were on the point of breaking when miraculously a huge boulder fell from the sky and landed upon Daretta's command post, killing

a number of her henchmen and striking her unconscious.

Seeing this her forces faltered, a wave of panic spread through their ranks and they fled the field in rout, hotly pursued with renewed vigour by Risten's forces all the way to the eastern approach into Stonebridge. The slaughter amongst Daretta's minions was great, and most of those who survived fled the area completely. It is thought that before they did so, however, the entrances to many of their lairs were destroyed or camouflaged, for few have since been found.

Unfortunately, Risten's troops were too exhausted to take the bridge when they reached it. Two days later it fell to a night assault in conjunction with a surprise rear attack from troops who had been secretly ferried over some miles upriver. The ensuing siege of Rykarsburg lasted a mere two weeks, though much of the town was damaged in the fighting. When the castle fell, however, neither Daretta nor her surviving captains and lieutenants were found within. Thinking they they might make an attempt to retake the area, Risten devoted much of his time for the next seven years in strengthening the area to resist such an attack. He repaired existing castles, and built a number of new ones, including the castle and walled town of Ristenby, named after its illustrious founder, to guard the northern approaches.

Stonebridge was renamed Starston Bridge after the Starstone, or victory rock, which had miraculously intervened in the decisive battle. Risten was dubbed Count of Starstone, the name by which the Larches came to be known, by the King of Vedra, and married his daughter the Princess Tessera.



Risten's twenty-seven years of benign rule healed Daretta's fourteen years of despoliation completely. Starston Bridge blossomed into a small but thriving city, villages were re-occupied, and rebuilt and a number of new ones founded. Risten actively encouraged re-colonisation by upright and good members of all races, and as his efficient and circumspect patrols travelled ever further afield, new areas of the waste came under cultivation.

Risten was very popular with the people of the County, and when his son Peregrine was born in 1366 affairs in Starstone ceased for three days of spontaneous celebration. Peregrine, it seems, was not destined to succeed his father however.

One day in the autumn of 1374 Risten went riding with Peregrine along the western bank of the East Larch. Such was the peace that lay upon the land that they rode without either arms or attendants. As the sun was sinking, Peregrine's riderless and blood-spattered pony returned alone, and the patrol which was sent out, led by Arinbjorn the ranger, found the bodies of Risten and his warhorse horribly mutilated with strange tracks leading away from them. Of Peregrine they found no trace.

Arinbjorn and Galahad, chief lieutenants of Risten, sent out messengers throughout the County requesting all able bodied fighters who could reach the spot where Risten's body was found before dawn to do so in order that Risten's murderers could be tracked and Peregrine recovered. Many answered the summons, though they were surprised when Benedict the Archpriest and Istamor the Mage, who had also been with Risten from the early years, failed to do so. The tracks led into the Northern Waste, and thither the host followed, though few were to return.

After two days in the Wilderness they were ambushed by myriad dark foes, and though they fought valiantly, they were overwhelmed by numbers and dark magic. Survivors tell of a strange mist which struck fear into their hearts and sapped their limbs of strength, though it drove their foes into murderous frenzy. Faceless warriors were seen, who seemed to gain visibly in strength with each foe they slew, and from whose death wounds none could be brought back to life. One such was Arinbjorn, whose wound covered body was bravely saved by Fergus the minstrel, himself grievously wounded when he returned to Starston Bridge.

It is thought that Risten himself was slain by these faceless warriors, for all attempts by Archpriest Benedict to bring him back to life met with no success.

A Shire Moot was called, attended by all the dignitaries of the County, where it was decided that each town and village should make arrangement for its own defence, and that the King of Vedra should be provided a Marshal for the County, garrisons for its castles and patrols for its borders, since he was Starstone's suzerain and Risten and his heir were no longer available to perform these tasks. There was a general call to arms throughout the County, and requests for aid were despatched to other lands, for it was feared that the ambush was but a precursor to a general invasion.

The King of Vedra despatched Lord Granek to Starstone, and he and his followers garrisoned Rykarsburg and other castles. The expected attack did not materialise, however; and to this day it is not known where the murderers of Risten and the flower of Starstone originated.

When Lord Granek announced himself as Count of Starstone the people of the County sent an irate deputation to the King of Vedra to declare that they would only recognise Peregrine, the King's nephew, as Count, and that unless Lord Granek's title were revoked they would move en masse elsewhere. Lord Granek was instead dubbed Baron Stonebridge, and made Lord Lieutenant of the County, but relations between the Baron and the rest of the County have been strained ever since.

Around this time the people of Rockbury awoke one morning to find Risten's sword "Fairlight" embedded in the Starstone with the words "Risten's heir shall free me" carved beneath in glowing letters. One villager who was foolish enough to try and draw the sword, was magically struck dead on the spot.

Until 1378 Baron Granek organised patrols adequately, if not enthusiastically, and the County of Starstone was little troubled, although the Baron did not set the same high moral tone as Risten had done, and people the latter would have banished were allowed to settle. In 1378, however, Vedra went to war against a neighbouring land to the west, a war which rages still. The cavalry were recalled, as were many natives of the County who owed military service. Baron Granek remained, however, with enough troops to garrison the castle and the mine (the revenue from which goes to Vedra after paying for Granek and his men.).

With the cessation of the patrols, inroads from beasts of the waste became increasingly frequent, to such an extent that a few border villages and a number of outlying farms had to be abandoned. Outlaws and brigands began to dog the trade routes once more, but the members of the Shire Moot found that mercenaries wanted vast increases of pay to deal with these troubles, and the cost was prohibitive. In the spring of 1381 a respected merchant of Ristenby, Walter Hensley, together with his whole family, disappeared when the caravan they were taking to Vedra was captured in a daring raid.

At an emergency session of the Shire Moot it was suggested that some adventurers be hired to rid the County of the evils which beset it, and that they be housed at the County's expense at Walter Hensley's empty residence but only be allowed to keep four-fifths of the loot gained from their activities. In spite of the fact that it was shown that the County stood to profit from this financially also, the motion was narrowly defeated. It was felt that this might worsen relations between the Baron and the County to such an extent that he might be recalled, leaving the County almost defenceless and in political turmoil (though it was noted that those putting forward this view most strongly were moot members with shipping interests whose business had increased since the outbreak of banditry on the roads). Instead the Shire Moot offered a reward of 500 GP for the safe return of each member of Walter Hensley's family, and 1000 GP for the heads of their abductors. As yet no reward has been claimed.

STRANGE GOINGS ON AT Longbottom Down

PLAYER'S INTRODUCTION

After some years spent in training in your particular skills you at last feel ready to make a name and fortune for yourself. In the city of Vedra, however, you are a very small fish in a very large pond, and the bigger fish seem to hear of profitable opportunities long before you do. The only obvious way of supplementing your rapidly diminishing funds would be to take part in the war which Vedra is waging against a western neighbour, but this has become a fairly static affair and the officers with whom you took service would take the lion's share of any gains you were fortunate enough to make.

Before losing hope completely you hear that a merchant called Perkin Waldum is hiring guards for a journey to the County of Starstone, on the fringe of the Great Northern Waste. Perkin is taking a wagonload of dyestuffs to Ristenby, 450 miles away, and is hiring people with any adventuring skills since most men-at-arms have been pressed into service with the Vedran army. The same fate could well be awaiting you, yet it is rumoured that there are fortunes to be made in the Northern Waste for those brave enough to seek them...

The first nineteen days of the journey have passed without incident, but you have been informed that a wooden bridge which takes your road over a river has burned down, and have had to make a detour. It is 8.30 p.m. and the sun is sinking as you come upon the small village of Longbottom Down. The sun sets in an hour, and the next settlement is a half day's journey away...

GAMESMASTER'S INTRODUCTION

Longbottom Down makes an ideal first adventure as there is only one path for players to follow and they should reach the end of it at one sitting. For these reasons it is not as detailed as the other adventures in this booklet.





Having the player characters hired as guards by Perkin Waldum is a device to get them to *Starstone*, and their actual hiring can be 'run' by the gamesmaster, with characters describing themselves and their skills to Perkin, if this is desired. In established campaigns the city of Vedra might be substituted by an existing city.

Perkin will provide riding horses for the journey and food and board for its duration, in addition to paying each character 7 SP per day. The party will travel an average of 126 miles each week.

Perkin Waldum; Human; Age—23; Wealth—60/616/410; IL—7; AR—L; CC—None; HD—3D6; HP—11; AD(Dagger)—1-4; INC—Order; MT—120'.

Perkin is cheerful, a good companion, though lacking in tact. He is confident that he can look after himself when in urban surroundings and will resent implications to the contrary. His outspoken praise of Risten to the landlord of the 'Lord Varmok' (he is very proud of the founder of his native town, and knows the tale of Risten and Varmok) will get a cool reception and precipitate the adventure. His teamster is Will Carter.

Will Carter; Human; Age—22; Wealth—6/13/8; IL—3; AR—N; CC—None; HD—1D8; HP—5; AD(Knife)—1-3; INC—Order; MT—140'.

Will is taciturn, uncommunicative and none too bright, but very loyal to Perkin for whom he acts as valet as well as wagon driver.

The plot is as follows:— The party will arrive at the "Lord Varmok" and find Bambar and Sarko in the tavern. Sarko will introduce himself as a fellow traveller, and Perkin will praise the deeds of Risten to the company. After a few minutes of polite conversation Sarko will say he must retire, have a quiet word with the landlord and go upstairs ostensibly to his room (18). The landlord will place Perkin and Will in room (22) and the rest of the party in the dormitory/other guest rooms. A fire burns in each room.

The party will be called to breakfast in the tavern next morning, and will be told that Sarko left very early (if they ask). Perkin and Will, however, will not arrive at breakfast, and their locked room will be found to be empty. The landlord will deny all knowledge of their whereabouts, and suggest that they may have gone for a stroll...

BACKGROUND

The late Lord Varmok of Longbottom Down had a widespread reputation both as a courageous fighter and unscrupulous womaniser. In pursuit of his latter interest he established one of his henchmen named Brognag in a village inn bearing his name. This tavern had a number of interesting features, namely a secret underground bedchamber and a means of ensuring that it was visited by any buxom females staying at the inn.

Varmok's last adventure ended with his being charmed and killed by a Vampire. His body was later returned to Longbottom Down, but since the cause of his death was unknown, no special precautions were taken. Varmok the Vampire terrorised the area for a time, but was then defeated fifteen years ago by Risten the Paladin and returned to his tomb. His head was severed, his mouth filled with holy wafers and the tomb entrance magically sealed.

The tale of the unfortunate Varmok reached the ears of Sarko the Necromancer (37) through Bambar, Brognag's son, and seeing that it could be turned to his advantage in providing him with a unique opportunity to further his researches into death and the undead, Sarko became

very interested. Bambar was a mediocre adventurer at best, being too greedy, inquisitive and suspicious for his own good, and it was surprising that he lived long enough to tell Sarko the tale. Whilst on his second adventure, Bambar drank a potion of Sarko's (which he had been warned to leave alone) in the mistaken belief that it would heal him. In fact it resulted in Bambar's being cursed to become a ghoul for one week in every three.

Sarko returned Bambar to his father nine months ago and explained the situation to him. He promised to search for an antidote to the potion as long as Brognag aided him in finding premises and research materials (human bodies). Some corpses from the graveyard were re-animated by Sarko and set to work tunnelling out his temple and quarters, and three months ago he brought (a much weakened) Lord Varmok magically back to un-life. He had Varmok charm Brognag and the other inhabitants of the inn immediately so as to remove his obligation to cure Bambar (who is too useful a servant).

Due to the workings of Sarko, Bambar and Varmok a number of people in the village have died, disappeared or changed radically in character, and the villagers have become very wary of the graveyard area. As more passers-by were needed to provide blood for Varmok, specimens for Sarko, and bodies for Bambar, Sarko sent some zombies to burn down the bridge on the main north road so as to divert travellers through Longbottom Down.

MAP 1 — The Village of Longbottom Down

Villagers will send travellers to the "Gaping Goose" and warn them against staying out of doors at night. If questioned they know no more than the Goose's innkeeper.

1) The Gaping Goose. The inn is full of travellers grumbling about the outrageous prices the landlord Mago Meadpot is charging, and the fact that with the bridge being down they have no alternative but to pay them. It is rumoured that the bridge was burned down intentionally, possibly by Mago Meadpot himself.

Mago is taking advantage of the glut of travellers by tripling his prices and charging for a space on the stable floor what he usually charges for rooms. Unfortunately he doesn't even have any floorspace left. He will tell the party:—

— The only place they will get a room is at the "Lord Varmok" up the hill.

— Stay indoors after dark and bolt the shutters for strange things have been happening of late — mysterious deaths and disappearances. At first it was thought that Bambar, recently returned son of the "Lord Varmok's" landlord, was behind this, for he was always "away travelling" when things occurred, but in the area for a couple of weeks both before and after. In the last three months, however, people have been disappearing from much further afield.

— The graveyard has been robbed occasionally over the past few months, and strange things have been seen there at night. It is rumoured that this is the work of a coven of witches in the village. (Here he will make a sign to ward off the evil eye!) Ralph Bagster has been trying to sell his house near there for four months, but even at the ridiculous price of 250 GP has had no takers. He moved away anyway.

— The Italicised sections of the background above.

Mago will then apologise for keeping the party so long and urge them to get to the "Lord Varmok" before sunset.

2) **Deserted House** A sign on the door reads "For Sale — Apply to Mago Meadpot at the Gaping Goose". The house itself is boarded up.

Perkin will disapprove strongly of any suggestion to break in and spend the night there. He certainly doesn't want to buy it, and others in the party should not be able to afford to.

3) **Graveyard.** The place looks overgrown and unkempt, and has a few gloomy trees within its walls.

4) The "Lord Varmok" Inn. The Inn is only about twenty years old, but looks a little rundown and is badly in need of a coat of paint. The creaking Inn sign portrays a man in his mid-thirties with black hair, a rakish expression and gleaming eye. He is twiddling his long moustache with his right hand.

Through the windows can be seen a bald man of about 50, with small malevolent eyes, polishing tankards behind the bar. (Brognag).

The door will be opened almost immediately by Nurk (10), a pale youth with a vacant expression. He will call Brognag to welcome the guests whilst he takes the wagon and horses around the back to the stables.

Night Encounters.

1-50 1-4 Giant rats (AR-L&S; HD-½; HP-4,3,2,4; AD- 1-3 plus disease; INC-Hungry; MT-120').

51-70 1-2 Ghouls (AR-SM; HD-2; HP-9,10; AD- 1-3/1-3/1-6 plus paralysis; INC-Evil, Chaos; MT-90').

71-80 1-4 Zombies (AR-L; HD-2; HP-9,13,12,11; AD- 1-8; MT-60').

81-90 1-2 Undead Bats (AR-CM; HD-2; HP-10,8; AD- 1-4/1-6; INC-Evil; MT-150').

91-00 Varmok (29).

MAP 2 — The "Lord Varmok", Ground Floor.

All rooms on this level have stone flagged floors.

5) **Entrance Hall.** This room has a stale odour. A lantern hangs from the ceiling, and in the middle of the E. wall stands a suit of plate mail armour (from Brognag's henchman days). Opposite this is a cloakstand, next to which are a large chest and a footman's chair.

The chest contains bed linen. The suit of armour contains a zombie which Sarko has put there (AR-PM; HD-2; HP-14; AD- 1-8; MT-50') and this is the source of the stale smell. It has orders to remain still unless Sarko, Brognag, Bambar or the Inn's servants are attacked, in which case it will fight to the death to defend them. It will obey direct orders from Sarko, and will also attack if exposed.

6) **Tavern.** The floor is rush-strewn and the room is lit by four hanging lanterns. Two long tables, with benches at each side, stand parallel to the S. wall. Two men are sitting on stools by the fire in the NE corner, for the night is chill. One wears a travel stained cloak, the other leather armour. The landlord has repositioned himself behind the bar in the N. wall and is awaiting your orders.

Sarko will be friendly to the party, and put down the village tales as superstition if they are commented on. Bambar will be surly and uncommunicative, and will exit by the N. door soon after the party enter, after which a horrible gurgling noise will be heard (Sarko will explain that Bambar told him he hadn't been feeling well lately).

The outside door to the E. wall leads to the privy behind the stables.

7) **Passage.** Smells of food and stale beer.

8) **Bar Area.** Two large barrels stand by the E. wall. Above these are dusty shelves with bottles and small kegs containing wines and spirits. Under the counter a broadsword and loaded light crossbow can be seen, in addition to a locked iron chest.

The chest contains keys to all the rooms, 4GP, 2OSP and 10CP. There is a poison needle trap in the lock which causes intense pain for two minutes (during which the recipient will scream very loudly) followed by sleep for two hours, unless a save vs poison is made. Brognag carries the key to this chest in his pouch at all times.

9) **Cook's Chamber.** Contains a bed, large chest, chair and fireplace.

The chest contains clothes, but a loose flag underneath it hides 77GP. The room is used by the cook, (Odor; Age 39; Wealth 9/292/194; IL-4; AR-S or N; CC-None; HD-2D10; HP-14; AD(Cleaver)- 1-6; MT-120'), who also serves behind the bar occasionally and helps with the guest rooms. Odor has worked at the "Lord Varmok" for 20 years and will aid Brognag if he is attacked. The leather apron he wears whilst working affords some protection in combat.

10) **Stableboy's Chamber** Furnished as room (9) though the items are of poorer quality, and the place is a complete mess (clothing, dirty plates, and footwear strewn around, etc.). The room is used by the stableboy, (Nurk; Age 15; Wealth 6/6/4; IL-3; AR-N; CC-None; HD-1D8; HP-2;

AD(knife)- 1-3; MT-140') who is the butt of everyone else at the inn. The only person he will defend is Sarko (through fear), otherwise he will hide or run away. He has also been charmed by Varmok (though he knows nothing of the temple, only that Sarko has been digging in the cellar "for treasure") and a careful search of his body will reveal a number of teeth marks on his neck. He has 4GP hidden behind a loose stone in the fireplace.

11) **Kitchen.** Contains a sink, worktable, and a huge fireplace with cooking pots and utensils in the hearth. Up the chimney hang some pieces of meat for curing. The N. door on the E. wall leads down to the cellar, the S. door to a small pantry containing flour, salt, etc.

12) **Stone Stairs.** Leading down to cellar.

13) **Wooden Staircase.** Leading up to first floor.

MAP 3 — The "Lord Varmok" 1st. Floor.

The floors on this level are wooden.

14) **Corridor.**

15) **Dormitory.** Contains 10 hard beds and two central washstands. Brognag charges 3SP per night (including breakfast) to stay in this room.

16) **Brognag's Lounge.** Contains an oak settle, large chest, a small table by the window with a scroll, parchment and ink lying on it, and a carpet. A tapestry hangs on the E. wall, showing the man portrayed on the Inn sign fighting a hill giant, aided by Brognag. Next to this hangs a gold inlaid great helm. The walls of the room have wooden panels. The scroll is an account of Brognag's takings, which have dropped off steadily over the past nine months especially in the last three. The chest contains clothes only, but the helm is worth 70GP and has 'Varmok' engraved over the eye slits.

17) **Brognag's Bedchamber.** Contains a chest and a large bed, around which a number of rugs are strewn. On the window ledge stands a half-empty flagon of wine and an unwashed silver goblet, whilst under the bed a chamberpot can be seen. The walls are panelled in wood.

The goblet is worth 10GP, and one of the rugs is a pelt worth 7GP. Above the bed in a secret compartment in the wall is a chest, the handles of which have poison needles which retract when the chest is unlocked (1-6 damage plus 1 for every point by which the recipients constitution falls short of 12, half damage if a saving throw is made). The chest contains 123SP and 137GP, and Brognag always carries the key on his person. Brognag (Human; Age 51; Wealth 15/702/418; IL-5; AR-N; CC-Fighter; HD-3D10; HP-23; AD(Broadsword)- 2-8+1; INC-Evil; MT-100') reveres Varmok's memory and has been charmed by him recently to do Sarko's bidding. This doesn't stop him drowning his sorrows over the fate of his son.

18-22) **Guest Rooms.** Each has wooden panelled walls and contains two beds, a clothes chest, chamberpot, and fireplace.

22) **Trap Room.** The secret door in this room is detected automatically if searched for (but Perkin and Will won't do so). The window will be open when the party enter this room. There is a secret compartment in the chimney (the door of which is activated by a lever in (23)) which contains twigs treated to give off sleep gas when burned (no save, sleep for 2D6 x 10 minutes and wake with raging thirst). The fire is out.

23) **Stone Staircase** goes down two floors. A lever can be seen on the W. wall (operates the compartment in (22)).

Night Encounters

1-85 Brognag (17)

86-00 Bambar (28)

MAP 4 — The "Lord Varmok" Basement.

The floors on this level are stone flagged.

24) **Cellar.** Contains barrels of ale, casks of wine, sacks of flour (and oats for fodder) as well as a few (normal sized and timid) rats.

25) **Passage.** The secret doors to the cellar are clearly visible from this side. The secret door on the N. wall (and all those in Sarko's extension) is poorly fashioned and automatically found if searched for.

26) **Varmok's Seduction Chamber.** This once sumptuously elegant chamber is now musty and faded. It is dominated by a huge four poster bed, draped with red silk curtains, sitting upon which Will Carter can be seen. At the foot of the bed lie a shining sword and a pile of clothing (worn by Bambar the previous evening). In the SE. corner stands a table upon which two covetous covered silver goblets (engraved with erotic designs) stand. Next to the table lies a decomposing body with one leg missing.

Will Carter is now a ghoul, and Bambar in ghoul form will be waiting behind which ever door the party enter by (AR-SM; HD-2; HP-6,10; AD-1-3/1-3/1-6/ + paralysis for 10-60 minutes; INC-Evil, Chaos; MT-90'). Both will attack when the party enters.

The longsword is magical (+5%), and amongst the clothes is Bambar's

purse containing 9GP. The goblets are each worth 12GP. In a secret compartment under the SW corner of the bed is a necklace worth 80GP and a phial with two doses of a *love philtre* (drinker falls hopelessly in love with the first person seen for 1D4 + 4 hours). The silk hangings are tattered and worthless.

Night Encounters.

- 1-50 Bambo.
- 51-70 1-2 Giant rats (AR-L&S; HD-½; HP-4,2; AD- 1-3 + disease; INC-Hungry; MT-120').
- 71-90 Sarko (37)
- 91-100 Varmok (30)

MAP 5 — Varmok's Mausoleum.

The floors of areas 27-29 and the passages leading to them are beaten earth. Areas 30-32 are stone flagged.

27) Underground Chamber. *A damp musty chamber with a slightly putrid stench.*

This chamber contains 4 giant rats (AR-L&S; HD-½; HP-4,7,1,2; AD-1-3 + disease; INC-Hungry; MT-120') gnawing on old bones. If any are killed the remainder will scurry to area (28). There is nothing of value in this chamber.

28) Graveyard Exit. *There are a number of cubicles in the walls and roof, each measuring approximately 7'x3'x2'. A wooden ladder at the end of the passage leads up to a stone walled, stone roofed area of similar dimensions.*

The cubicles were the resting places of bodies which Sarko has exhumed. The exit is a grave with a stone slab on the top. If pulled aside this leads to the graveyard.

29) Passage. The secret doors to and from this area are mud covered wood. If an attempt is made to open the false door at the E. end of the passage, the pit will activate, and those falling into it will receive 1-3 points of damage. The pit is 10' deep and contains two undead bats (AR-CM; HD-2; HP-6,5; AD- 1-4/1-6; INC-Evil; MT-150').

30) Varmok's Tomb. *The walls are covered with murals depicting scenes from Varmok's illustrious career, but the room is dominated by an intricately carved stone sarcophagus standing at its centre. The floor is littered with broken coffins (from 28) and a putrid stench hangs on the air.*

The sarcophagus holds Varmok (AR-CM&S; HD-4 + 1; HP-24; AD- 2-8; INC-Evil; MT-80/120') who is much weaker than a normal vampire as he has already been 'slain' and is only able to function because of Sarko's necromancy. Between the hours of dusk and dawn he is able to move, attack, charm, summon any of the beasts from rooms 27-31, and change into bat form. He has no other powers, can be hit by normal weapons, and a wooden stake through his heart will 'kill' him permanently. (The broken coffins provide these if the party hasn't brought any.) During the hours of daylight he is powerless to do anything other than summon the other creatures to his aid. The headrest in the sarcophagus has a secret compartment containing a *magical dagger* (+5%) with "A Kiss from Varmok" etched upon the blade.

Also in the room are five giant rats (AR-L&S; HD-½; HP-2,4,3,3,2; AD- 1-3 plus disease; INC-Hungry; MT-120') who will be joined by two more from (31) if there is any fighting (HP-4,1).

31) Tomb Entrance. The inner door is open, the outer door (to the graveyard) is magically locked and cannot be forced.

32) Stone Stairs. Lead downwards to a depth of 40'.

MAP 6 — Sarko's Chambers.

All rooms on this level are stone flagged. The walls are also faced with stone.

33) Temple Antechamber. *The floor, walls and ceiling are smooth black stone, and there is a pile of coloured stones and mortar in the SE. corner. The room also contains 5 skeletons (AR-L&S; HD-1; HP-2,4,5,1,8; AD- 1-6; MT-120') who will attack if more than two people enter the room at once.*

34) Sarko's Temple. *The half-finished floor of this room is white marble, with mosaics of cabalistic symbols inlaid in it. On the N. wall hangs a large tapestry portraying a malevolent horned god, in front of which stands a black basalt altar. The altar is bloodstained, and upon it stand an electrum chalice (containing a sweet smelling, dark liquid) and two silver candelabra. The room is dimly lit by the copper hemisphere of burning oil which stands on a tripod on the altar.*

The tapestry is worth 60 GP (though good characters would wish to destroy it), and the candelabra 16GP each. The chalice is worth 170GP, and contains a *potion* of Sarko's which turns the drinker into a ghoul for one week in every three. Only a *Curse Removal* and a *Disease Cure* will rid a character of this affliction. There is a 15% chance that Sarko (37) will be in this room.

35) Cells. *A man in plate mail armour, carrying a long sword and shield*

is standing half way down the corridor, beneath a flaming torch fastened to the wall.

The 'man' is in fact a skeleton (AR-FP; HD-1; HP-8; AD- 2-7 + 1; MT-70') and will attack any entering the corridor unaccompanied by Sarko. The doors to the cells are locked (Sarko has the keys) and they contain:

a) A man-at-arms named Ralph (Human; Age 21; Wealth-None; IL-3; AR-N; CC-None; HD-1; HP-2,(7); who was journeying north to escape conscription into the Vedran army when he was made captive by Sarko and four zombies on their way to burn down the main bridge (which Ralph witnessed). He will serve his rescuers for three months without pay if arms and armour are provided for him, after which he will make a loyal regular man-at-arms if he is kept on and well treated. He was wounded when captured, hence the two figures for his hit points.

b) A beautiful young girl from the village who will turn into a ghoul 10-40 minutes after leaving her cell.

c) Gerald (Human; Age 18; Wealth-None; AR-N; CC-Priest; HD-2; HP-1 (9); INC-Good, Order) a priest who has been tortured almost to the point of death by Sarko on a number of occasions over the past three weeks. He is bound and gagged, very weak, and can only be cured by complete rest. If he is returned to his temple four days-away, the priests there will bestow any renewal spells and cures (including resurrection) which party members need, in gratitude.

d) Perkin Waldum, (whose gratitude runs to giving each party member a bonus of 15GP, as long as his money (in room 37) is returned), and Lucius, a mosaic artist from Vedra whom Sarko kidnapped and has been forcing to work. He has been working slowly in fear of the fate awaiting him when the work was complete. Perkin will give him enough money to get back to Vedra when they are released, and two months later each of his rescuers will receive, through Perkin, 25GP.

There is a 15% chance that Sarko will be in the cells area.

36) Sarko's Laboratory. *In the centre of the room is a stone slab upon which lie a number of surgical instruments and a half-dissected body. A bookshelf stands against the E. wall, and a bench running along the S. and W. walls is strewn with various alembics, flasks and other alchemical equipment.*

The books are exclusively about disease, death and the undead. None are magical. There is a 20% chance that Sarko will be found in this room, which is lit by a *Permanent Light* spell. The door to (37) is locked.

37) Sarko's Bedchamber. *This room contains a large bed, clothes chest, couch, table and chair, desk and chair, and is macabrely furnished in silver and black. On the table are a lantern and the remains of a half-eaten meal whilst on the desk stands a chest. A silver effigy of a horned god hangs above the door.*

The chest is locked, and has a plate with "P.Waldum" engraved on it on the lid. It has poisoned needle trap causing sleep for 12 hours unless a save vs. poison is made (Perkin has the key hidden in the heel of his right boot) and contains 235GP. The effigy is worth 50GP.

There is a 30% chance that Sarko will be in this room and if so there is 40% chance he will have just awakened and be out of armour (Sarko; Human; Age 27; AR-PM&S; CC-Evil Priest; HD-5D8; HP-18; AD (Mace + 5%)-3-8; INC-Evil; MT-70'). *His AR includes a *protection ring* +5% and his mace is magical. In his purse are 4GP, 6SP, and keys to the cells and to the chest in (39).

The spells which Sarko normally has available are *Animate Corpse*, *Silence, Hold, Know Inclination, Darkness, Minor Cure, Minor Wounding, Cause Fear*.

If possible, Sarko will have his undead minions attack a party whilst he casts spells at them. If the fight is going against him or the party retreat back to the "Lord Varmok", he will collect as much loot as possible and attempt to escape through the secret exit in room (39). If successful he will quit the area completely.

38) Secret Guardroom. *This room is unlit and contains four zombies (AR-L; HD-2D8; HP-13,12,11,9; AD- 1-8; MT-60') who will attack any except Sarko who enters the room.*

39) Treasury. *A chest stands against the S. wall of this room, and next to it lies an open backpack.*

The chest is locked but not trapped, although if the door on the W. wall is open when the lid is raised, the ceiling will collapse doing 2-8 damage on all in the S. end of the room (half damage if save vs. petrification). It contains two vials of unholy water, a *healing potion* (cures 2-8 points of damage, 1-4 if only half is drunk), a *magical wand* which detects magic (7 charges left), 449GP, 109PP, and 5 gems worth 20GP each.

The backpack contains four days iron rations, a large sack, a wineskin of very good wine worth 3GP, a tinderbox and two flasks of oil.

The secret door in the S. wall opens onto steps leading to a secret exit into the graveyard.

MAP A: THE COUNTY OF

starstone

— NORTHERN REGION

Background

Map A shows the various villages and monsters' lairs/hunting ranges detailed in these two scenarios: areas 1-14 (with 31) relating to *Sardkirk* and areas 14-34 relating to *Dalgold*. To save duplication (and space) there is no fully detailed introduction to either scenario, and so a thorough reading of each by the gamemaster is necessary before play begins.

Settlement numbers 1, 21, 26 & 32 predate the rule of Daretta the Fair, whilst numbers 30, 31, 33 & 34 were founded in Risten's time.

Since the cessation of regular patrols a number of monsters have wandered into the area, notably those numbered 9, 10, 12, 13 & 16, in addition to which wolves tend to roam the uninhabited areas. Because of these inroads a number of outlying farms (north of the map) have been abandoned, and the same fate overtook the village of Farholme (northeast of Cragley (21)) after it was almost totally razed to the ground one night by a "dragon" (the Red Lizard at A10).

In addition to the above, a number of monsters have been encouraged to settle by an organisation which will be fully detailed in the forthcoming *Ristenby Town* adventures. These include the inhabitants of 8, 11, 14, 15, 17, 18 & 20.

Key to Map A

A1) The Gnomish village of Sardkirk (See Map B).

A2) Lair and hunting range of 7 badgers (AR-CM&S; HD-1D8+2; AD-1-2/1-3; INC-Curious; MT-70'). There is a 20% chance per hex entered that 1-3 will be encountered. They are unobtrusive beasts however, and there is only a 2 in 6 chance of noticing them. The villagers, for whom they act as watch/guard dogs, are great friends of theirs and will not react kindly to their being harmed. If the badgers observe anything which is not in the village's interest the villagers will find out about it.

The following 3 farms have all lost some livestock recently, which the farmers put down to wolves.

A3) Taerstead This bustling farmstead was founded by Taeri, who lives here with his children Taera, Raggi and Duggi, their spouses and children. His daughter Vegga is married to Daggi Urdisson (B13). Crops are grown on the plain, and cattle and sheep kept on the hillside.

Taeri (Gnome; Age 88; Wealth-18/1390/927; IL-5; CC-None; HD-3; HP-21; INC-Order; MT-45') is very stubborn, and determined to keep control of his farm, rather than pass the running of it onto the next generation. He has succeeded so far by a scheming policy of "divide and rule". His wife died many years ago on the trek to escape Daretta (see background to Map B).

Taera (Age 49; HP-5; INC-Good; Order; MT-60') is even tempered, fussy, but taciturn since the death of her son Rurdi, who was the only member of her family that she really liked. She has great respect for the priests of the village, and also for the merchants who visit it, as she feels this is a more "respectable" way of making a living than farming.

Her husband Vaggi (Age 51; Wealth-9/481/321; IL-4; CC-None; HD-2; HP-7; INC-Good; MT-65') is a nephew of Taeri and brother of Blandi (B7) and Rurda (A5). Since the death of Rurdi he has become antagonistic, morose, implous and difficult to live with. (Rurdi is one of the dead gnomes at A6).

Their other sons are Taeri (the younger) (Age 22, Wealth 8/116/78; IL-4; CC-None; HD-1; HP-2; INC-Evil; Order; MT-75') and Kaeri (Age 14; HD-1; HP-4; INC-Order; MT-80'). Taeri is secretly glad of his brother Rurdi's death, and wouldn't mind the same fate occurring to the rest of his family, but is too cowardly to do anything about it himself. Outwardly he is a friendly hedonist, spending much of his time (and money) drinking at the "Pilgrim's Rest" in the village. Kaeri, on the other hand, cuts a very imposing figure in spite of his years. He is a zealous follower of Kerli, and hates all forms of humanoid to such an extent that he will volunteer to aid in their destruction if any be found (though his family will stop him if they find out).

Raggi (Age 35; Wealth-9/510/380; IL-4; CC-None; HD-2; HP-12; INC-Order; MT-80') is selfish, thrifty and loves to compete. His pride and joy is his pony, which is reputedly the fastest in the area (MT-150') and he attempts to prove this at every opportunity. He trains both the pony and himself in the wilderness when not working.

His brother Duggi (Age 34; Wealth-9/481/321; IL-4; CC-None; HD-2; HP-6; INC-None; MT-60') is rude, lusty and none too bright. He is married to Gerla (Inge Gerilsson (B9)) (Age 28; CC-Fighter; HD-2D10; HP-13; INC-None; MT-65') who is brave, miserly and dresses dandyishly. Her father Geril trained both her and her brothers as fighters, and she is somewhat

disdainful of those who can't fight, viewing Taeri the younger as an utter milksop. They have a son and daughter aged 5 and 7.

A4) Rurdistead This farm is owned by Rurdi, who lives here with his wife Megga, their sons Meggi and Relandi together with their wives and families. They raise crops, sheep and cattle.

Rurdi (Gnome; Age 87; Wealth-16/1238/824; IL-5; CC-None; HD-3; HP-19; INC-Good; Order; MT-50') is a reverent follower of Kerli, if somewhat haughty at times. His passion is for exotic animals which he will talk about for hours given the opportunity. In a pen in the farmyard he has a Ruster (AR-FF; HD-4; HP-18; AD-Rusts metal; INC-Mischiefous) which no visitor is allowed to leave without seeing. He is the brother-in-law of Janda (B6) but dislikes her and her family.

His wife Megga (Age 85; HP-2; INC-Good; Order; MT-45') is unworried, deals harshly with wrongdoers, and enjoys living away from the bustle of the village. She is not fond of the Ruster, especially since the night it escaped and rusted the plough and other implements, but she is diplomatic enough not to mention this to Rurdi.

Their son Meggi (Age 57; Wealth-10/535/356; IL-4; CC-None; HD-3; HP-14; INC-Good; Order; MT-60') is very calm and sensitive. His interest lies in animal husbandry, and he is in charge of this aspect of the farm's business.

His wife Pegga (nee Merilsson (B7)) (Age 58; HP-6; INC-Good; MT-55') is careless, nosy and fond of making tapestries. She visits their daughter Megga (B9) wife of the Walda, at every opportunity.

Their sons Daggi and Darli are twins (Age 19; Wealth-8/58/39; IL-4; CC-None; HD-1; HP-8; INC-Good; Order; MT-80'). Daggi is truthful, precise but a trifle arrogant, which led to him being rolled in the mud by a group of Ristenby labourers on one occasion - he hates labourers as a result. Darli, however, is humble, though talkative. He cultivates a patch of garden, some of the plants in which have narcotic properties (he is very proud of his homegrown pipeweed). He is annoyed that plants have occasionally gone missing of late (stolen by Verlu (B10)).

Relandi Rurdisson (Age 37; Wealth-10/535/356; IL-4; CC-None; HD-2; HP-11; INC-Good; MT-70') is a retiring, helpful character. He dislikes the wilderness and intends to sell his share of the farm when Rurdi dies, perhaps buying an inn at Ristenby or Starston Bridge with the money.

His wife Gregga (nee Perilsson (A5)) (Age 37; HP-7; INC-Good; Order; MT-65') is loyal, receptive, but has an arrogant manner, and supports Relandi in most things. They have no children.

A5) Negglstead Neggi the old lives here with his son Peril and daughter Perla, together with their families. Neggi (Age 96; Wealth-8/1390/927; IL-5; CC-None; HD-3; HP-11; INC-Good, Chaos; MT-30') leaves the running of the farm to Peril as he is too old to cope anymore. He is a blustering, neurotic old gnome.

Peril (Age 77; Wealth-18/1081/721; IL-5; CC-None; HD-3; HP-16; INC-Order; MT-60') is obsequious, precise and craven, but a good farmer nonetheless. He is married to Rurda, the sister of Vaggi (A3) and Blandi (B7). (Age 65; HP-8; INC-Good, Chaos; MT-55') who is generous and friendly, but can be moody at times. Although she dislikes the country, she enjoys stuffing and mounting the animals which her son Rurdi catches occasionally, most of which end up hanging in the "Pilgrim's Rest" (B7). She is very curious.

Rurdi (Age 36; Wealth-14/1081/721; IL-5; AR-CM; CC-Fighter; HD-3D10; HP-22; AD (shortsword)-2-7, (shortbow)-1-6; INC-Evil, Order; MT-70') despises the rest of his family, especially his father and his cousins. He spends much of his time hunting in the wilderness where he finds an outlet for his cruelty, though at present his interest in geography has taken him to the Veda-Toxandria war as part of the Sardkirk contingent. He has magical studded leather armour +5%, and carries a shield in battle. His sister Gregga married Relandi (A4) as much to get away from him as anything else.

Perla (Age 48; HP-7; INC-Good; Order; MT-55') is quite harsh to her children, but helpful and servile where others are concerned. Her husband Seggi went exploring after Risten's capture of Starston Bridge and never returned. Her children are Neggi (Age 20; Wealth-9/137/87; IL-4; CC-None; HD-1; HP-2; INC-Order; MT-80') who is pious, blustering and servile; Serlu (Age 17; HP-4; INC-Order; MT-70') who is vengeful, interested in husbandry and follows her brothers in everything; Selandi (Age 15; HP-2; INC-Good) who is scrupulously honest, virtuous, but something of a dreamer; and a younger son aged 7.

A6) Two small hunched figures can be seen lying on the path. These are two of the Gnomes who went to see what had happened to the Kragissons, the other lies nearby, just off the road, with two dead bloodbirds beside it. Another dead bloodbird lies between the two bodies on the path, and five live ones (AR-L; HD-4; HP-8,4,8,5; AD-1-3 plus automatic 1-4 after first hit; INC-Hungry; MT(flying)-170') are perched in nearby trees awaiting further prey. The gnomes are wearing studded leather armour and carry shields, though those on the path have neither weapons nor purses. The others have a bloody short sword clamped in his hand, and his purse contains 2GP, 7SP and 3CP. Each party member has

a 15% chance of noticing something glinting 20 yards north of the bodies, just off the path. This is an open steel cage with a spring attached to the door. The door was released by a candle burning through the string which held it fast. The bloodbirds were purposely left to delay pursuit, but the party should figure this out for themselves.

A7) Kragliss's Farm *The place seems strangely quiet, but closer inspection will reveal that this is because those cattle, sheep and chickens still there have been senselessly slaughtered. In the farmyard is a dead and mutilated badger with a large rodent's foot clasped immovably in its jaws. Tracks made by cattle, sheep and what appear to be very large rodents head from the house towards the nearby stream where they disappear.*

The farmhouse itself has been ransacked, and nothing of value can be found. It is empty apart from the horribly mutilated body of an aged gnome on the stairs, and a whimpering and very frightened gnomeling hiding up a chimney in an upstairs room. She was placed there by her mother and has seen nothing, having heard only the ransacking of the house. Her name is Fregg, and she will identify the body as that of her grandfather Kragli.

A8) The Broch *This old, ruined tower dates from before the Vadrin occupation. A loose flag on its floor reveals a passage to room 45 on Map D (D45) but it will be found only by searching and even gnomes and dwarves have only a 5% chance of locating it.*

The creatures encountered in this area will vary with the time of day as follows:-

- 4am-8pm — 7% chance per hex entered of encountering 1-2 Wild Boar from C68.
- 11pm-4am — 7% chance per hex entered of encountering the Beastmaster (C37) and Boastguards (C38) mounted on a giant weasel (C38).
- 15% chance per hex of encountering 2-12 Rat Riders (D21) on their mounts (D16). If encountered, there is a 50% chance that Gorsk (D26) will be with them.
- Midnight-3am — 20% chance per hex entered of encountering 5-20 guards from D20-27, C8-16 or C42-50 out hunting/fishing/food-gathering/patrolling.

A8a) Lair and hunting range of Giant Ants This colony consists of a queen (AR-PM; HD-4; HP-24; AD-None; INC-Order; MT-None), 24 soldier ants (AR-PM; HD-1+2; AD-1-4 + sting for 2-8 (1-4 if save); INC-Order; MT-120) and 123 workers (AR-CM; HD-1; AD-1-2; INC-Order; MT-120). There is a 50% chance per hex entered of meeting 4-24 ants, 90% of whom will be workers, the rest soldiers. There is a 25% chance that the ants will attack, otherwise they will ignore the party.

The queen's chamber (after C17a) contains 4 soldiers, 10 workers and 9 gems worth 10GP each.

A9) Lair and hunting range of a Gnashzell (AR-L; HD-4; HP-17; AD-1-4/1-4 doubled from behind; INC-Evil, Chaos; MT-110) which there is a 2% chance (4% in darkness) per hex of encountering. Due to its stealth, however, there is only a 60% chance that any member of the party will notice it. The lair, a small dank cave whose entrance is hidden by foliage has faint tracks leading to it which characters with tracking abilities

have a 40% chance of following. The cave contains a half-eaten goblin, a pile of bones, (mainly gnome sized) and a locked chest. The chest is trapped (save against poison or 2-12 damage) and contains 273GP and a gold hilted dagger +5%. Scattered amongst the bones are 76CP, 16SP, and a sard worth 25GP.

A10) Lair and hunting range of a young red lizard (AR-PM; HD-5; HP-22; AD-1-4/1-4/2-8 or fiery breath for 2-12; INC-Hungry; MT-90' immune to fire) who has drifted westwards since giving rise to the tales of "the dragon that razed Farholme". There is a 10% chance per hex entered of encountering it. The cavern in which it lives contains a nest of dried bracken and a small pile of wealth (two 50GP gems, one 25GP gem, 375GP, and a jade necklace worth 316GP).

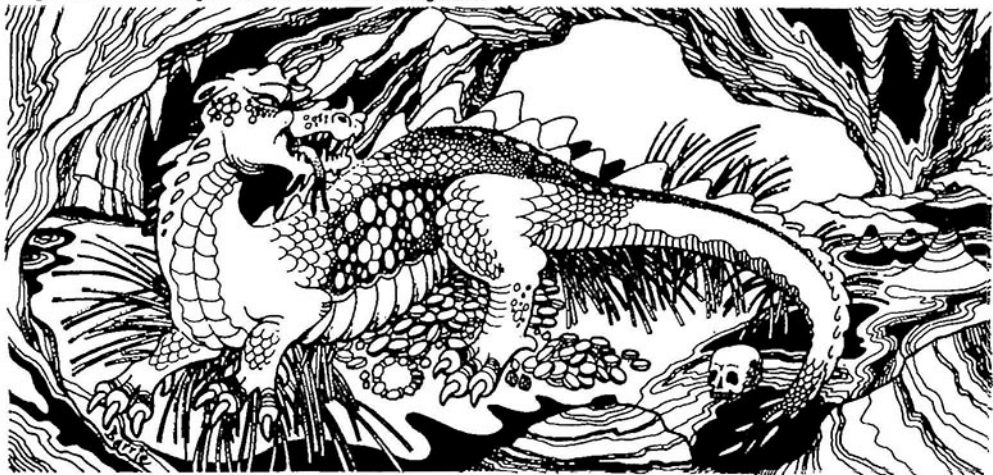
A11) Hunting range of 18 giant wood ants (AR-L&S; HD-1+1; HP-2,6,5,3,6,2,8,7,5,4,8,7,6,5,6,8,3,2; AD-1-4 plus 2 acid damage per round thereafter continuing for three rounds even after removal of mandibles unless washed off; INC-Evil, Chaos; MT-90') There is a 15% chance per hex entered of meeting 2-12. This area of scrub is filled with fungus covered fallen trees, and at its centre will be found the queen ant (AR-SM; HD-2+2; HP-12; AD-2-8 plus 4 per round thereafter; INC-Evil, Chaos; MT-90') together with 1-6 other ants, 20 pupae, 16 larvae, 16 eggs (none of which can attack) and the fungus covered remains of 5 ant-sized (6' long) cages. For every two week period in which the ants are left alone their number will increase by 4 and a randomly chosen hex of forest adjacent to them will become despoiled.

A12) Lair and hunting range of 7 Cliff lizards (AR-SM; HD-2; HP-10,6,10,3,7,9,12; AD-1-4/1-4/1-10; INC-Hungry; MT-50'). There is a 10% chance per hex entered that 2-4 will be encountered. These have recently wandered into the county and aren't yet known of in Sarkkirk.

A13) Hunting range of 19 wild dogs. There is a 10% chance per hex entered that 3-18 will be encountered (AR-L&S; HD-1+1; HP-8,3,7,8,5,3,4,2,3,7,4,2,4,4,9,4,7,4,2; AD-1-4; INC-Hungry; MT-140'). The dogs observed the wood ants being brought here some time ago by a group of men, one of whom talked to them and gave them food in return for leaving them alone. They have lived to rue their choice, however, and know at first hand the ants' irascible nature.

A14) Hunting range of 14 Rubrums (AR-CM; HD-1+1; HP-8,7,5,8,9,8,8,2,8,9,7,5,6,7; AD-1-6; INC-Voracious; MT-60'). There is a 30% chance per hex entered that 2-5 will be encountered. If left alone for any time their numbers will increase to 14 + 2ⁿ where n is the number of weeks since the party arrived at Sarkkirk. For every 4 extra rubrums, their hunting range will expand 1 hex in a random direction. Each time the centre hex is entered there is a 20% chance that the cage in which they were brought four weeks ago will be found.

A15) Lair and plundering range of 12 bandits, of whom 6 are (CC-Fighter; HD-1D10; HP-7,10,5,4,7,6; AD(Long Sword); 1-8; INC-Chaos; MT-100') wearing studded leather armour and carrying shields (AR-SM) and 3 are (CC-Fighter; HD-1D10; HP-8,3,10; AD(Horseman's mace); 1-8; INC-None; MT-80') wearing scale armour and carrying shields (AR-CM). There is a 10% chance per hex of meeting 3-12 of them during the hours of darkness.





The bandits are former cavalymen, deserters from the army of Toxandria with whom Vedra is at war. Hearing that there were fortunes to be made smuggling goods between the warring states by the northern route, they made their way up to the west bank of the River Larch. Before reaching their destination, however, they met up with a party of men-at-arms, whose black shields bore the device of a yellow hand grasping a ball of fire, and were invited to enjoy the hospitality of their lord's castle. At the banquet held in their honour that evening they all became far more drunk and loose-tongued than usual, and told their affable host of their recent history and future purpose.

They awoke, bound and gagged, in an airless wagon, and journeyed in this condition for many days, both by land and by water. Nine weeks ago they reached their present position in a drugged state (administered in their food by the guards) and when they recovered their senses they found themselves in a cave with a concealed entrance. They had no money, food or horses, but their arms and armour (except those obviously magical) were intact. They also found a letter from their host to the effect that he was disgusted by their disloyalty and cowardice, but had given them the chance to redeem themselves heroically, by placing them behind the Vedran army in enemy territory. Treval, their leader carries this letter on his person.

Food being the first priority, they launched a night attack on the nearest settlement, the small hamlet of Branstead (A32), where they found grain and a number of sheep, but unfortunately no horses. (Horses are scarce in Starstone, as many have been requisitioned for the Vedran forces, and they sell at three times normal prices). The women of Branstead were made captive, though most of their menfolk died in the raid, and through them the bandits found out their true location.

They covered their tracks well, however, and the cursory patrol which the Baron's Marshal at Ristenby finally mounted two days later at the insistence of the townspeople failed to locate them.

The bandits' next foray, when lieutenant Gudnar led a party to the village of Dolgold, was not so successful. Two of their number were killed and one captured by the timely arrival of a section of the castle garrison. The captured bandit returned the next night, however, having been allowed to escape, with a curious offer from Brinn, the castellan of Dolgold.

Brinn's men were to transport a shipment of gold from the dwarven mine to Ristenby two nights later. In return for half the takings, Brinn would ensure that the guards did not put up much resistance and would arrange for the bandits to be discreetly supplied from the nearby village of Verbury. After a similar arrangement with another gold shipment seven weeks afterwards Brinn would supply them with food and horses and point them in the direction of wherever they wanted to go.

The bandits sent back the 'escapes' to confirm that they agreed to the terms and the ambush of the first gold shipment went totally according to plan. The commander of the guards ordered his men to retreat almost immediately, and the bandits left half the loot in a pre-designated hiding place nearby.

The patrol which Brinn led to search for them reported that they must have fled the area, and for the next seven weeks the bandits lay low and were discreetly (if expensively) supplied at regular intervals by Edward Wimble, a carter of Verbury.

The second ambush, however, was a shambles. Just as the bandits ambushed the gold shipment a number of them fell into unconsciousness, as

did some of the guards, before they were both ambushed by a number of dwarflike creatures. Many of the bandits believe that they were dwarves, working in conjunction with Brinn, but it was difficult to be sure in the darkness. Two claim that a couple of hobbits were also present, though they were not seen by the others. On this occasion, both the guards and the bandits suffered casualties and subsequently fled.

When Treval had rallied the bandits, they returned to the scene to find the gold gone. They did find a couple of unconscious guards (whom they took back to their lair), and another who had fled and subsequently returned as they had done. He was sent back to Brinn with details of the grisly fate awaiting the other guards and their captives from Branstead should Brinn fail to provide them with horses as promised (in addition to their half of the loot from the second shipment) within the week. This occurred two nights before the party's arrival in Dolgold.

The bandits have a cache of 31 gold bars (worth 50 GP each) measuring 1 1/4" x 1" x 4". Each bar is stamped with the crest of Baron Granek, a hawk with a rabbit in its talons.

Their leader is Treval (Age 27; AR-PM; CC-Fighter; HD-4D10; HP-31; AD(battle axe +10%)-3-10; INC-None; MT-110') who wears chainmail +10% and hits at a further +10% due to his great strength. Treval is brave, intelligent, a good tactician, though hot tempered. His reason for deserting was that he killed a favoured officer in a duel. His main aim in life now is to even the score with their last host, and he sees leaving the area quietly as the best way of doing this.

His lieutenant is Gudnar (Age 25; AR-PM; CC-Fighter; HD-3D10; HP-26; AD(Longsword)-1-8; INC-Chaos; MT-100') who wears chainmail and carries a shield +6%. Gudnar is cruel, untrustworthy, greedy, and jealous of Treval and his equipment. He wanted to take all the gold from the first shipment and leave the area on foot. Now he would like to burn Dolgold, steal some horses and quit the area, and is supported by those bandits of chaotic inclination. Treval is against this and he and the others are holding him in check. They are running low on supplies however, and will soon have to mount a raid to get some food, which could get out of hand if Gudnar has his way.

The sergeant, Pellus (Age 36; AR-CM&S; CC-Fighter; HD-2D10; HP-19; AD(Horseman's mace +5%)-2-7; INC-None; MT-90') has long been a servant of Treval's family and is very loyal to him.

Their captives consist of 5 women and 4 children from Branstead (INC-None), two men-at-arms from the Dolgold garrison (Human; Age-23; 25; IL-3; AR-N; CC-None; HD-1; HP-2.5; INC-Order; MT-120') and Glaston (Brinn's lieutenant) who was in charge of the gold shipment (Human; Age-28; IL-6; AR-N; CC-Fighter; HD-3D10; HP-26; INC-Good, Chaos; MT-120'). Glaston knows of Brinn's predicament, (though the men-at-arms don't) but hasn't told anyone for fear of the news getting to the village, and for this reason he won't readily divulge anything to the party. Glaston's arms and armour (chainmail, shield +5%, longsword +5%) and those of the men-at-arms (scalemail, halberd, broadsword) lie in a heap at the back of the cave. Their hands are bound.

A16) Lair and hunting range of three giant snails (AR-PM; HD-3; HP-14, 6, 15; AD-3-18; INC-Chaos; MT-30') who have recently wandered in from the marsh and have yet to make themselves known to the nearby villagers of Verbury. There is a 25% chance per hex entered of encountering 1-3.



A17) Lair and hunting range of 14 goatmen (AR-SM; HD-2+1; HP-16,13,10,10,13,8,10,14,13,14,11,11,14; AD-2-10 plus 10% chance of contracting disease if hit; INC-Evil; MT-90; immune to poison and disease). There is a 25% chance per hex entered of encountering 2-7 (at night only for those hexes adjacent to the river). These goat-headed humanoid are also new arrivals to the area, and so far have only killed a few sheep. Once they were seen by a couple of villagers but because of the darkness were mistaken for members of the village's druidic community. They speak only their own grunting animal language, but if spoken to by magical means there is a 50% chance that they will reveal that they were led here by the Northern Waste by five men, one of whom could talk to them, who promised to find them a human village to ravage. These men were the animal settlers of the *Embertrees* scenario (WD34), and will appear again in *Ristenby town*.

A18) Hunting range shared by 4 giant otters (7% chance per hex entered of encountering 1-4) and seven giant eels (70% chance per hex entered of encountering 1-4, but only if in water and more than 50' feet away from the shore). If both are encountered, combat between them will ensue.

a) Lair of the otters. There are two adults (AR-CM; HD-5; HP-20,24; AD-3-18; INC-Playful; MT(in water)-170) and two cubs (AR-SM; HD-2; HP-8,13; AD-2-8; INC-Playful; MT-140). Their pelts are worth 620GP, 744GP, 248GP, and 403GP respectively, but they are regarded as holy by the druidic community of Dolgold and thus enjoy their protection and that of the castellan: the penalty for harming them (if caught) will be an unpleasant death, probably at a druidic service of atonement. If only 1 otter is encountered, it will be one of the adults. They will not attack unless threatened, but if more than one is encountered there is a 20% chance per boat (+40% if fish are aboard) that they will overturn it in play. Should the eels then be encountered there is a 60% chance that this will be after the otters have wandered off to play elsewhere.

b) At this spot four large barrels will be found concealed in the brush, one of which has "L.Soverbuck, Ristenby" burned into the lid. The eels are newcomers to Dolgold Lake, and were carried in seven of these. The otters used three others to play with, two of which sank whilst one floated to the lakeside near the village. The animal settlers made the mistake of bringing eels of only one sex, so their numbers will not increase. The eels are responsible for the reduced catches of the Dolgold fishermen. The seven giant eels are (AR-SM; HD-4; HP-13,21,21,16,24,12,12; AD-3-12; INC-Hungry; MT-100).

A19) Hunting range of 2 cockatrices (AR-SM; HD-5; HP-15,19; AD-1-3 plus turn to stone; INC-Hungry; MT-(ground)-50/(flight)-150) who will only lash with their tails (for possible petrification) if they sustain damage themselves. They were placed here by Nordegel (see Map J) to allay suspicion of the real reason why some of the villagers had been turned to stone (there are six petrified figures scattered around this area in groups of 2, 1 and 3) but as yet no one has been able to take news of them to the village. The area is shunned by the villagers, however, as two of the stone figures were located. There is a 35% chance per hex entered of encountering 1-2.

A20) Lair of Forgan, a young giant (AR-C&S; HD-6D8+1; HP-28; AD-2-12; INC-Evil, Chaos; MT-110) whose recent history is the same as the goatmen (A17). All the people of the nearby village of Ganby know so far, however, is that one or two domestic animals have wandered off, and what could have been large human footprints were found nearby. He has yet to attack the villagers themselves. His lair (a roughly built bracken lean-to) contains a skin bag with 60CP, 140SP and 32GP inside it.

A21) Hamlet of Cragloy The population numbers 37 and is made up of shepherds and hunters in the main, though there is a little arable farming. The inhabitants are of pre-Vedran stock and have close links with the druidic community of Dolgold and the Barbarians to the NE (off the Map). Not being of any strategic value, the hamlet escaped the imposition of a feudal organisation (unlike Dolgold) and instead has an elected elder. At the moment this is Darkfern (Human; Age 52; Wealth-8/432/288; IL-4; AR-L&S; CC-Druid; HD-2; HP-14; AD(staff)-1-6; INC-None; MT-110) whose son was studying under Coltsfoot of Dolgold.

A22) Prando's Hobbit hole A green circular door is set into the hillside, on to the left of which is a row of four, equally spaced, circular windows. (See Map J).

If Nordegel is looking for fresh victims (see Dolgold village events table) then during the hours of darkness there will be a 6% chance per hex entered of encountering him (see key to Map J) and 1D8+3 trolls (see key to Map K).

A23) The Holy Stones A seemingly random grouping of standing stones 2-3' high are scattered in a roughly circular clearing in the woods. Five fairly fresh holes can be seen in the area (each big enough to accommodate one of the stones). This area is used as a temple by the druidic community of Dolgold, though its true significance has been forgotten. The stones radiate magic, as does the patch of ground in the

midst of them. Digging at this spot will reveal an ancient amulet of a type given to all Dolgar's human followers. When worn, the trolls will under no circumstances harm the wearer. It also has the effect of nullifying the teleports at (A27). The 21 stones are vaguely humanoid in shape, and are in fact the petrified remnants of Dolgar's tribe of trolls, (though six of the stones are now dwarves). For further detail see (G1) and Map J.

A24) Dolgold Quarry The cliff face has been extensively worked over the years and wooden platforms stand against it, some bearing pulleys. An empty cottage is situated 20 yards from the workings (by the road leading to it).

A pile of stones at the NE side of the quarry conceals the entrance to the trolls' lair. (see Map K).

A25) The Dwarven Mines The path leads to a large iron portal 10' high. Arrow slits can be seen in the rock at each side of the door. (see Map F).

A26) Dolgold Village (see Map G).

A27) The Ruin A group of tumbledown stone buildings stands some 50 yards east of the road, around which, for a distance of 20 yards, the ground is wild and untended. From the lush crops growing beyond this, however, it can be seen that the land is very fertile.

These buildings were the slave quarters when Dolgar ruled the area, and are shunned by the villagers as they are rumored to be haunted. These rumours are not without foundation, for because of the intense pain, suffering and numerous deaths which occurred here, the area is subject to a number of disturbing effects. For every hour spent in the ruins there is:

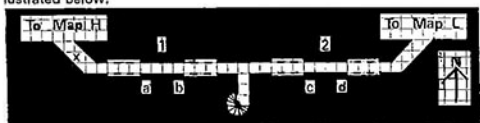
(i) A 25% cumulative chance that stones (one per melee round) will fly at a randomly chosen member of the party as if thrown by an unseen hand. The stones have a 30% chance of hitting (regardless of armour) for 1-3 points of damage.

(ii) A 40% cumulative chance that the party will see a "Vision of the past" — Dolgar's slaves being generally maltreated and tortured by the guards — complete with sound effects (during the hours of darkness there is a 10% chance that this will be noted even if only passing along the road).

(iii) If (ii) occurs whilst a party is actually in the ruins there is a 50% chance that 1-3 party members will see a slave gradually take their own shape. These apparitions will come to have exactly the same characteristics and accoutrements as the characters they resemble. They will begin to attack their look-alikes (hitting at -15%) when completely formed. They are totally immune to any form of magic and each can only be hit by the character it is attacking — characters not affected will not even be able to see them.

If the apparition is "killed" by the character, any damage taken by the character will instantly disappear. If the character is killed, however, he will fall into a coma for 30 minutes, after which he will wake up as a completely different beginning character in the same body (which entails throwing up new characteristics). He will, however, know the pre-Anginell history of the place (but not of the underground passages). This is what happened to Hugo Walters five years ago (see G2).

For every hour spent searching the ruins there is a 25% cumulative chance that a moveable flag will be found in the corner of one of the buildings. If raised, this will reveal a stone spiral staircase leading to a stone passage, illustrated below.



1 and 2 are identical 100' long sections of passage which act as teleports when activated by a person walking along their complete length.

Parties crossing from a to b will remain in the same section, but will be facing the opposite way (towards a). If the party are Blessed, however, they will be teleported to a point just west of section 2, walking towards the staircase. Parties crossing from b to a will be teleported to a point just west of section 2, walking towards the staircase.

Parties crossing from c to d or from d to c will be teleported to section 1 walking towards a.

Each party has a percentage chance of noticing the teleportation equal to the intelligence of its most intelligent member.

A point X the remains of a body will be found, which seem to have been there 30 years. Scratched on the wall above it are the words "Blessed are they who escape this place". There is a 50% cumulative chance that a party will notice this inscription when they are in this area.

A28) Dolgold Mill Walt Thumbgold leases the watermill from the manor, and lives here with his second wife Edna, his son John and daughter-in-law Jennifer. Walt (Age 46; Wealth-48/3584/2556; IL-6; AR-L; HD-5D8; HP-22; AD(Sword)-1-8; INC-Order; MT-110) is deceitful and

remoured to cheat his customers by giving them short measures. He is interested to see how Roderick (G51) fares with his political ambitions, but is basically loyal to Brinn ("better the devil you know"). Edna (Age 38; HP-5; INC-Chaos; MT-100) married him for money, but soon found that very little of it came her way. She is introverted and insensitive and has begun to rue the day. John (Age 27; Wealth-16/337/225; IL-5; AR-L; HD-208; HP-8; AD(Whip)-1-6; INC-Order; MT-130) is humorous, very intelligent, and studious. He keeps the mill accounts and carts their own flour to Ristenby for sale, which gives him the chance both to indulge in his passion for learning and get away from his wife for a while. He was railroaded into the marriage by his father as she had a handsome dowry. Jennifer (Age 27; HP-1; INC-Order; MT-100) is lazy, hostile and dour. They have no children.

A29) **Doldol Shepherd's Homestead** Michael the Shepherd lives here with his son Wulf, his daughter-in-law Hilda, and their four children. They tend the sheep of the manor, the villagers, and a few of their own. Michael (Age 60; Wealth-5/227/151; IL-3; HD-3; HP-11; AD(Spear)-1-6; INC-Good, Order; MT-100) is proud of his work, loyal to Brinn, and ever ready to help those in need. He detests thieves, however, and is certain that 6 days ago he saw some of the druidic community of Doldol rustling sheep, though he failed to catch them. Some sheep were also stolen 17 days ago. His son Wulf (Age 33; Wealth-7/170/113; IL-4; HD-2; HP-13; AD(Spear)-1-8; INC-Good; MT-140) is blustering, fussy and suspicious. A few days ago he was in the Sir Tristram discussing the recent sheep stealing when unknown to him, Balderag (see Map J) couldn't resist slipping him a *potion* which causes *lycanthropy*, because of his name. The next full moon is 8 days away at which point Wulf will become a werewolf during the night and attack his family (D6, 1-2) or the village (4-6). He will have no recollection of this the next day. His wife Hilda (Age 33; HP-4; INC-Good, Order; MT-110) is proud, well spoken, and has a great love of nature. They have a son aged 8 and daughters aged 13, 9 and 7. Also in the house are three sheep dogs (AR-L; HD-108+2; HP-9,7,4; AD-2,5; MT-150) who will fight to defend both the family and the sheep.

A30) **The Village of Verbury** (population 206). *The villagers are mainly arable farmers, though some sheep are kept in the hills.*

The occupant of the manor house is Sir Roland Verroll (Human; Age 31; Wealth-186/9140/6093; IL-8; AR-FPS; CC-Fighter; HD-5D10; HP-29; AD(Flaming Longsword) +5%; 2-9; INC-Good; MT-90) who lives here with his mother, wife, two sons, aged 6 & 4, five men-at-arms and a sergeant. His armour is *Platemail* +5%.

Sir Roland, a forceful yet sensitive man who does all he can for the villagers was present at the battle in the wilderness seven years ago, but managed to fight his way to safety. His father, who was granted the area by Risten and founded the village, was not so fortunate. He and his wife are great friends of Dulcinea, Brinn's wife, and are disturbed that they haven't seen her for some weeks.

Also in the village lives Edward Wimple the carter (Human; Age 39; Wealth-20/585/816; IL-6; AR-L; CC-None; HD-3D6; HP-14; AD(Whip)-1-6; INC-Chaos; MT-120) a greedy, unscrupulous individual who has been making money hand over fist for the past seven weeks by supplying the bandits (A15). 450GP of his accumulated wealth is in the form of 9 gold bars. His new found wealth has excited the envy of some of the villagers, though they don't know its source. At present he is in a quandary, as he has been told by an associate of Brinn to stop supplying the bandits but since they now know him by sight, they stop him on his way to Ristenby as usual (he doesn't know where their lair is).

The inclination of the rest of the villagers is mostly towards good, as is

that of the small temple run by Gerald the Benign (Human; Age 29; Wealth-50/594/396; IL-7; AR-PM; CC-Priest; HD-5D8; AD(Mac)-2-7; INC-Good; MT-70) who has a *Ring of Spell Reflection*. Gerald, younger brother of Sir Roland, was away adventuring when his father was killed, and has sworn to remain in the County from now on. Somewhat rough in appearance, he is energetic and stubborn. He is particularly well disposed to halflings and is a friend of Prando (A22).

A31) **Hamlet of Spoylesham** (Population 87). *The hamlet was founded by volunteers who accompanied Risten to Starstone, and was held favourably by him. Now, their Lord is Graneek, who doesn't treat them as favourably.* Graneek's bailiff Ned Noggrind (Age 47; Wealth-17/1153/769; IL-5; AR-L; CC-None; HD-4D6; HP-8; AD(Staff)-1-6; INC-Order; MT-100) is the most unpopular character in the village. He is a dour, insensitive martinet, full of his own importance, whose only concern in life is to see that Graneek gets his due — he is not averse to using his staff on the backs of shirkers when they are not working hard enough on Graneek's acres of domain.

The villagers also grumble at great length about the "scaly rats" to the south (A14) who have taken a couple of chickens and even a sheep. The bailiff has told Graneek's steward about them, and for him there's an end for it, but nothing has been done about what seems a trivial matter in far away Starstone Bridge. The villagers, however, will pay 10GP to have them dealt with, and are also fearful about the recent fate of Branstead (A32).

A32) **Hamlet of Branstead** *The five stone buildings here (cottages and barns) have been ransacked. The animal pens are empty, and it is obvious that the hamlet has been deserted for a number of weeks.* Branstead was the bandits' first port of call. (A15).

A33) **Village of Ganby** (Population 128). The village is held by the Marshal at Ristenby, but the manor house is usually occupied by his profligate second son Zygor (Age 22; Wealth-67/627/418; IL-7; AR-FPS; CC-Fighter; HD-3D10; HP-26; AD(Morning Star)-2-8; INC-(Evil)Chaos; MT-90) and his cronies (1-4 fighters and thieves with 1-3 HD each). It is the Marshal's view that he can't cause as much embarrassment here as in Ristenby. Zygor dresses dandyishly, is careless and over-fond of drink and women. To some extent this is a front, however, as he is an unprincipled schemer who is very conscious of the fact that only his elder brother is in the way of succeeding his father.

The rowdy activities of Zygor and his companions do not go down well with the rest of the village, which inclines towards Good and Order, especially a few incidents involving women of the village. The village priest, Telac (Human; Age 37; Wealth-32/775/517; IL-6; AR-PM; CC-Priest; HD-4D8; HP-21; AD(Staff)-2-7; INC-Good, Order; MT-70) has remonstrated to the Marshall about Zygor's behaviour on a number of occasions, but to no avail. The villagers look back to the time when Arinbjorn the Ranger was Marshall of Ristenby and Lord of Ganby with wistful longing.

Telac is somewhat aloof with strangers, but is scrupulously honest and has a keen interest in husbandry. He often waives some of his tithes dues in bad years, and has been known to aid those in need with gifts of up to 40GP.

It is rumoured that he has a treasure hoard secreted somewhere in his temple which allows him to do this. In fact he has a magical *Replenishing Purse* which, if a single gold piece is left in it overnight, will be found to contain 41GP next morning. Telac only uses the purse to save money for or give money to those in need.

A34) **Ristenby** (Population 2,000). This small fishing port is fully outlined in the forthcoming *RISTENBY TOWN* scenarios.



SARDKIRK

Introduction.

Two days after your unfortunate encounter with the Ristenby authorities, you receive a message from Perkin Waldun (or Tomkin Knott if Perkin didn't survive Longbottom Down) asking you to meet him at the "Conquered Bear" Inn, where he has reserved a room.

After commiserating with them over their recent losses, he outlines the recent history of the County (the last 3 paragraphs of Bumbleby's account) and adds the following:-

"It is a month since the rewards were offered but they have achieved nothing. In fact they have been counter productive, as many members of the Shiremoot feel that the matter is closed and are complacently ignoring the dangers which face the County. There is one group of leading citizens, however, who are very disturbed about the recent course of events and have determined to try and do something about it.

The plan to hire a group of adventurers which was put forward at the last Shiremoot seemed to hold out the best hope of success, but the points about worsening relations with the Baron and his underlings were valid ones, in spite of their source. If a seemingly "independent" group of adventurers were to take on the task, however, without the official sanction of the Shiremoot, these problems wouldn't arise. Also, they would not be hampered by the procrastination of certain Mootmen.

These gentlemen, therefore, have decided to provide financial backing for a Guild of Merchant Adventurers in Ristenby. Guildmembers will have their basic food and board paid for from guild funds, both whilst adventuring and whilst in Ristenby Town, where the empty residence of Walter Hensley will be leased for the purpose. The services of leeches will be provided for those guildmembers wounded whilst on guild business, and those whose wounds prevent further adventuring will receive a small but adequate pension of 3000SP per year. Interest free loans for the purchase of necessary equipment not exceeding 3000GP will be made available to new guild members, who will also, naturally, be free from tolls of the kind you have just experienced, both in Ristenby and Starston Bridge. In return, one fifth of treasure gained from adventures must be paid into guild funds.

The gentlemen in question (who for obvious reasons wish to remain anonymous), having heard of your bravery at (Longbottom and/or Embertree) have asked me to offer you the opportunity to become the guild's founder members. If you are agreeable the Guild of Merchant Adventurers will be inaugurated at an emergency meeting of the Merchant Guild this evening - the invitations to those who might object to this will arrive late. I myself will be designated Guildmaster - it is compulsory for this post to be occupied by a burgess of the town - and my duties will be to collect information and smooth the way with the County authorities, leaving you free to get on with the real work."

When any questions or objections have been answered and articles of membership signed, he will continue:-

"The most pressing dangers at this time seem to be centered upon the Gnomish Village of Sardkirk, 8 miles to the west of here. A month ago William Barnet, a carter of Ristenby who was taking a load of pig-iron to some Sardkirk armourers, vanished together with his goods and apprentice. I have just learned that the same fate has befallen a group of Gnomish pilgrims on their way to the shrine of Kerli's Axe, a divine gnomish weapon said to be buried on the island there. I suggest that you proceed to the village at first light tomorrow as it is possible that the same group of bandits who kidnapped the Hensley family might be behind these disappearances.

I have here a letter for Jaeri Merlissun, landlord of the "Pilgrim's Rest" at Sardkirk, instructing him to charge any basic living expenses you incur to me, and to give you what further aid he can."

It is suggested that upon entering Ristenby for the first time, either from Longbottom or Embertree (which appeared in White Dwarf 34 and should ideally precede Sardkirk) an encounter occurs between player characters and the town authorities, who will want a complete inventory of their wealth (searching them if necessary). Each character will be charged 30% of this sum for the repair of the town walls, pavement and bridge, in addition to a special tax of 50% levied by the Baron on foreigners visiting the town for purposes other than trade, the latter being introduced since the last meeting of the Shiremoot four weeks ago. Those NPCs carrying this out will be powerful enough to deal with any trouble bloodlessly.

This measure will make the above offer very attractive indeed, which will in turn save the characters from spending a lot of time "in search of adventure" during these first scenarios.

All usual non-magical adventuring equipment is immediately available in Ristenby, except for riding animals, full plate, platemail, banded mail or chainmail armour. The latter three items can be ordered however (cash in advance) and will take 5-14 weeks to be made. Riding animals cost three times normal prices, war steeds ten times, and take 2-5 weeks to obtain.

Village Background.

The village was founded during the reign of Rykar III after it was shown to be the site of a legendary duel between the Gnomish god Kerli and Golar a goblin deity. According to the Gnomish legend, Kerli tripped his adversary and clove his skull with his double-headed axe. Such was the force of this blow that the axe-head rebounded and cleft a valley in the hills. Kerli left the axe-head where it lay, covered with earth, and dedicated the mound to the Gnomish race forever. As time passed, the crater made by the axe-head and Kerli's labours filled with water, and the mound became an island.

When the first Gnomes arrived and began quarrying stone for a temple in the nearby hills, they found the rocks to contain Sard, and so dug a mine which they call "Kerli's Gift". A village grew up around the mine and temple to cater for the increasing number of pilgrims who began to visit the shrine of "Kerli's axe". The village was colloquially known as Sardkirk, however, as the stones with which the temple was built were embedded with chips of sard.

When Daretta the Fair usurped control of the Earldom, the Gnomes resisted for a time. Their strength was not great enough to hold out for long, however, and it was decided to flee to the south, with all the dangers this entailed, rather than stay and be killed or made slaves. The refugees were badly mauled as they made their escape. Many died, and most of their former wealth was lost.

The Gnomish contingent of Risten's victorious army fourteen years later was largely made up of the former residents of Sardkirk. The temple had been desecrated when they returned, and the village despoiled, but they soon set to work in rebuilding both, and though it has not yet reached its former size, the village has since prospered.

The returning Gnomes vowed never again to leave, and to this end they fortified the mine entrance, and have since kept the mine well stocked with supplies in case of emergency. They also elected Bardil Gerlissun (second son of Gerli, who valiantly led them on the march south and died as a result) as Gnomewalda to command them in time of danger. A contingent of gnomish fighters has since been summoned to fight for Vedra.

Village Events

Thursday and Monday - Market Day in Ristenby. 1-2 carters (B4) and 1-2 members of 2-5 households attend. Also, the carter from Embertree and 1-8 villagers (1-35 on Mondays) pass through on their way there and back.

Monday, Wednesday and Saturday - Religious ceremonies at the temple (B8); visiting pilgrims attend at least one of these.

Sunday - Dancing and merrymaking to celebrate the end of the week's work.

Monday - 2-8 male gnomes trained in weapons for two hours by Bardil (B9).

It is July. The farmers are collecting flax to be dried and spun, in addition to weeding the fields in preparation for the harvest in August.

Daily Events:

Each day throw 1D10. 1-4 = 1 event; 5-7 = 2 events; 8-9 = 3 events; 0 = 4 events from events table. It is suggested that events are worked out well in advance, for warning might be given for some of them.

Daily Events Table.

(D20)

- 1 Dead fish seen in the lake.
- 2 Villager falls ill.
- 3-4 Verlu and/or Vurdi (B10,B5) attempt to rob guest at "Pilgrim's Rest" (equal chance for party members).
- 5 Some livestock disappears from outlying farm (A3-5) due to wolves.
- 6-7 Daily Event (Throw D12)
 - 1 Verlu (B10) tries out her brazer (see B3)(once only)
 - 2 Jeggi (B3) encourages tardy debtor to pay up (once only)
 - 3 Jeggi (B3) cures Urdi Urdisson (B13) of his blindness (once only)
 - 4 Verlu (B10) adds to Figgi's paranoia (see B14)
- 5-6 Yeri Seggisson tells pilgrim of Jeggi's axe (see B3&B12). If any of the player characters have 600+GP there is a chance they will be approached (on their own). Choose the one most likely to fall for the tale (remembering that Jeggi will hypnotise them anyway).
- 7-9 Monster from A12-14 visits nearest occupied habitation (throw D6). 1 = seen only; 2-4 = attacks livestock (4-seen in the act); 5-6 = attacks human/gnome.
- 10-11 Visitor(s) fail to arrive (kidnapped by inhabitants of A8)
- 12 Inhabitants of A8 mount night raid on one of outlying farms (A3-5) similar to that carried out on A7.
- 8-20 Visitor arrives at village (see visitors table).

Visitors Table. (D100)

- 1-2 Sebastian Salter (Human; Age 45; Wealth-24/786/524; IL-5; AR-L; CC-None; HD-3; HP-13; AD(Long sword)- 1-8; INC-Order; MT-90'), a salt trader from Ristenby, and his apprentice (AR-L; HP-8; AD(Cudgel)- 1-6).
- 3-5 Roger Furnier (Human; Age 26; Wealth-20/140/93; IL-5; AR-L; CC-None; HD-1; HP-6; AD(Dagger)- 1-4; INC-Good, Order; MT-110') who has taken over the delivery of pig iron to the Treglissons (B2) and silver & pewter to Jeggi (B3) from Will Barnet. He insists on being accompanied by two men-at-arms (AR-CM; HD-1; HP-8, AD(Crossbow)- 1-4, (Long sword)- 1-6; INC-Order; MT-90') as he has just finished paying for his cart and team.
- 6-8 Roger Furnier (as above) delivering candles and oils to the village.
- 9-19 Pedlar. Franklyn Dustyfoot, sells beads, ribbons, pins, knives, bangles etc. (IL-3; AR-N; HP-5).
- 20-30 Pedlar. Percy Panner, sells pots, pans, wooden utensils, clothes pegs etc. (IL-3; AR-L; HP-7).
- 31-46 3-18 Gnomish pilgrims (stay in the village about 3 days).
- 47-52 John the Journeyman Smith of Ristenby. Mends metal implements and takes commissions for larger works. (Human; Age 27; Wealth-16/225/160; IL-5; AR-L; CC-None; HD-1D10; HP-10; AD(Hammer)- 1-4 + 3 for strength; INC-Order; MT-100').
- 53-58 Jules Cordony of Spoyleham, cobbler. Mends boots and shoes and makes them to order. He also mends other leather items and both supplies the Treglissons with leather and helps them with their leather-working. (Human; Age 54; Wealth-17/972/648; IL-5; AR-L; CC-None; HD-3D10; HP-18; AD(Hammer)- 2-5; INC-Good, Order; MT-70').
- 59-64 Simon the Tailor of Ristenby. Mends clothes and takes orders for them. Also does some trade in cloth, twine, needles and shirts. (Human; Age 36; Wealth-11/234/156; IL-4; AR-N; HD-2D6; HP-8; AD(Dagger)- 1-4; INC-Good, Order; MT-120'). He travels with his son, Henry, who is also his apprentice (Age 15; AR-N; HP-5).
- 65-67 Wart, the apprentice of the Embertrees carpenter. He mends wooden items and takes orders for his master Turnon.
- 68-70 2-8 beggars (HD-1) seeking alms from the temple.
- 71-75 1-3 customers for the Treglissons (B2).
- 76-94 1-5 gnomes from outlying farms (A3-5).
- 95-97 Merchant (Throw ID6)
- 1-2 Come to bring glazes for and buy pots from Burdi (B1). Has (1D6 x 100)GP and guarded by 1D4 men-at-arms.
- 3-4 Come to buy gems from miners and Jandi (B6). Has (2D6 x 100)GP and guarded by 2D4 + 2 men-at-arms.
- 5-6 Come to buy jewellery from Jandi. Has (4D4 x 100)GP and guarded by 2D4 + 2 men-at-arms.
- 98-00 Special — Throw ID6. Each occurs only once.
- 1 A "friend" of Chergi Gundisson (B7a) trying to find him and determine how his job went. (Assassin; HD-5D8; HP-21; Dagger + 10%).
- 2 A disappointed customer (axe buyer) of Jeggi's (Gnomish fighter; HD-4D10; HP-25).
- 3 1-2 relations of visitors who have disappeared (Gnomish pilgrims or those kidnapped later — see events table).
- 4 1-3 thieves (HD-3D6) who will stop over 1-2 days in the hope of skinning a few villagers/pilgrims/merchants. They will say that they are waiting to see one of the merchants (see above) whom they have been told will be visiting shortly.
- 5 Darro Burgess (Human; Age 21; Wealth-13/65/43; IL-4; AR-CM; CC-Thief; HD-1D6; HP-4; AD(Dagger)- 1-4 (x2 from behind); INC-None; MT-130') the thatcher from Embertrees. He will come to the village every day (except Monday) for two weeks whilst he repairs the roof of the "Pilgrim's Rest".
- 6 2-5 members of the Sardkirk contingent fighting in the Vedra war, who are on leave for 2 weeks (see village key). There is a 30% chance per member who *doesn't* return that he has been killed in the fighting.

Village Notes.

Gnomish names have three endings: -i for males, -u for unmarried females and -a for married females. Second names are taken from the father in all cases, though married females take that of their husband.

Unless otherwise stated, all male gnomes have ringmail or studded leather armour and shields (AR-SM) and short swords (AD- 1-6) available, whilst female gnomes generally unarmed and unarmoured (AR-N). This includes those at A3-A5.

All inhabitants of Sardkirk are gnomes, but their ages are given in human equivalents to aid role playing by the GM — their true ages will be about five times these figures. They develop more slowly than humans (probably more by choice than by nature) with childhood lasting correspondingly longer.

They are somewhat suspicious of "bigfolk", and do not readily give out information about fellow gnomes (especially those with adventuring skills)

except to aid gnomish causes or to proven friends.

The villagers know about the giant ants (but not those at (A11)), which is why they stay away from the Broch area (A8). They don't trouble the village, so they leave them alone. The complex beneath the Broch was found to be empty when the gnomes returned, though the search was cursory and incomplete (only areas C1-16) as some tunnels were blocked and others found to be unsafe. This is another reason why they have been pretty well ignored since then.

When the party arrives at the "Pilgrim's Rest" around lunchtime, Jaeri will tell them:-

"At first I thought you were Naeri Kreggisson and the pigs he promised to bring first thing this morning (no offence meant). Wander where the bugger's got to? Rurdi (A3), Raeri (B13), and Berli (B6) three village lads, got so tired of waiting for theirs that they went to fetch him but they haven't got back yet either. They must be jawing over some of old Kragi's home brew with the pilgrim Naeri was boozing with in here last night. He managed to set off at first light though, so Naeri's no excuse. Said he wanted to look at the Broch for some reason, though I can't think why — seemed a bit shifty to me. Now, what can I do for you gents?"

If asked, he will also tell them:-

- A relation of the missing pilgrims came looking for them last week and is staying at the Inn. (Room 0)
- About the Broch tunnels (see above, but he'll say they were searched thoroughly) and the ants (A8a).
- The outlying farms have lost a few animals recently (see Map A), probably due to wolves.
- If they're staying at the Inn, to watch their valuables, as guests have been losing things occasionally of late.

Things which the party may find out (if they ask) after a couple of drinks (either from Jaeri or the other villagers) include:-

- Dead fish have been found floating on the lake occasionally during the past couple of months.
- A number of villagers have been taken ill recently, especially the Kreggissons (A7) though strangely, those living at (A3-A5) have not been affected. Each player character has a 2% cumulative chance per day spent at the village of contracting a stomach disease. This will lower contribution by 1 (6%) per day until cured, and lost constitution will return at a rate of 2 (11%) per day (see C39).
- 23 years ago a human fighter, the son of one of Risten's volunteers, went exploring the Broch tunnels with two sons of Dreggi Dreggisson (B10). None returned.
- A couple of years after this two of the human's brothers came to the village searching for him. They never returned to Sardkirk, but whether they found their brother or not is unknown.
- Vurda's husband (B5) and two of her sons went hunting in the Broch area in the year that Sardkirk was refounded. It is thought that they went to see if the ants had any treasure, but if they found out the ants must have killed them, for none came back to tell the tale.
- Items from the background above.
- The tale of Vurdi "the dragonslayer" is a popular one, though it is grudgingly admitted that he has been a very successful hunter since his return.
- A red glow has been seen occasionally at night in the Broch area over the past 3 or 4 weeks. It is rumoured that the dragon that razed Farholme has settled in the vicinity.

Village Encounters.

Throw ID10 then ID20 to determine type of encounter. There is a 10% chance that visitor(s) will be involved, and a 15% chance that people from the outlying farms will be encountered, otherwise choose villager(s) (B1-14).

D10

- 1-2 Party member(s) approached:-
- 1-3 Offer of work; 4 Mistaken identity; 5 Amourously; 6-7 Offer of lodging; 8-9 For favour; 10-11 Offered help; 12-14 Offered something for sale; 15-16 Told false rumour; 17 Told true rumour; 18 Wrongly accused; 19 Justly accused; 20 Robbed.
- 3-5 Enquiry made of party members:-
- 1-7 General news; 8-10 Lost person; 11-13 Lost things; 14-15 General Background; 16 Lost animal; 17-20 Length of stay or intentions.
- 6-8 Party observe:-
- 1-3 Suspicious behaviour; 4-7 Argument; 8 Theft; 9-11 Bargain Struck; 12-14 Unruly animal; 15-16 Drunk; 17-18 Accident; 19-20 Breakage of something or effects of.
- 9-10 Party overhear:-
- 1-4 False information; 5-14 Previously unknown common knowledge; 15-17 False accusation; 18-19 True accusation (of villager); 20 Plot.

As with daily events, it is suggested that the details of village encounters be worked out fully before play begins.



MAP B: THE VILLAGE OF

SARDKIRK

Key to Map B

B1) Home of Burdi the Potter Burdi lives here with his daughter Burda, her husband Derli, and their son and daughter Breggi and Durly. The whole family are involved in potting to some extent, and their Sardware pots are widely known amongst gnomes. They dig clay by the lake and do their potting and firing in a large front room in the burrow. They are also involved in farming the village fields.

Burdi (Age 89; Wealth-11/588/392; IL-4; CC-None; HD-3; HP-16; INC-Good, Order; MT-40) is the brother of Vurda's dead husband (B5) and Jeggi (B3), and is interested in magic even though he wasn't bright enough to study it. Although very religious he sees this as a matter for personal choice and is very even tempered. He particularly likes dwarves.

His daughter Burda (Age 61; HP-4; INC-Good, Order; MT-50) is diplomatic, receptive, and very good at selling the pots to visiting pilgrims. She is cautious with strangers, however, and jealous of Derli's roving eye. Derli (Age 64; Wealth-15/1158/722; IL-5; CC-None; HD-3; HP-10; INC-Good; MT-50) is easy going, dandyish dressed, and lusty. He is easily swayed to lower his prices by a pretty female face, unless his wife or daughter are there to keep him in line. He virtually runs the pottery now. Their son Breggi (Age 35; Wealth-11/588/392; IL-4; CC-None; HD-3; HP-12; INC-Good, Order; MT-75) is blustering and over-friendly. He dislikes village life (amongst "yokels") and plans to open up a shop in a town or city somewhere. He is trying to persuade his sister Derli to join him in this venture.

Durly (Age 29; Wealth-14/1081/720; IL-5; AR-L; CC-None; HD-3; HP-23; AD(Knife)-1-3; INC-Good, Order; MT-70) has been trained as a potter by her father and grandfather, and is now better at it than either of them. She wears no armour, but is very dextrous. She is also very religious, and doesn't want to leave Sardkirk although she is frightened by its close proximity to the wilderness. She has been courted by Gerli Gaerisson (B4) for a number of years, but is reluctant to give up her craft.

B2) Home of the Treglissos Raeri and Flandi Treggisson, armourer and swordsmith, live here with their apprentice Arni Jandisson. As well as providing the villagers with armour, tools, weapons and repairs, they also sell their goods throughout the north of the county. Flandi's short swords being particularly highly prized. On Thursdays and Mondays the brothers always shut the shop to go to Ristenby market.

Raeri (Age 34; Wealth-39/3938/2625; IL-6; AR-C&S; CC-None; HD-4; HP-16; INC-Good, Order; MT-70) is truthful and interested in languages. He is subject to moods, however, and can be curt with customers, though he has a great respect for fellow craftsmen and always treats them civilly. The prices he charges are:- chainmail- 75GP; large helm* or shield*-21GP; splinted mail*- 112GP; scale armour*- 100GP; Ringmail*- 67GP; Studded leather*- 34GP; Leather*- 12GP; Small helm*- and shield*- 23GP. Items marked * have a 5% chance of being so well crafted that they count naturally as armour +5%. Items marked ** have a 10% chance of counting as armour +5%, in which case there is a further 10% chance that they will count naturally as armour +10%. He is a good friend of the Jerlissos (B11).

Flandi (Age 23; Wealth-54/4247/2831; IL-7; AR-C&S; CC-None; HD-4;

HP-19; INC-Good; MT-75) is very well up on all the gossip in the village. Most of his wealth is in the form of a collection of rare coins and tokens, about which he is very knowledgeable. He is very ambitious to make a name for himself as a swordsmith, and takes such care over short swords for outsiders that there is a 10% chance for each to be so well balanced that they add 1 to initiative and count naturally as +5%. He charges normal prices for his swords, though outsiders will have to pay twice the normal price for other tools, as this work keeps him away from swordsmithing and he is sick of sharpening tools for the harvest.

Raeri's treasure is kept in his room, which has a *magic voice* to warn of intruders. Flandi's is in a chest which has a *blinding spell* cast upon it. Both brothers hit at +5% due to their knowledge of weapons/armour. They leave usual blacksmithing jobs to John the Smith (see visitors table).

Their apprentice Arni (Age 15; HP-3; INC-Good; MT-80) is the son of Jandi Jurdisson (B6). He is calm, sober, but with an active sense of humour.

B3) Home of Jeggi Jeggi (Age 85; Wealth-90/10157/6771; IL-7; AR-L&S; CC-Illusion Weaver; HD-5D4; HP-14; AD(Dagger)-1-4; INC-Chaos; MT-50) is the brother of Burdi (B1) and Vurda's dead husband (B5). He dresses rather tatty, and ostensibly makes his living selling silver and pewter religious trinkets to pilgrims, but in fact casts *permanent light* spells on axes, and with the aid of Yerli Seggisson (B12) sells them to gullible and greedy buyers as "Kerli's axe" for upwards 600GP a time. (He acts as though extremely reluctant to part with them, whilst *hypnotising* the buyer at the same time.) On average, he manages to sell three each year. He is fond of nature, and can often be seen around the village, which he will protect in times of need.

He is a contrary and capricious character, as those who fail to pay for his spells find out to their cost. His spell book contains *Spray of Colours*, *Hypnotise*, *Fog wall*, *Darken*, *Invisibility*, *Magic Voice*, *Blinding*, *Improved Phantasm*, *Permanent Light*, and *Illusory Writing*. He also has a scroll with a *Blur Outline Spell*, a *magical wand* which detects enemies and a *Swimming Ring* (which he has lent Vurda the Fishwife (B5)). Both these and his other treasures are protected by various spells.

He secretly taught Yerli (B10) the art of Illusion in return for her favours (he is the father of her newborn son) until she stole a *brazier of sleep* from him, though he merely told her that he was not expert enough to teach her further and hasn't let on that he knows of her theft. When anything is burned in the brazier all within 10' of it will fall into a deep sleep for 48 hours unless they save against magic, though Yerli thinks it will summon a powerful creature to do her bidding. Jeggi has decided not to reclaim it until she tries it out!

He has also taught Yerli Seggisson (B12) the rudiments of his art, though he is not yet skilled enough to practice it, and is at present trying to persuade Daeri (B10) to let him teach Dreggu the art, as he feels she could be the best pupil he has ever had.

B4) Home of the Gaerissos Gaeri and Yerli Gaerisson, brothers of Derli (B1), live here with their families. They are the village carters, in addition to doing some farming, and have a cart (hire cost - 20SP/day) and a coach which they use to ferry pilgrims and market-goers to and from Ristenby (hire cost - 25SP/day). They also have the only stables in the village, which is managed by Yerli's wife Tregga, though business has been bad since the war started, the only occupants (apart from their own) being the ponies of Genri Herlissos (B7a) and Chergi Gundisson (B7q).

Gaeri (Age 69; Wealth-11/543/362; IL-4; CC-None; HD-3; HP-11; INC-Good, Order; MT-50') has spent most of his spare time drinking since his wife died in the flight from Daretta. He is somewhat foolhardy (especially when drunk) and none too bright. He has a lot of respect for dwarves and nobles, and frequently toasts their health in the "Pilgrim's Rest".

His son Geril (Age 28; Wealth-12/641/428; IL-4; AR-FP; CC-Fighter; HD-30/10; HP-18; INC-Good; MT-75') splits his time equally between farming and carting, and treats his father with kindly tolerance. He has an unbridled curiosity and is a fearless fighter. He will offer to accompany a party if they find a tangible threat to the village for an equal share (as he would like to raise enough money to get Delru (B1) a wheel and kiln of her own) and will don his magical *chainmail* + 10% for the trip.

Yerli (Age 59; Wealth-13/695/463; IL-4; CC-None; HD-3; HP-10; INC-Order; MT-50') does no farming as he is both slothful and enjoys his trips to Ristenby. He is honourable and very talkative.

His wife Tregga (nee Figgisson (B14)) (Age 41; HP-7; INC-None; MT-60') is an imposing figure — a lusty optimist with nothing but praise for the present rulers of both the village and the county.

Their daughter Gaeru (Age 14; HP-6; INC-Order) is selfish and maniacally nosy.

B5) Home of Vurda the Fishwife Vurda (Age 91; Wealth-5/214/142; IL-3; CC-None; HD-2; HP-10; INC-Good, Order; MT-30') lives here with her last remaining son. Her husband (brother of Burdi (B1) and Jeggi (B3)) went hunting with her other two sons in the year that Sardkirk was re-founded and never returned — it is thought that they died raiding the nest of giant ants (A8a) — and she has been morose ever since. She has the only boat in the village (which she will hire out at 75P/day) from which she fishes selling her catch in the village. Jeggi has lent her a magical swimming ring. She might tell a party that the fish have been sickening of late, and some have been seen floating on the lake.

Her son Vurdi (Age 24; Wealth-14/917/612; IL-5; AR-SM; CC-Thief; HD-40; HP-16; AD(Bow)-1-6, (Dagger)-1-4(x2 from behind); INC-Evil, Order; MT-80') is known jokingly as the "Dragonslayer" in the village. Two years ago Vurdi was refused permission to join the Sardkirk contingent going to war for the King of Vedra because of his lack of skill with the sword. This was around the time that the "Dragon" razed Farholme, and in a fit of temper Vurdi swore that he would "show" the village by slaying it single handed, and set out to do this. On his way he fell in with a wandering druid (son of Darkfern (A21)) who was ill advised enough to mention the *leather armour* + 10% and *Ring of Invisibility to Animals* which he had been lent whilst he spent a week wandering in the wilds. Vurdi killed him in his sleep and stole these and afterwards fell in with a group of thieves who found his ability to sneak past guard animals of great use.

Vurdi returned to the village a year ago and has since made a living hunting wolves and filching things from visiting pilgrims. Whilst on one of his hunting trips he was captured by the occupants of A8, but managed to convince them of his hatred for the rest of the gnomes (whom he has never forgiven) in a particularly gruesome manner. It was he who led the missing pilgrims to their slavery. He has been promised much of Sardkirk's wealth and initiation as a priest of Golar if he aids in its capture.

Vurdi is calm, secretive and antagonistic (as he uses other's retallation to cover his picking their pockets). He is very close to Verlu Verlission (B10) and thinks himself the father of her newborn child. It was he who robbed the bodies at A6 as he regularly reports back to his allies.

B6) Home of Jandi the Jeweller Jandi lives here with his wife Kraga, their children Saeri, Berli and Baeri, and Jandi's mother Janda. Jandi's youngest son Arni is the apprentice of the Treggissons. (B2).

Jandi (Age 42; Wealth-70/7900/5266; IL-7; CC-None; HD-5; HP-23; INC-Good, Order; MT-65') is the brother of Sagga (B7) and Jurda (B12). He is a dour, logical, blusterer with a soft spot for halflings.

Kraga (nee Kraglission (A7)) (Age 41; HP-1; INC-Order; MT-60') is a virtuous wife, but very avicious.

Their son Saeri (Age 22; Wealth-60/3694/2462; IL-7; CC-None; HD-4; INC-Good, Order; MT-80') is absorbed in his work and can be haughty if disturbed or his work is criticised. Otherwise he is very helpful. When pilgrims started to "lose" things (see B5) Saeri hired Jeggi (B3) to cast a number of spells to protect his family's wealth. He was slow in paying, however, and found himself walking over illusory bridges, through dung which looked like clear road, and being insulted by embarrassingly accurate *magic voices* until he did so. He dislikes in public all illusion weavers as a result. He also dislikes Paladins, never having got over being told that only humans can become such when as a gnomeling this was all he wanted in life.

Berli is one of the dead gnomes at A6, and his family will be grieving for him when he is found.

Baeri (Age 16; HP-2; INC-Chaos; MT-80') is a great disappointment to his family. Although he is covetous and very interested in gems, he hasn't the courage or the application to learn the jeweller's craft thoroughly enough, and performs badly.

Janda (Age 76; HP-3; INC-Good, Order; MT-30') is a calm old gnomelady

who is totally absorbed in the gossip and rumour of the village, to such an extent that the comings and goings of her family are common knowledge. She is usually found in the village bakehouse (B16). Although the jeweller's shop is open six days a week, Jandi and Saeri take turns to go to Ristenby on market days. Most of the Sard mined here is sold to them.

B7) The Pilgrim's Rest The village inn of Sardkirk is a bizarre construction built to cater for both the numerous gnomish pilgrims staying at the village and the occasional member of the 'bigfolk' coming on business.

The inn is owned jointly by Merli and Jaeri Merlission who live here with their wives Blanda and Sagga, Merli's 10 year old son, and Blanda's brother Blandi. Their sister Peggy is married to Meggi Rurdisson (A4).

Merli (Age 66; Wealth-30/3029/2020; IL-6; CC-None; HD-4; HP-28; INC-Good, Order; MT-50') is extremely intelligent (though modest with it) and tends to be far too forgiving (where breakages and unpaid bills are concerned) for his sister-in-law's liking. He is very proud of his homebrewed ale which "knocks you out if you aren't used to it". Guests have in fact been knocked out by the barmaid Verlu (B10) so that she or Verdi (B5) could rob them.

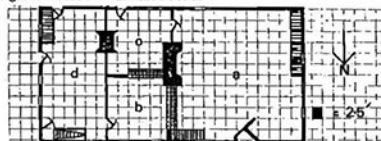
His wife Blanda (Age 55; HP-8; INC-Good; MT-55') is even more easy going than he is, to the point of being somewhat unreliable. She is truthful about her faults, however, (and everyone else's). She is the sister of Vaggi (A3) and Rurda (A5), the latter providing the trophies in the main bar (A).

Jaeri (Age 49; Wealth-30/3029/2680; IL-6; CC-None; HD-4; HP-20; INC-Good; MT-60') is very perceptive, and well up on the village gossip and happenings. Although his wife runs him ragged at times, he is very loyal to her.

Sagga (Age 47; HP-3; INC-Order; MT-60') is the sister of Jandi Jurdisson (B8) and somewhat jealous of his wealth. She is an arrogant, dour gnomewife who takes thrift to excess. She feels that Blandi is paid more than he should be for the work he does, and would secretly like to see the inn wholly in the hands of her and her husband. They have no children.

Blandi (Age 67; Wealth-9/240/160; IL-4; CC-None; HD-2; HP-5; INC-Good, Chaos; MT-45') does odd jobs around the place. He is something of a wastrel, and his calm exterior is usually due either to vast quantities of alcohol or to the drugs that he has been buying recently from Verlu Verlission (B10).

The Pilgrim's Rest — Ground Floor



- a) Main Bar The ceiling here is 11' high, and the panelled walls are decorated with a number of mounted animal heads (wolves, wild boar, deer etc. from Rurda (A5)). There are also displays of pottery (from B1) and religious trinkets from Jeggi (B3). Jeggi occasionally casts *magic voices* on the animals, directed at people who have annoyed him and sometimes just for the hell of it. Merli lets him drink here for free in return for the odd "Time Gentlemen Please" he casts (which tend to empty the bar of strangers very quickly).
- c) Serving area.
- b) Small Bar. The ceiling is only 5' 6" high, as this bar is exclusively for little folk.
- d) Kitchen.

First Floor

- e) to g) Guest rooms for bigfolk.

- h) Jaeri and Sagga's room.

- i) Blandi's Room



Second Floor



- j) and k) Merli and Blanda's rooms.

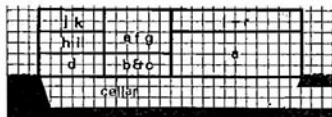
- l) to r) Guest rooms for little folk.

Cellar Contains sacks and barrels of food and drink. A secret door in the SW corner opens to an underground passage to the temple (B8) for use in times of emergency.

Staying in room (o) at present is Genri Herlissan (Gnome: Age 22; Wealth-12/369/132; IL-4; AR-CMB&S; CC-Fighter; HD-2D10; HP-11; AD(Axe)-1-8; (Bow)-1-6; INC-Good, Order; MT-75) whose family were amongst the missing band of pilgrims. He found out at Ristenby that a gnome had met them there and offered to take them to the temple, but all gnomes look the same to the human who observed this. He is staying here in the hope of hearing news of them, and will accompany a party with definite proof of their whereabouts.

Room (q) contains the effects of the gnome who went to visit the Kraglissans (A7) the day they failed to come to the village. His effects consist of clothes etc., the only thing of interest being a garotte (see C13). He went by the name of Chergi Gundisson.

SECTION



B8) The Shrine of Kerli's axe

The stones of the temple have chips of sard embedded in them, which gives the whole a reddish tinge.

In charge of the place is Telandi (Age 79; Wealth-70/5869/3912 (includes the temple wealth); IL-7; AR-PM&S; CC-Priest; HD-5; HP-26; AD(Magic Staff)-3-8; INC-Good, Order; MT-60), the uncle of the Gerlissans (B9). He is studious, virtuous and reliable, and is very proud of his family. His *magical staff* is +10% to hit and will, on his command, turn into a large snake (AR-PM; HD-11; HP-51; AD-constriction for 2D4+2) and attack as he directs. He also has a *magical clairaudience potion*. Telandi knows about Jeggi's axe dealings, but does nothing about it, as he knows that he can count on Jeggi should the village be threatened, and any true believer of Kerli would give the axe to the temple anyway (he makes sure that those who *do* get their money back). He is worried about the number of diseases he has had to cure lately, especially for the Kraglissans (A7).

Helping him in his duties is Kurdi Seggisson (Age 38; Wealth-18/1390/927; IL-5; AR-CMB&S; CC-Priest; HD-3; HP-17; AD(Mace)-2-7; INC-Good, Order; MT-65) brother of Seggi and Yerli (B12). Kurdi is scrupulously honest if a bit slow on the uptake. The other priest Jurgi (HD-3) is with the Sardkirk contingent fighting for Vedra.

Both priests will do all they can to aid adventurers who are working in the village's interests, but neither will leave the village themselves.

B9) Kerli's Gift

The Entrance to the mine is through a small fortification in the charge of Bardi Gerlissan the Gnomewalder, who lives here with his wife Megga, their 4 year old son, and Bardi's brother Gerli.

Bardi (Age 31; Wealth-80/9028/6019; IL-7; AR-FP&S +10%; CC-Fighter; HD-5D10; HP-46; AD(Sword)-4-9, (Dagger)-3-6; INC-Good, Order; MT-80) (*he has a *magical short sword* +5%, +20% vs. reptiles and hits at a further +10% due to his strength) was elected Gnomewalder at the re-founding of Sardkirk 33 years ago. His armour consists of platemail and a *magical shield* +15%. He is very interested in gems, and spends much of his time mining, in addition to receiving a levy from the finds of the other miners. His responsibilities have made him rather arrogant, though he is fond of talking to strangers about far away places. He collects knives and daggers avidly, especially those fashioned by humanoids, and will pay 2-4 times their worth for them. He will not shirk his responsibilities to the village by adventuring beyond the outlying farms.

His wife Megga (nee Meggisson, A4) is thrifty, honest, and very interested in old legends. She dislikes labourers after what happened to her brother Daggi (A4).

Gerli (Age 34; Wealth-34/3433/2288; IL-6; AR-FP; CC-Fighter; HD-4; HP-34; AD(Axe)-1-8; INC-Good, Order; MT-70) has always been overshadowed by his more talented brother, but is very loyal to him as he has always been the leader of the pair. His rooms are littered with his collection of statues, but he himself is away leading the Sardkirk contingent at present.

Their sister Gerla is married to Duggi Tærissan (A3).

All gnomes in Sardkirk have the right to work the mine, and most do so at least a few days a year. In some cases, poorer gnome pilgrims are also allowed to work the mine to raise money for their return journey.

B10) Home of the Dreggissans

This unfortunate mining family consists of Dreggi, Verli and Daeri Dreggisson and their children. Their sister Dregga (married Gaeri, B4) and each of their wives died in the flight from Daretta.

Dreggi (Age 74; Wealth-12/642/428; IL-4; CC-None; HD-3; HP-12; INC-Order; MT-40) had two sons who went off exploring the Bröch tunnels with the son of a human fighter from Risten's army 23 years ago — none returned. He is a taciturn individual who spends most of his spare time in his garden (which has been growing some strange plants recently thanks to Verli below).

Verli (Age 69; Wealth-12/642/428; IL-4; CC-None; HD-3; HP-20; INC-Evil, Order; MT-45) has become very bitter and unforgiving after what has happened to his family, and is as taciturn as his brother. At the moment he is murderously annoyed with his daughter Verli (Age 23; Wealth-10/373/248; IL-4; AR-L&S; CC-Illusion Weaver; HD-2D4; HP-8; AD(Dagger)-1-4; INC-Evil; MT-85) who has recently given birth to an illegitimate gnomeling. Vurdi (B5) is generally thought to be the father (even by himself) though in fact Jeggi (B3) is to blame. (Verli has perverted tastes). She is very interested in drugs and magic, and leads Vurdi by the nose. She knows of his dealings and ambitions, and plans with the aid of her *magical brazier* (see B3) to rule his allies when Sardkirk falls. In the meantime, with the aid of Vurdi's ring she has stolen narcotic plants from Darli Meggisson (A4), started growing them in her uncle Dreggi's garden, and uses them to spike the drinks (save vs. poison or sleep unwakefully for 12 hours) of guests at the "Pilgrim's Rest" where she works as a barmaid. When they are asleep, either she and/or Vurdi relieve them of some of their valuables. In smaller doses, the drug has a pleasantly narcotic effect, and she sells some to Blandi (B7). Her sister Dregga is married to Figg Figgisson (B14), whom she detests. He is the only person she has been practising her magic on.

The spells she knows are *Spray of Colours*, *Hypnotise*, *Fog Wall* and *Darken* but she will never use them in public except when in danger, and no-one except Jeggi knows of her powers.

Daeri (Age 64; Wealth-10/717/478; IL-4; CC-None; HD-3; HP-20; INC-Good; MT-60) is very conservative (he doesn't care for the idea of his daughter Dregga becoming an illusion weaver) and unreliable. His main interest lies in old legends, and he talks with Megga (B9) on this subject for hours on end. Happily, Dreggi (Age 16; HD-4; INC-Good; MT-80) is very thrifty, and what he does earn goes a long way. She is of a very forgiving nature and is extremely bright.

B11) Home of the Jerlissans

Jerli and Treggi Jerlissan, whose home is actually in the mine where they work, complete the small permanent garrison of the fortified entrance. After the harvest, the village's surplus food is stored here in case the villagers should be besieged (the wounds caused by the flight from Daretta run deep).

Jerli (Age 21; Wealth-12/303/219; IL-4; AR-PM; CC-Fighter; HD-3D10; HP-22; INC-Good; MT-75) is a generous soul and likes elves as he can talk to them in languages that gnomes do not usually speak. He is also fond of gambling (provided his opponents can afford to lose) and can often be found in the "Pilgrim's Rest". His armour is splinted chainmail, and he carries a shield.

Treggi (Age 21; Wealth-12/253/169; IL-4; AR-PM; CC-Fighter; HD-3D10; HP-18; AD-3-8; INC-Good; MT-75) is also interested in languages, but prefers the company of dwarves. (*His short sword is *magical* +10%). He is very extrovert and warlike and is at present with the Sardkirk contingent.

Both brothers are courting Jerlu (B12) in a spirit of friendly rivalry and are friends of Raeri Treggisson. If asked to accompany a party, Treggi will go, but Jerli will feel constrained in his duty and reluctantly refuse.

B12) Home of the Seggissans

This mining and farming family consists of Seggi, his brother Yerli, Seggi's wife Jurda and their children.

Seggi (Age 52; Wealth-9/481/321; IL-4; CC-None; HD-2; HP-7; INC-Good, Order; MT-55) is energetic, brave, but unreliable. He distrusts his brother Yerli, wondering where he gets his extra wealth, and suspects that he is stealing from pilgrims in a less subtle way than he actually is.

His wife Jurda (Age 48; HP-8; INC-Good, Order; MT-55) is the sister of Jandi (B6). She is interested in history, and although hot tempered is very loyal to her husband.

Their son Jerli (Age 21; CC-Fighter; HD-1; HP-9) has inherited her temper and is also very ambitious — he wants to prove himself so as to have a good chance of becoming Gnomewalder when Bardi dies/retires. He dislikes strangers as a rule, though as a great admirer of Risten he makes an effort where Paladins are concerned. He is fighting with the Sardkirk contingent.

Seggi (Age 20; HP-6; INC-Good, Order; MT-50) is truthful, reverent but very lazy. She dislikes 'bigfolk' as they frighten her, and has been trying to attract the attention of Saeri Jandisson (B6) for some time, but with no success.

Jerlu (Age 18; HP-6; INC-Good, Order; MT-80) is Seggi's youngest child. She takes great care over her appearance and has a well developed sense of humour. Both of the Jerlissans are courting her, but she is handling the situation very diplomatically.

Yerli (Age 18; Wealth-19/1467/978; IL-5; CC-None; HD-3; HP-18; INC-Chaos; MT-70) has a profitable sideline in addition to farming and mining

— selling Jeggi's "Kerli's axes" to pilgrims. Yerli is superb at sizing up prospects and approaches rich-looking fighter types who are visiting more from duty than from religious conviction. Skillfully, over a few drinks he turns the conversation to weapons and mentions conspiratorially that "Old Jeggi" probably has the best weapon in the village. After swearing his confidant to secrecy, he will tell him that 33 years ago when the temple was being rebuilt, Jeggi unearthed an axe-head whilst digging the foundations. He didn't tell Telendi for fear of having it confiscated as a relic. Yerli saw the axe by chance when visiting one day and offered him 300GP for it. Jeggi swore him to secrecy about it and said he wanted at least double that (which Yerli couldn't afford). Yerli will finish by saying that he has nearly saved enough now to buy it, and aren't the tricks fate plays amusing? They usually sell "Kerli's Axes" about 3 times each year, and each time Yerli is paid 50GP.

He is a suspicious character (which helps with his "work") and is studying illusion weaving under Jeggi, though his progress is slow. He has a venomous dislike of the vagabonds who visit the temple to beg occasionally.

He courted Verlu (B10) for a while, but was not as manageable as Vurdi, who replaced him on his return. After a brief spell with Vurdi's sister Dregga (B14) he now occasionally "dallies" with Vegga (B13).

B13) Home of the Urdissons The Urdissons comprise Urdi, Nerli and Daggi who live here with their wives and/or children. Their sister Furda is married to Freggi Kraglsson (A7). They split their time between farming and mining.

Urdi "the blind" (Age 62; Wealth-0/450/273; IL-1; CC-None; HD-2; HP-12; INC-Good, Order; MT-10) was, until two years ago, a religious bigot and hypocrite who was outwardly very devout whilst at the same time "carrying on" with his brother's wife Vegga. His favourite saying was "May Kerli strike me blind if I am unworthy", and he berated Jeggi (B3) incessantly for selling religious trinkets whilst not a "true believer" himself. After some time of this, Jeggi couldn't resist fulfilling his wish, and secretly cast a *blinding spell* upon him after he uttered his oath in the "Pilgrim's Rest" one night. This miracle did much to increase the devotion of Kerli's worshippers when news travelled abroad. All Telendi's efforts to cure him failed, and though Jeggi has been meaning to reverse it for some time he hasn't got around to it yet. Urdi became a reformed character — honest, sober and repentant — but he still dislikes illusion weavers.

He is cared for by his daughter Urdi (Age 37; Wealth-15/70/47; IL-5; CC-None; HD-1; HP-2; INC-Good, Order; MT-55) and the rest of the family. Urdi began to sell books and scrolls (mainly religious in nature — she had collected them for a long time) when her father became blind, and the business is helped considerably as her father is a "point of interest" for pilgrims. She is well spoken, and is herself a devout follower of Kerli.

Nerli (Age 54; Wealth-9/481/321; IL-4; CC-None; HD-2; HP-10; INC-Good, Order; MT-45) is talkative and soft-hearted and will pour out his grief over his son Saeri (one of the dead gnomes at A6) to all who will listen when the body is found. His wife Flenda (Age 44; HP-4; INC-Good, Order; MT-50) is also upset, but not enough to curb her extreme nosiness.

Daggi (Age 51; Wealth-9/481/321; IL-4; CC-None; HD-2; HP-14; INC-Chaos; MT-45) is proud, hard-hearted, cowardly, and would like to live in a town but has no urban skills. He vents his frustration on his wife Vegga (nee Tærission (A3)) (Age 39; HP-2; INC-Chaos; MT-55) who seeks solace in the arms of others. She is moody, greedy and forever dreaming that someone will come and "take her away from all this". They have no children.

B14) Home of the Figgisssons Figggi, Figgli, Serli and Saggi Figgisssion live here, together with Figgli's wife Dregga and their two daughters. Apart from Figggi, they are all totally concerned with farming. Their sister Tregga is married to Yerli Gærission (B4).

Figggi (Age 40; Wealth-14/1081/721; IL-5; AR-SM; CC-None; HD-3; HP-10; INC-Good, Order; MT-60) is the only gnomewife miner in the village, and is better at it than most of the males due to her wide knowledge of rocks and minerals. She is a friendly, though blustering, individual who likes merchants as they give her a better price than Jandi or Saeri (B6). She reckons that the vein of Sard must extend towards the Broch (A8), but no-one pays her much heed.

Figgli (Age 33; Wealth-8/428/285; IL-4; CC-None; HD-2; HP-6; INC-Good, Chaos; MT-75) as the object of Verlu's arcane attentions (B10) due to his misplaced nosiness, has been getting surrounded by fog whilst circumventing the dung heap, losing consciousness whilst up ladders and so on, as a result of which he has become paranoid. The only people he isn't frightened of are haillings and his close neighbours, to whom he may reveal that he noticed Verlu returning to the village from the NW in the early hours one morning, carrying a mysterious bundle under her arm (plants from A4).

His wife Dregga (Age 33; HP-4; INC-Evil, Order; MT-70) is Verlu's sister. She is both mean and disloyal at every opportunity, and after a time of having to make do with Verlu's cast offs, things were 'just developing' nicely with Rurdi (A3) when he went and got himself killed. Still, she is

very optimistic that the same fate will overtake Figggi soon (as he is), when she will have his meagre wealth to herself.

Serli (Age 26; Wealth-9/481/320; IL-4; CC-None; HD-2; HP-10; INC-Good, Order; MT-65) is reverent, truthful and very fussy. He is saving up to start a mill in the village, to save him and the other farmers from either hand-grinding or carting their grain to the Spoylesham mill.

Saggi (Age 18; Wealth-11/18/12; IL-4; CC-None; HD-1; HP-7; INC-Good; MT-80) is the village herdsman and a great friend of the badgers (A2). He is sensitive, courteous, yet forceful when he has a point to make.

B15) Gærissions Stable This establishment is run by Tregga (B4), who stables visitors' mounts for a fee (4SP/day/horse, 3SP/day/pony) as well as the family's own.

B16) The Bakehouse In addition to providing the village ovens the bakehouse also serves as a meeting place for the village gnomewives, 2-5 of whom will always be found here gossiping during the hours of daylight.

B17) Ruins This is the site of the old temple which was despoiled by Daretta's minions.

B18) Deserted Gnomeburrows.

B19) Remains of a bonfire from the recent "Burning of the Dread Queen" celebrations.

the Broch caverns

Introduction

The Broch Caverns is a 'thinking' dungeon, and its inhabitants will react sensibly to any moves against them. A party which is insufficiently wary will be in serious trouble. The Bloody Fang tribe of goblins (for their recent history see D14) is not particularly cohesive, however, and a party which becomes aware of any of the numerous sub-plots might use the information to their advantage. The Madder and Scarlet clans, for example, are disgruntled at their shortage of female goblins (brought about by the present Chief's policy of trying to make the Crimson clan the largest and most powerful group) and conflict could arise because of this. The position of the Chief himself (Galrak — D14) is by no means secure.

There are a total of 478 goblins (both adult and goblin) in the tribe. A running head-count should be kept, for once the tribe has lost 150 casualties in total there will be a 20% cumulative chance per day that further losses are incurred that Galrak will be disposed and more overt action be taken against the gnomes of *Sardkirk*. Once the tribe has sustained 250 or more casualties they will depart to the Northern Waste, taking whatever treasure they have, as will their guests and allies. The other monsters will remain, however.

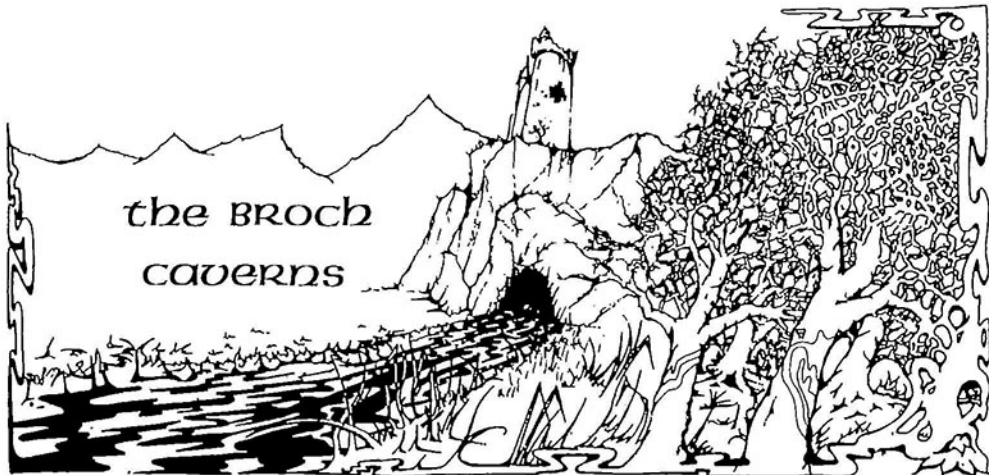
The goblins will try to capture rather than kill intruders, as they need slaves for the mine — the intruders will even be healed by the tribe's priests, though they will take any priests of other gods for eventual sacrifice to Galrak (see C54). On the second occasion that party members are captured Galrak will have his plan to dispose of Borak ready (see D10 & D14), and both of these can give rise to exciting escape scenarios. Should a party be captured for a *third* time the horrible death they receive will be deserved.

The task for a party of adventurers is to remove the danger which the goblins pose to *Sardkirk*, whose inhabitants will be more interested in improving their defences than in attacking the goblins themselves. Those whose relations are known to have been captured might accompany a party, as might those specifically mentioned in the *Sardkirk* description, but in general the party will receive little active help in the dungeon itself.

There are a number of leads given in the dungeon, but players should only be able to follow these up as far as is described in the text. They will have pressing matters to attend to in *Dolgold* immediately after these adventures, and Perkin will advise them that more proof is needed against the suspects (they have powerful friends) before any moves can be made against them.

To save unnecessary duplication of statistics the table below shows the different types of goblins to be found in the complex. In the map keys they will be referred to as Type A, Type B etc.

Type	AR	Armour	HD	HP	Weapons	AD	MT
A	SM	Studded leather & shield	10B-1	1	Axe	1-6	70'
B	SM	Studded leather & shield	10B-1	2	Axe	1-6	70'
C	SM	Studded leather & shield	10B-1	3	4 Javelins	1-6/1-6	70'
D	SM	Studded leather & shield	10B-1	4	3 Javelins	1-6/1-6	70'
E	SM	Studded leather & shield	10B-1	5	Short sword	1-6	70'
F	CM	Scale armour & shield	10B	6	Short sword	1-6	55'
G	CM	Scale armour & shield	10B	7	Spear	1-8	55'
H	CM	Scale armour & shield	10B	8	Spear	1-8	60'
J	CM	Scale armour & shield	10B-1	8	Short sword	1-6	60'
K	CM	Scale armour & shield	10B-1	9	Short sword	1-6	60'
L	CM/9S	chainmail & shield	20B	11	Short sword & Military Pick	1-6	65'



The guards in the complex have a three shift roster, guards 1, 2, & 3 below and so the guardrooms will always be occupied by sleeping guards except at meal times (shown below).

There are no random encounters in this dungeon, but the goblin tribe does conform to a strict timetable (below) giving different encounters in different areas at different times of day. Once this is realised, clever players might use the timetable to their own advantage.

6am	Guards 1 relieved by guards 2. Females in nurseries (C38&51, D28) relieved. Whole tribe except guards 2 (and females in nurseries looking after goblins too young to attend) go to Great Hall (D38) for main meal.
7am	Tribe returns to clan sections.
7am-8am	50% off duty female goblins clear up remains of meal, taking scraps to C52, washing pots and throwing rubbish in river at C39a and b, then returning pots to clan halls. (C27&45, D23)
7am-2pm	Clan chiefs, chief's sons, bodyguards and their wives sleep, though at least one bodyguard remains outside chief's door. Guards 1 and 50% off duty females sleep. Guards 3 amuse themselves in clan halls, from 8am-2pm joined by female goblins not sleeping. Beastguards (C37-38) and Rat Riders (D21) sleep. Slaves (see Map E) fed on scraps then go to sleep. 50% off duty females begin meal preparations in clan halls. They go to C39 to get water.
7am-3pm	Guards 2 relieved by guards 3.
8am	Females in nurseries relieved.
1pm	Whole tribe except for guards 3 go to Clan halls for meal.
2pm	Beastguards and Rat Riders get up and eat. Females return to nurseries with goblins. 50% off duty females clear up remains of meal taking scraps, rubbish and dirty pots to C39.
3pm	Guards 1 amuse themselves in Clan Halls, from 4pm-9pm joined by 50% of off duty females.
3pm-6pm	Guards 2 and 50% off duty females sleep. Slaves fed and start work.
3pm-9pm	Chiefs and bodyguards leave tribal halls and go to council session (D7) and guardposts (D28). Their wives work in their rooms. Chiefs' sons visit guards 3 on duty. Their wives work in their rooms. Beastguards feed weasels and pigs (C36&56), then they and the Rat Riders train along the main corridors. 6 Rat Riders on their mounts (D18) and the Beastguards mounted on the male weasel (C38) patrol the main corridors thoroughly, while archery practice takes place at C56.
4pm	Revels in the great hall attended by 50% of all awake, off duty goblins (including clan chiefs etc). Those not attending amuse themselves in clan halls.
4pm-6pm	Beastguards (C37-38) let in boars and feed pigs.
6pm-9pm	Religious service in temple attended by all adult males except guards 3. 50% off duty females begin preparations for meals in clan halls.
8pm	Guards 3 relieved by guards 1.
9pm	
10pm	

Females in nurseries relieved.

Whole tribe except guards 1 go to clan halls for meals.

Females return to nursery with goblins.

50% off duty females clear up remains of meals.

50% Guards 2 and chief's sons amuse themselves in clan halls.

Beastguards and weasel plus Rat Riders go outside to raid/patrol

Guards 3 and 50% off duty females sleep.

Clan chiefs, bodyguards, wives and 50% guards 2 amuse themselves in clan halls, joined from midnight to 5am by 50% off duty females.

Chiefs' sons and 50% guards 2 go outside hunting/fishing/foodgathering/patrolling.

Chiefs' sons and 50% guards 2 return and amuse themselves in clan halls.

Beastguards and Rat Riders return.

Beastguards let out boars after feeding them and weasels.

Religious service in temple attended by all adult males except guards 1.

50% off duty females begin preparations for meal in great hall.

The above timetable should be consulted to determine the occupants of the goblin areas at any specific time.

Female goblins are (AR-N; HD-1D6; AD-None; MT-80').

Goblins are (AR-N; HD-1D2; AD-None; MT-50').

The INC of all goblins is -Evil, Order unless otherwise stated. They each carry 1-6CP and 0-2SP

Key to Map C — The Broch Caverns — Level 1

C1) Swampy pool, before cave entrance. This is the outlet for the pool in C18 and is 2' deep. It contains 3 Giant Leeches (AR-S; HD-2; HP-6,5,3; AD- 1-2 plus 2 each round thereafter; INC-Hungry; MT-35') who will attack those with least armour for preference. Also in the pool lie the long dead remains of a gnome (B5), and though his helmet, leather armour and short sword have been in the water too long to be of any use, 6GP and 13SP have fallen from his rotted purse.

C2) Steps to a narrow ledge 8' high which avoids the pool, neither of which is visible from the pool edge. The steps at the far end of the ledge are clearly visible from the passage (C3) however, and beside them lie a rusty hammer and a rotten leather thong.

C3) Passage. The walls are rough hewn and the ceiling is 6'6" high. The pit consists of two 6' x 8' hinged doors, that nearest the entrance dropping if a combined weight of 250+ lbs is placed upon it, the other a weight of 80+ lbs. When the doors drop characters must throw under DEX on 5D6 or fall 15' to take 1-4 damage. Lying in the pit are two gnomish skeletons wearing scalemail (beyond repair) and chainmail (seems OK but will rend when first hit giving AR-L&S unless repaired) respectively (B5). Beside them are a small shield, 2 small helms, 2 short swords (all useable) two short bows and arrows (rotted), and a bronze gong worth 4GP weighing 5 lbs. Their purses contain 1)6GP, sard worth 10GP; 2)7GP.

C4) Portcullis. There is a gap of 2' between it and the floor but it is rusted to such an extent that it is immovable.

C4a) Rockfall blocking the passage. A way has been cleared over the top, however, which also gives access to the passage to C18.

C5) Winch Room. *Contains a capstan (to raise the portcullis — rusted beyond repair) and a lever (disengages trap — still operative). A party has a 50% chance of noticing a length of rotted rope in the NE corner and a small hole in the ceiling above it.*

C6) Musty room smelling of decaying vegetable matter and showing no sign of having been used for long time. A couple of rodent skeletons and scattered bones lie in the E alcove. This section has not been resettled, both as a matter of Royal policy (see history of the tribe) and because the occupant of C11 has killed a couple of nosy goblins. There is a 25% chance that 1-2 giant rats (AR-L&S; HD-1/2; HP-4/3; AD-1-3 plus disease; INC-Hungry; MT-120') will be in the room. The secret door is impossible to detect accidentally; if looked for normal chances apply.

C7) Alcoves. Guards were stationed here during the occupation of this section. The secret door in the E alcove is one way only, and cannot be opened from this side.

C8) Guardroom. *Rotted vegetation on the floor lines the walls (below empty weapon racks) and a wooden chest with a rusty lock stands in the SE corner. The vegetation is old straw and the chest is empty — its back has been staved in — but above it lurks a giant tick (AR-PM; HD-2; HP-9; AD-1-4 + automatic 1-4 each round thereafter until 9 hours has been reached; INC-Hungry; MT-25'). The thick, iron-bound door to C9 is open.*

C9) Guardroom. *Rotted mats cover the floor, and on the walls hang empty weapon racks. Bits of rotted rope lie around the door to C8, and a rusted lever is set in the N wall.*

C10) Guardroom. *10-12 broken beds, a few broken wickerwork shields and short weapons are strewn on the floor. The wall bears some rotted hangings and the secret door to C7 is plainly visible.*

C11) Clan Hall. *A large circular stone fireplace and a cauldron can be seen in the centre of the room, whilst in the middle of the E wall on a dias, a barbarously carved throne stands before some tattered wall hangings. The ceiling is 12' high. The floor is littered with broken pots, utensils, bones etc. and in the SE corner is a great pile of rubbish. A drapery hangs on the S wall. The ashes beneath the cauldron are fresh. The rubbish pile consists of mats, bones and the remains of dead ants, and also contains the mutilated bodies of 3 goblins (2-3 weeks dead), two gnome skeletons and the torso of a freshly killed gnome. Behind it lurks a huge spider (AR-SM; HD-3; HP-16; AD-1-6 + poison (save or sleep for 12 hours); INC-Hungry; MT-170'; 80% chance of attacking with surprise) which will attack all who enter except the goblin who feeds it. (Melak, C15).*

C12) Clan Storeroom. *Rusty hooks hang from 3 beams at the N end of the room, a fourth beam is broken. A number of rotted sacks and broken/empty casks and barrels lie on the floor together with a number of giant ant shells which have a phosphorescent green mould growing upon them. This is aphismould and is quite harmless. It is used by Melak to bait the trap in C16, for ants find it irresistible.*

C13) Melak's larder. *Various pieces of dubious looking meat hang on the walls, and in the NW corner stands a cask (contains brackish water). The meat is mainly rat and local animals, but includes a sheep, two gnome legs and a gnome's head. These are parts of Chergi Gundisson (B7q), the assassin who left Sardik before the party. Whilst searching for the secret door in C6 (disguised as a goblin), he encountered Melak. Intrigued by his behaviour, and the fact that the section was supposed to be empty, he followed him and fell prey to the spider in C11 (who Melak calls Sheila, as she's ugly enough to be human).*

C14) Melak's storeroom. *Contains a number of short spears, axes, javelins and small shields plus two short swords, 2 short bows, 17 arrows, 1 quiver, 1 gnomish shield, one set of scalemail and chainmail (gnome sized), 1 gnomish helm, 2 silver arrows, 2 empty wineskins, 60' rope, 1 lantern, 1 hammer, two oilflasks, 12 iron spikes and 2 sets of goblin clothing. The gnomish equipment belonged to the sons of Dreggi (B10) who are now in C11.*

C15) Melak's Chamber. *If this is reached on the first trip into the goblin complex Melak will be found snoring on his bed in a drunken stupor clutching an empty wineskin, and Chergi Gundisson's effects be as described. Otherwise there is a 2 in 8 chance of Melak being here, and a 1 in 8 chance of his being in each of C10-14 and 16. Chergi's treasure will be in the chest, and his backpack etc. in C14.*

A bed with a metal frame (large enough to accommodate 3 gnomes) lies in the upper SE corner. On the N wall hangs a crude tattered tapestry showing a migratory tribe of goblins whose leader is pointing at a cliff face. An iron chest stands in the NW corner, whilst at the foot of the bed lie a light crossbow, 11 quarrels, a short sword, shield, and small helm of gnomish design, a backpack and lantern.

The tapestry is worth 10GP. The padlock on the chest is rusted solid — Melak has unscrewed the hinges at the back and opens it that way. It contains a sard worth 20GP, 64GP, 86SP, 183CP. The backpack contains a finely decorated dagger with the name "Norggi" engraved on the blade in gnomish (worth 9GP); a goblin dagger with the name "Ralarak" engraved

on the hilt; a purse; a spellbook; an ivory scroll case; a set of gnomish clothing; 2 days iron rations; a pewter goblet (8SP) with a bear and ragged staff and the words "The Conquered Bear" engraved upon it in the common tongue; an oilflask; tinderbox; a set of lockpicks; and a map. The purse contains 12GP, 18SP, 3CP, and a ring (protection +5%). The spellbook contains the following illusion weavers' spells — *Detect Invisible, Darken, Disguise Self, and Spray of Colours*. The scroll case has a scroll of invisibility inside it and the map shows C1-6 and C31 together with the passage joining the latter two and the secret doors at its E and W ends, with the instructions that they pivot centrally by pushing on the RH side (in goblin). On the reverse side of the map, also in goblin, is written "The victims, one male and three females will be found in room X (C31), and around noon they should all be asleep. It is vital that the dagger be left in the corpse of the male and that no evidence of your entrance or exit be left. The remaining half of your fee will be found in a chest beneath the bed."

Melak was left for dead at the battle of Rockbury, awoken and returned to find the cave complex empty of goblins. He has lived alone ever since (except for his pet spider Sheila (C11)) and has spent the years keeping out of the way of the dopplegangers (D15). The only reason he has been able to do this is by finding a pair of magical speedboots (which give him an MT of 120') on the battlefield. He has a paranoid fear of goblins as a result which has been heightened recently by the return of the tribe — he will gladly help any adventurers in the task of getting rid of them again if they are kind to him and keep him supplied with alcohol (which he has missed sorely). He will be annoyed if Sheila is harmed, however, and will plot revenge. He knows the layout of C21-51, (but not of their present occupants or the secret doors), and of the transfixers in C18 where he gets his water. He is armed with a short sword, short composite bow and dagger, armoured with gnomish chainmail and shield, and can communicate with spiders as well as speak Goblin. If awakened he will have a raging hangover, and will only answer questions after a swig or two of wine.

Melak (Goblin: Age-46; AR-CM&S +10% (due to speedboots); CC-Fighter; HD-1D10; HP-10; INC-None; MT-120'). He speaks coarsely, swears a lot, and hates gnomes almost as much as he hates goblins.

C16) Guardroom. *Broken bunks and weapons, plus a few pieces of worthless copper jewellery litter the floor. In the NW corner is an alcove behind an iron grate, in which a giant ant eating green mould can be seen. Two restraining chains are set into its back wall. A torch holder is set into the N wall in front of the grate, beneath which lie a gore encrusted spear and an iron hook attached to 3' of rope. A slimy trail runs along the floor by the W wall, getting thicker as it goes north, and in the NE corner lie a rusty brazier and torture instruments.*

The grate is raised by pulling a chain which goes into the wall by the left of it. If the torch holder is raised a small compartment will be revealed, containing a similar chain which raises the back wall of the alcove, giving entrance to C17.

C17) Nursery. *The ceiling is only 4' high in this room, yet a stone cooking pit is dug into its centre. Rotted straw covers the NE area and a 3' diameter hole goes into the wall at the NW corner.*

This room also contains 3 giant worker ants (AR-CM; HD-1; HP-6,8,8; AD-1-2; INC-Order; MT-150') who are tending 20-30 grubs in the straw.

C17a) Contains 12 giant soldier ants (AR-CM; HD-1D8 +2; AD-1-4 +sting for 2-8(1-4 if save); INC-Order; MT-150') who will enter C17 at a rate of 4 per round if the workers or larvae are attacked. Both passages from this room lead to the queen's chamber (see A8a).

C18) Cavern filled with stalactites and stalagmites. *A stream runs from a tunnel in the W wall to a pool of clear water in the centre, in which blindfish can be seen.*

Those standing in the shaded area have a 40% chance of being attacked by one of the 12 transfixers above (AR-CM; HD-1D10; AD-2-8; INC-Hungry; MT-10'). Within the shaded area (and only visible from within it) is the lined over skeleton and equipment of a human fighter (B10) whose purse contains 11SP and whose long sword +5% is still useable if cleaned. The rest of his equipment is useless. A freshly killed goblin lies beside him.

C19) 3' high tunnel.

C20) Large cavern with orange and green lichen growing on its roughly hewn walls. *In the NW corner steps carved into the rock lead up to a brightly lit balcony, from which a rope leads to a pulley at the centre of the ceiling and dangles down. An indistinct 'blob' is tied to the end of it. (see D29).*

The 'blob' is in fact a gnome's foot (all that is left of Furda Kragisson — A7&E2) and rocks a and b are lichenwombs (AR-L&S; HD-5; HP-24,25; AD-1-8 +5% chance to swallow whole; INC-Hungry; MT-60'). These 20' long worms look like rock with patches of lichen dotted upon it, and spend most of their time in a state of semi-hibernation, during which time they can absorb nourishment from the ground through root like protrusions on their undersides. They are 90% undetectable in this state though there is a 10% cumulative chance per person in the room per round that they will awaken and launch surprise attacks. Any characters

swallowed whole will take 3 points of automatic damage per round until they cut themselves free by inflicting 7 points of damage on the worm's inside or are cut free from the outside. Worm b conceals the bottom of a chute from D44a.

Caves of the Maddar Clan.

C21) Four guards (type C goblin) from C25. The guards are lax, and there is an $\frac{80}{100}$ chance of surprising them due to them dozing/arguing loudly (where n is the number of times in past 2 weeks, including this one, that the tribe's territory has been infiltrated).

C22) Rubbish Room. All the insalubrious rubbish of the Maddar Clan is dumped here ready to be carted away to C39b. The stench is appalling and there is a 50% chance that 1D6+4 giant rats (from C75) will be present. These will ignore a party unless they are attacked in which case the guards at C23 are 80% likely to be alerted.

C23) Alcoves. 2 type E goblins are stationed here, though each has two javelins in addition. The chances for surprising them are as for C21 above. A rope hanging from the ceiling rings an alarm bell in C26, though this can't be heard at C23. The secret door is one way and cannot be opened from this side.

When intruders enter C22 the alarm is sounded. As the intruders leave C22 the guards leap out, hurl their javelins, and flee to C24 whose occupants are expected to slow down the intruders and absorb any magic before retreating to C25. After some amusement opening the door for people charging at it, then locking it behind them while their friends beat futilely on the other side (to give the rest of the goblins time to group) the intruders are allowed into room C25 where the net and the goblins from C25 and C32 (types C&G) are waiting. At the same time the type E goblins from C26 will exit through the one-way door and attack the intruders from behind.

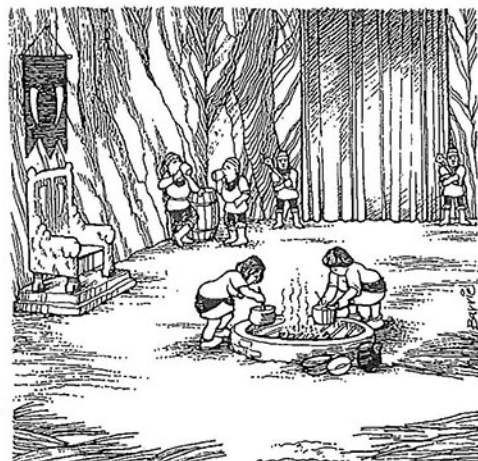
In case this is not sufficient, the females and goblins will all be shepherded into C33, whence the clan dignitaries and bodyguards will endeavour to escape if the encounter in C25 goes badly.

C24) Barracks. *Straw and blankets line the S and E walls, and a weapon rack is affixed to the N wall. The stout iron bound door in the E wall has been recently repaired and a large barrel stands in the NW corner (contains water).*

These are the quarters of 12 type A goblins split into 3 shifts (see timetable) whose guardposts are C35 and D1.

C25) Barracks. *Straw and blankets line the S and W walls and a weapon rack stands against the N wall. A lever is attached to the wall in the SE corner, and a large barrel stands in the NE corner (contains water).*

These are the quarters of 12 type C goblins whose guardpost is C21. Attached to the ceiling in the NW quarter of the room is a weighted net, operated by the lever above. It is grime covered and there is only a 20% chance of noticing it if a party rushes into the room. Because of lack of drill however there is a 50% chance that the drop will be mistimed (catching no-one, and having a 1 in 6 chance of dropping on the pursuing goblins). Otherwise, 2-6 adventurers will be caught, but the net is in such a poor state of repair that characters of above average strength, or with drawn edged weapons will be able to break free in one round (3 rounds if neither).



C26) Barracks. *Straw and blankets as before, and the one way door and alarm bell over it are clearly visible. Weapon racks stand against the E walls and a large barrel in the SE corner (contains small beer).*

These are the quarters of 12 type E goblins whose guard posts are C23 and C34.

C27) Hall of the Maddar Clan. *The ceiling is 12' high and the room is dominated by a crudely carved throne on a dias by the E wall, behind which hangs a black banner with two large madder fangs embroidered on it. A firepit stands in the centre of the room (surrounded by cooking utensils, pots etc.), a large water butt stands in the SE corner, and drapes hang on the S wall.*

Four type G goblins (from C32) stand guard at the N and S entrances. For other inhabitants see timetable.

C28) Storeroom. *Haunches of various meats hang from 3 beams at the N end of the room. Some of the meat is recognisable as mutton, beef etc, the rest is dubious (rat, dog, gnome ...). The S of the room is filled with barrels and sacks of various beverages and foodstuffs. The floor sacks have "Roughmill Grade III, WT" on them in common, whilst two large barrels of ale and beer, and two smaller ones of mead and watered wine, all have "Ibra Sowerbutt, Ristenby" burned into their sides.*

Ibra Sowerbutt is the landlord of "The Woolpack" in Ristenby, whose brews are justly celebrated throughout the County. He sells them by the barrel to a number of people and will not be able to pinpoint this batch.

Walter Trickledean (WT), the Ristenby Miller, will tell a party that amongst others, the Beastmerchant north of Embertrees takes a fair amount of Roughmill III for the hunters who deal with him. (The beastmerchant appears in Ristenby Town).

C29) Ralrak's Room. *The room contains a pallet, blankets, pillow, table, the half stuffed carcass of a bear, a flagon of wine, a small chest and a copper goblet. (2GP).*

Ralrak (type K goblin) is the son of the Maddar clan chief. He admires Galrak (D14) for the way he seized power, and would like to gain the Maddar chieftainship by the same means. If possible, he will try and engineer his father's death at the hands of any adventurers captured, even going so far as to kill his father in their presence and throw them a knife so that they can escape afterwards. He will make promises to parties but will not keep them.

He shares this room with his two wives, who are making the bear into a trophy (it was trapped by Ralrak) when he visits the on duty guards (by which means he is gaining popularity amongst them).

The chest is locked and contains 9CP, 24SP, 14GP, and a sard worth 18GP.

C30) Bodyguards' Room. *Contains 3 mats and blankets, a jug of mead, drinking pots and 2 pails.*

This room is shared by Rorak's (C31) 3 bodyguards (type H goblins) and their wives. Two of them accompany Rorak everywhere when he is awake whilst the other stands guard outside his room when he sleeps.

C31) Chief's Room. *A 6' square bed stands in the SE corner half way down the E wall, whilst on the N wall hangs a half-finished tapestry. Also in the room are a pillow, a flagon of watered wine, and four silver goblets. (6GP each).*

Under the bed is a locked chest containing, 45CP, 15SP, 97GP, 3PP and 2 pieces of Sard worth 30 GP and 40GP. The tapestry shows Rorak putting forward Galrak as the next leader of the tribe.

The room is occupied at the noted times by Rorak (AR-CMGS; HD-2; HP-12; MT-60; armed with short sword and 4 javelins) the clan chief, and his 3 wives. Rorak is lazy and greedy, and has been able to indulge in both since supporting Galrak to the tribal throne. He would, however, like to see more overt action taken against the gnomes of Sardkir.

C32) Barracks. *A weapon rack stands against the N wall, whilst 12 bunks, 5' long, line the S and E walls. Behind a heavy grill in the NW corner a barely alive gnomeling (one of the pilgrims) hangs from chains set into the wall. A fire burns in the brazier before him, which also contains various torture implements. A large barrel stands in the NE corner (contains mead) and a torch holder is set into the N wall beside it.*

These are the quarters of 12 type G goblins (whose guard posts are the N and S doors in C27) and their 12 females. The grate and backwall are raised and lowered in the same fashion as those in C16.

C33) Nursery. *The ceiling here is only 4' high, yet a stone cooking pit is dug into the centre. Straw covers the NE area.*

Except at the times for meals in the clan halls, this room is occupied by 33 goblins and 5 females (the wives of the chief and his son are spared menial work). The females spend some of their time making goblin garments, a small pile of which lies in the SW corner.

C34) 2 Guards (type E goblins) from C26. The same chances of surprise exist as for C21.

C35) 2 Guards (type A goblins) from C24 with similar chance of surprising.

C36) **Trophy Room** (The double doors are locked (key in C37). *Straw covers the floor of this room, on whose walls hang various stuffed heads (human, gnome, elf, dwarf etc plus animals), rusty armour and weapons.* The room is occupied most of the time by a pair of adult male and female giant weasels (AR-SM; HD-4/3; HP-28,15; AD- 1-12 or 2-8 plus similar damage automatically for each round after the first successful hit; INC-Hungry; MT-100' (100' when mounted)) and two cubs (AR-L&S; HD-1; HP-7,8; AD- 1-3, automatic after successful hit; MT-110'), whose pelts are worth 10GP/HP.

Only the male will leave the room, with or without supervision from the beastguards (C37-38). A four-seater saddle hangs on the W wall, bearing the mark "Peleter". Stephen Peleter is a saddler of Ristenby, and remembers this commission well! The beastmaster asked him to make it for a circus client who wanted an act with four dwarves riding a giant weasel (see C28). The saddle was stolen on the way there, however, and Stephen is engaged in making a new one, which the party should be in time to deliver if they so wish.

C37) **Beastmaster's Room** A large bed stands in the SE corner and the floor is *rush strewn*. A lever is attached to the S wall.

These are the quarters of Garnok, the beastmaster (a type K goblin but having *chainmail armour* +6% and short bow in addition) and his two wives. On a thong around his neck are threaded the keys to C36 & C56, 12CP, 7SP and 3GP. The lever makes the floor in C39e un/safe (generally the former).

C38) **Beastguards Room** Same general description as C30. These are the quarters of 3 type F goblins (also have short bows) and their 3 wives. All the beastguards and their spouses use the great hall (D36) as their clan hall and D12 as their nursery.

C39a) Area where water is drawn.

b) Area where rubbish is thrown most prominent being the carcass of a huge (5' at the shoulder) dead rat. It is this rubbish which has been causing disease in Sardkirk.

c) 3 guards (type F goblins) from C44. There is a 40% chance of surprising all guards from the Scarlet clan (where n is the number of intrusions, including this one over the past two weeks).

d) 2 guards (type B goblins) from C42.

e) This area is brightly lit, and a metal pillar 6" diameter runs from floor to ceiling.

The light comes from a permanent light spell on the ceiling, for this is one of the tribe's chief sources of entertainment. The floor in the E section is made up of two trapdoors, which will collapse if subjected to a weight of 80lbs or more. Beneath them is a 15' deep pit containing 3 rubrums (AR-CM; HD-1D8+1; HP-8,8,6; AD- 1-6; INC-Voracious; MT-60'). The walls of the pit are too smooth to climb, and though the iron pillar is attached firmly to the pit floor, it has been extremely well greased. When the goblins throw the odd unarmed captive or criminal down the pit the W section of the room is always crammed with eager spectators. Various bones (goblin, gnome etc.) lie in the bottom, in addition to a 10 GP sack that a goblin thief swallowed in a vain attempt to escape detection.

Caves of the Scarlet Clan.

C40) **Rubbish Room** Same general description as C22, but there is a 75% chance of meeting 1D6 + 4 giant rats from C75.

C41) **Alcoves** As C23 but the two guards are type F goblins (with 2 javelins each) from C44.

C42) **Barracks** Same general description as C24. These are the quarters of 15 type B goblins split into 3 shifts (see timetable) whose guardposts are C39d and C59.

C43) **Barracks** Same general description as C25, but there is no chance of mistiming the net and it is twice as strong. These are the quarters of 15 type D goblins whose guard posts are C52 and C52a.

C44) **Barracks** Same general description as C26. The quarters of 15 type F goblins whose guard posts are C39c and C41.

C45) **Hall of the Scarlet Clan** Same general description as C27, except that the fangs are scarlet, the guards are type H goblins and there are three of them guarding the W door.

C46) **Storeroom** As C28.

C47) **Borak's Room** This room contains a pallet, blankets, pillows, pail, table, chair and locked chest (contains 60CP, 49SP).

Sewn into one of the pillows are 13GP. Borak (type K goblin), son of the

Scarlet Clan chief, is annoyed at his father being ousted as chief of the tribe, especially as he is infatuated by Gorak's wife Gaza, who would be his if his father was the chief (see C65, D24 & 26). The clan feel the same way, but the chief, being ultra-orderly, has accepted the decision. Borak is purposely kept from responsibility by the tribe chief Galrak, and has already spent a night in the trial cell (D42) on a trumped up charge. He will engineer a party's escape (after pointing them at Galrak and son (D14 & 26) via the temple) if any are captured in the Scarlet Clan section, and will be aided by clan members. He will only dare to try this once, however, and should they be captured again they will go to the mines.

C48) **Bodyguards' Room** Same general description as C30. The room is shared by Balrak's (C49) 4 bodyguards (type K goblins) and their 4 wives.

C49) **Balarak's Room**, same general description as C31, but the half finished tapestry shows a tribe chief (with crown) being treacherously stabbed in his sleep. The chest contains 59CP, 79SP, 33GP and the goblins are copper (6SP each).

Balarak (AR-CM&S; HD-2; HP-14) is armed as a type L goblin but has a dagger + 5% in addition. He shares the room with his 3 wives. His father, the late tribe chief, died before telling him the way to the treasure room.

C50) **Barracks** Same general description as C32, but no gnome and 15 bunks. These are the quarters of 15 type H goblins (whose guard posts are in C45) and their 12 females.

C51) **Nursery** Same general description as C33. Usually contains 5 females and 35 goblins.

C52) **Mine Entrance** There is a circular pit 30' deep in the centre of this room above which a platform hangs suspended from a pulley. This is raised and lowered by a capstan in the E wall. A large kennel lies in the SW corner next to a handcart.

The kennel houses 3 large wolves (AR-L&S; HD-3; HP-14,16,10; AD- 2-7; INC-Evil; MT-170') and also in the room are 3 guards (type D goblins) from C43.

At 4 pm the wolves and 2 of the guards are lowered to the mine. They unlock the cage (see Map E), take one of the slaves and return to C52 with the wolves. When it is safe to do so (the wolves would attack them if they were still in the mine) the remainder of the slaves come out of the cage and their breakfast (if they're lucky) and tools are lowered down to them. The useless rock they dig is carted away throughout the day by the chosen slave (manacled beforehand) and dumped outside D49.

At 8 am the slaves stop work and lay their tools on the lowered platform. This is raised and their food and water (the amount depending on how much sard they have found) lowered down to them. They take this and go back to the cage, because the wolves are sent down before the guards are lowered to lock the cage door again for the 'night'.

C52a) 2 guards (type D goblins) from C43.

C53) **Corridor** This leads to the temple and has grotesque and macabre carvings on both walls. The temple doors are stiff for the first inch or so, but then fly open easily.



C54) **Temple of Golare the All-Father** The walls are decorated in the same fashion as the corridor and are 25' high. The room is lit by a silver bowl of blue-burning oil between the altar steps which casts eerie shadows. A stone staircase climbs up the E wall, and in the alcove

beneath them a large brass gong can be seen. On the altar 2 incense burners give off a sickly sweet odour, behind which stands the 8' statue of a grinning goblin. Restraining chains are set into the statue's base and at each corner there is a silver goblet. 15' behind it a distorted shadow is cast against hanging drapes which have a silvery sheen.

The silver bowl is worth 50GP, the goblets 30GP each and they contain unholy water. The chains are used to restrain captured priests, who have a 10% chance per day of being sacrificed. The alcoves in the NE & NW walls contain 6 goblin zombies (AR-L; HD-20; HP-7,8,6,4,9,10; AD-2-7; INC-Mindless; MT-65) who will push the doors against (AD-1-2) and attack all who enter the room between 6.30 am — 8.30 pm and 10.30 pm — 4.30 am except priests of Golare. At the same time one of them will sound the warning gong.

C54a) Font A bronze font stands behind the statue, and statuettes of other goblin deities lit by candles giving bluish light stand in the alcoves in the SE & SW walls.

The font is worth 300GP, the statuettes 20GP each, and they weigh 300lbs and 20lb respectively. The drapes on the S wall are four bolts of silk, worth 60GP each. Each character has a 10% chance of noticing the spy holes above the alcoves.

C55) Inner Sanctum A stone staircase, leading upwards, can be seen on the E wall, on the side of which, hanging from metal hooks driven into the stone, are 2 silver censers and 2 sets of ornate robes in silvery blue silk. On the S wall hangs a tapestry depicting the statue in C54, before which stands a small altar with 2 prayer mats before it. A barrel with a box on top of it stands in the NW corner, whilst against the W wall are 2 desks and chairs. A large cupboard stands in the SW corner.

The censers both contain a mixture of incense and charred gnome flesh and are worth 15GP each, the robes are worth 30GP and 40GP. The barrel contains oil, the box candles, both of which burn with a blue light. The cupboard contains books and scrolls on religious topics (non magical) and containers of incense.

A spell has been cast on the floor at the entrance which will wound the first non-priest of Golare to step on it, for 2-8 points of damage. Also in the room are three ghouls who will attack intruders (AR-SM; HD-2; HP-10,13,8; AD-1-6/1-3/1-3 plus paralysis; INC-Evil, Chaos; MT-80').

The cupboard and desks are locked, one of the latter containing a magical wand which can fire bolts of power doing 2-5 damage at the rate of 1 per round. It has 12 bolts left.

C56) Two well used archery targets hang on the W wall of this passage.

C56a) Boars Room The room has a disgusting stench. The floor is covered with straw and excrement, and a trough stands against the E wall.

The occupants are a male boar and two sows (AR-L&S; HD-4; HP-24,10,18; AD-2-12 or 2-8; INC-Territorial; MT-140') and 5 sounders (AR-1; HD-1; HP-8,4,4,4,1; AD-1-4; MT-90'). The boar and first sow will only be in the room from 8 pm to 4 am, the others will always be present.

C57) Pony Stable If there are any hobgoblins visiting the complex (see D29) 2-8 pack ponies will be found here.

C58) Empty Room The door is locked.

C59) Guardroom On the S wall is a windlass for raising and lowering the portcullis at C60. The 3 guards here are type B goblins from C42 who are also armed with short bows (see C39c for chance of surprising them).

C60) The water from here to the outlet is 3' deep, and a cliff face across the stream comes down to water level. Just north of the cliff is a portcullis worked from C59. This is raised from 11 pm to 4 am as the Rat Riders (D21) use it as an entrance/exit, but is lowered for the rest of the time.

C61-64 and C66-68) This section has not been inhabited since the tribe returned, as their numbers were considerably reduced at the battle of Rockbury. The rooms are empty apart from a few pieces of appropriate junk.

C65) This room has obviously been cleaned recently. A flagon of wine and 2 goblets stand on a small table next to the bed.

Also in the room is a Giant Rat (HP-7) and each character has a 10% chance of noticing the words "Borak — get vial hidden in crimson rat"... scrawled on the earthen floor. The rat is in fact Giza (D24) wife of Gorak (D26) the son of the tribe's chief, who has been secretly meeting here with Borak (C47) who was her intended until the tribe elected their present ruler. To allay suspicion she has been using a *potion of shape changing* belonging to the tribe's witch (D11) which she has topped up with water. Unfortunately the crystals at C71 (over which the tribe's water passes) have made the effect permanent, and this time she has been unable to change back to her original form. Borak came, thought she hadn't been able to come and went away without noticing the message. The *potion* is hidden in D18 (the crimson rat room) and although Giza has a small vial of

it on her person, as a giant rat it is part of her fur and she has been unable to use it.

C69) Nursery Room As C33 except that there is a small hole in the roof and bird droppings on the floor. The room is the lair of a colony of blood-birds (AR-L; HD-4; HP-4 to 9; AD-1-3 plus automatic 1-4 after first hit; INC-Hungry; MT-170') who have been warned of the consequences should they attack the goblins or their visitors by the goblin priests (D45-46). Whilst the door to this room is open, characters will be attacked by 1-3 birds per round until a maximum of 10 is reached between the hours of 4 am and 8 pm. From 8 pm to 4 am they will be attacked by 2-5 per round until a maximum of 27 is reached.

C70) Frogs Lair This damp cave has a straw covered area of floor in the NW corner, whilst at the entrance a jelly-like substance can be seen in the water.

Three vicious giant frogs (AR-1; HD-2; HP-6,12,9; AD-1-2/1-2/2-7; MT-(walk)-60', (jump)-120') will also be found, in addition to the cages they were brought in. The half-eaten body of a manacled gnome lies in the straw. The jelly is spawny.

C71) Strange phosphorescent crystals can be seen on the stream bed.

At the GM's option drinking water from C39a can give slumber and charming spells only a 50% chance of working on the drinker for 12 hours. The crystals will lose their special properties if exposed to daylight.

C72) 12' deep pool Those not walking along the E wall must throw under dexterity on 4D6 (100% = 18) or fall into it. Those behind fallers must throw under dexterity on 2D6 or follow them. The pool contains a giant crab (AR-PM; HD-4; HP-22; AD-1-10/1-10; INC-Hungry; MT-80') which will surprise fallers 60% of the time. At the bottom of the pool are 2 human skeletons (brothers of the corpse in C18) with their rusted arms and armour. Their purses, however, will yield a total of 37GP and 14SP.

C73) Crabs Lair On the rocks lie a number of fish bones, empty shells and 2 half-eaten goblins. There is nothing of value.

C74) Waterfall This drops 20' down a rock chimney, the sides are covered with slimy weed. At the top of the drop a rope tied around a tree stump has been thrown down it. The rope is old, however, and there is a 50% cumulative chance per person climbing the rope that it will snap. The fall will cause 1-6 points of damage.

C75) Rats' Tunnels These 2' diameter tunnels are inhabited by 40 giant rats (AR-L&S; HD-104; AD-1-3 plus 5% chance of disease; INC-Hungry; MT-120'). There is a 30% chance per 50' of tunnel that 2-8 will be encountered.

Key to Map D.

D1) 2 guards (type A goblins) from C24 (see C21 for chance surprising).

D2) 2 guards (type L goblins) from D6. These guards, and all other members of the Crimson Clan (D18-28) are well drilled and chances to surprise them are normal.

D3) Smithy/Armoury A bellows and forge are located in the SE corner beside a pile of coal. Nearby an anvil can be seen and an assortment of smithing tools lie around the place. The work in progress consists of a number of short swords and goblin armour in for repair. A large wagon, with half a load of pig iron stands in the centre of the room, behind which is a sharpening stone and a large vat of water.

The wagon has the words "William Barnet — Ristenby" painted on the sides. The smithy is operated during the hours of darkness (giving rise to the red glow seen in Sarkirk) by the occupants of D485 who work to the same timetable as Clan Chiefs. They use the Great Hall (D36) as their Clan Hall.

D4) Terak's Room Same general description as C29 but without the bear. These are the quarters of Terak the smith (type L goblin) and his 2 wives. The chest contains 26SP and 8 GP.

D5) Assistants' Room The room contains 2 beds and 2 pails. It is the quarters of Terak's 2 assistants (type F goblins) and 2 females.

D6) Guards' Barracks The room contains 10 large beds (for goblins at least), a weapon rack against the E wall, drinking vessels, blankets etc, and a large barrel in the SE corner (contains wine).

These are the quarters of Galrak's (D14) bodyguards (10 type L goblins) and their 20 wives. 4 of the guards accompany Galrak wherever he goes, the other six take turns at guard duty at D2. Submerged in the barrel is a locked chest containing 94GP.

D7) Council Chamber A throne is placed at the S end of the room at the head of a long table with 3 chairs on each side of it and one at the op-

posite end. The council is chaired by Galrak (D14) and consists of Gorak (D26), Zarak (D45), Gezok (D46), Shibra (D11), Rorak (C31), Karg (D44) and Balrak (C49).

D8) Guard Room *The room is empty apart from 2 large chairs each occupied by a bugbear from D44. When the council is in session in D7 the members' bodyguards will also be found here.*

D9) Treasury *The door to this room has 2 keyholes (both keys in the possession of Karg D44). Unless the bottom lock is opened first the ceiling above the W 10' of the passage will collapse, all beneath receiving 2-12 points of damage (½ if saving throw is made). This will also occur if the door is forced.*

The room contains 2 daggers, 6 silver ingots, worth 25GP each and each weighing 50lbs, belonging to William Barnet; a suit of chainmail, a longsword and a bow, and a purse containing 11GP belonging to Tredwell Greycloak; 8 each of gnomesized leather jacks, shields, swords and 3 bows and quivers, plus 287GP in coins and gems belonging to the captured gnomish pilgrims, and 3 gnomesized studded jacks, 4 shields, 4 short swords (one of which is *magical* + 10%), a suit of splintmail and 2871GP in plate, coins and gems belonging to the Kragissons. For all the above see E2. They will all give half their wealth in return for being rescued (but will expect to get the other half back). If the goblins kidnap any travellers, capture intruders or raid the outlying farms, the wealth of these will also be in this room. If at any time the party of priests are visiting the complex (2% chance, see D29) whilst a party is adventuring here, for following adventures half the above loot will have been taken away and the remainder split equally amongst the council members (see D7).

D10) Torture Chamber *The room contains a rack, brazier and various instruments of torture.*

The first time party members are captured on this level they will be sent to the mines. The second time, they will be bound and left in this room. A few moments later the secret door will be opened and a dagger thrown into them with a note written in common reading "Go through the door, down the steps, and turn right, keeping close to the left wall, if you wish to escape. Close the door behind you". The handwriting is that of Vurdi "the dragonslayer" (B5). The one-way door to the steps is clearly visible from the passage, not so the secret door to D14.

D11) Shibra's Chamber *This room is well furnished by goblin standards and contains a bed, desk with silver candlestick, chair and a wall-hanging decorated with cabalistic symbols.*

A locked chest lies under the bed and contains 72CP, 73SP, 34GP and a sard worth 23GP. It is protected by a *magic voice* which will loudly cry for help if the chest is touched. The candlestick is worth 15GP. The desk contains a spellbook with the spells *Identify Object*, *Weaving Lights*, *Magic Shield*, *Understand Magical Script*, *Push Object*, *Magic Voice*, *Turn Invisible*. The first person to open the book, however, will receive 5-10 points of fire damage (½ damage if save) though the book will be unharmed.

Shibra (Goblin; AR-N; CC-Witch; HD-4D4; HP-13; AD(Dagger)-1-4; MT-80) is the consort of Galrak, the tribe chief. She is the sister of Rorak (C31) and was the consort of the former chief, whom she helped Galrak dispose of. She is aware of the hostility of the tribe's priests (D45&46) and will do all she can to discredit them. At present she is perturbed by the loss of a *potion* (see C65&D18). If she has prior warning of intruders she will turn herself invisible and attempt to slip away and raise the alarm.

D12) Nursery As C33 but there are 9 females on duty and 53 goblins.

D13) The Chief's Bedchamber *The door to this room is always locked.*

The room is dominated by a large ornate bed with silk bedclothes. There are a number of mounted heads on the walls as decoration, a table, 5 chairs and a couch. A chess set and 5 golden goblets stand on the table, and a half-finished tapestry showing a goblin giving gold to 6 others hangs on the W wall.

A lever makes the pit trap in front of the door safe. Guests are expected to knock, however, and the trap (dropping people to C72) is always in operation. The goblets are worth 35GP each, and the bedding 40GP.

The room is occupied (at the times shown in the timetable) by Galrak and/or his four wives.

D14) Galrak's Study *Contains a couch, desk and chair, whilst on the table is a lantern. A wall-hanging is placed in the SE corner and a chest stands in the SW corner (it is locked, and unless opened with the key — carried by Galrak at all times — 2 poisoned daggers will fly out to the front hitting as a 4HD monster for 2-16 damage — halved if a saving throw is made). The chest contains 563CP, 576SP and 177GP and 2 sards worth 40GP and 60GP. The wall-hanging conceals the door in the E wall.*

Garak (AR-PM; HD-3; HP-18; AD(Battleaxe) + 10%; 3-10; MT-65) is the chief of the Bloody Fang tribe, wears chainmail and a *protection ring* + 10%.

The tribe was settled by Daretta, and came after being promised a village of gnomes to torment. (The gnomes escaped, however; see Sardkirk background). They began in the NE section (C6-17) and expanded to fill the whole complex.

The tribe was badly mauled at the battle of Rockbury, but managed to evacuate the complex and disguise the entrances prior to fleeing into the Northern Waste. Here the tribe wandered for many years until they were found by a former servant of Daretta's who offered to re-establish them in the complex and supply them for a time, and when he was told that Sardkirk had been recaptured by the gnomes the old king was eager to accept. Daretta's henchman, however, said that in order to prevent a "holy quest" attracting heroes as Risten's had done, the tribe should move covertly against Sardkirk and not raze it to the ground in an all out attack. This was so contrary to the old chief's inclination, and that of the rest of the tribe, that the offer was refused.

Garak, however, saw that he could use this to his own advantage, and working through Daretta's henchman he had his father (who supported the old chief) disposed of, murdered the old chief with the aid of Shibra (D11) and bribed Rorak (C31) to vote for him as the chief of the tribe. Once this was achieved he accepted the terms that had been offered to the old chief.

He still has problems, however. Firstly, he does not have possession of the chieftain's regalia (see D15) and has thus not been officially invested with the chieftainship in the eyes of many of the tribe. Rorak (C31) is agitating for more overt action against the gnomes, and he knows about the two murders. Galrak could not afford to silence him overtly, and so hired an assassin through Vurdi the Dragonslayer (B5) to do it for him (Chergi Gundisson B7q). Galrak knows of the passage between C6 and C31 through a captured dwarf when his clan occupied the area in which the Madder Clan now reside. He suspects that there are others and will use any captured dwarves to find them (before they go to the mines) but the only ones he knows about at present are those between D14 and D10. When the place was recaptured he sent parties all over the area searching (which is how the goblins got to C11 and C72), but these were all he found.

Borak (C47) is also posing a problem, and Galrak will get Vurdi to write his note (see D10) after a party of adventurers are first brought before him. The first batch will go to the mines (Map E) but the second batch will be held in room D10 and Borak and two of his supporters from the Scarlet clan sent for. After showing them the prisoners, Borak and crew will be given the keys to D10 and placed on guard at D2. Galrak will then engineer the escape of the prisoners (barring the secret door to D14 against them) and then meet with the council in the great hall (D36) to decide what to do with them. When the council returns to find the prisoners gone, and the only keys to be in Borak's possession, Galrak will have a cast iron excuse for hurling him and the other two guards into the Rubrun pit (C39e).

D15) Secret Treasure Room *A large locked chest stands in this room.* (Garak has the key but doesn't know where the chest is). It contains 430SP, 343GP, 67PP and two gems worth 150GP each.

A secret compartment in the wall contains the chieftains regalia — a crown and sceptre, both of them encrusted silver and worth 1800GP and 1200GP respectively, and a *magical broadsword* + 10% aligned to Order and with the power to detect secret doors, gems and to transmit this information to its wielder empathically. The investiture ceremony entails the chief carrying all of these and visiting every room in the complex.

Also in the room there could be 2 dopplegangers (AR-SM; HD-5; HP-18, 21; INC-Evil; MT-100) there being a 60% chance for each.

These are former servants of the old chief who were left here to guard the regalia rather than risk it in the Northern Waste. The chief also used them to secretly dispose of any opposition to his rule, and was thus much feared whilst he was alive. Since the tribe left, they have depended on wild animals and the odd passer-by for food, not having been able to catch Melak (C15) because of his boots and his spider.

Since they serve both the tribal chief and the old chief's family, which positions are now exclusive, they have not made themselves known to either party, and have been making do with the occasional goblin — hence the guards in the complex.

The staircase from this room leads upwards to a stone slab and thence the outside. The top of the slab is now overgrown with grass and undetectable.

D16) Stable of the Rat Riders *The N wall is lined with stalls, whilst on the S wall hang saddles, tack and harness of strange design.*

This area is but recently constructed.

When not training or on patrol the first 12 stalls will be occupied by the huge rats of the Rats Riders (D21) which are (AR-LBS; HD-2; HP-5, 10, 12, 11, 11, 9, 15, 9, 7, 11, 11, 7; AD- 2-7; INC-Evil; MT-120'(mounted)/150') and the 13th by the mount of the Rat Rider's leader Gorak (D26) which is (AR-SM; HD-3; HP-18; AD- 2-9; MT-130'(mounted)/170'). The other stalls will be occupied by the mounts of any human guests (see D29) — whose carts if any will be kept in the Great Hall (D36).

At times when the Rat Riders are not training, patrolling, eating or sleeping, there is a 50% chance of finding 2-5 here, caring for either their animals or gear.

If a party attacks a rat whilst in its stall, each rat has a 2 in 6 chance per round of getting out of its stall and attacking the intruders.

D17) Stable's Food Store.

The Caves of the Crimson Clan.

All short swords carried by the Crimson Clan will have FT in gnomish script engraved on their hilts. Flandi Treggisson, if questioned (B2) will say that he had a large order from Skeffington a few months ago.

D18) Rubbish Room As C22, except that buried in the W alcove is a *potion of shape changing* (whose effects are permanent — see C65) with two doses left.

D19) Alcoves As C33, but guarded by 2 type C goblins from D20.

D20) Barracks Same accoutrements as C25. These are the quarters of 12 type C goblins in 3 shifts whose guard posts are D19, D39940.

D21) Barracks. Same accoutrements as C25 but the net is twice as strong and there is no chance of mistiming. These are the quarters of the Rat Riders (type E goblins also armed with short bows) and their 6 females.

D22) Barracks *A weapon rack stands on the N wall whilst bunks line the S and W walls. A large barrel stands in the NW corner (contains mead).*

These are the quarters of 9 type F goblins (also armed with short bows) split into three shifts, whose guard post is D47. They share the room with 9 females.

D23) Hall of the Crimson Clan Same general description as C27 except that the fangs are crimson and there is only one guard (type J goblin) at each portal (NE&S).

D24) Gaza's Quarters *The room contains a bed, table and chair, and a small tapestry decorated with cabalistic symbols hangs on the E wall.*

A secret compartment in the table contains a spell book (with the spells *Understand Magical Script*, *Push Object*, *Weaving Lights*, *Magical Shield* and *Identify Object*) 52CP, 27SP, 26GP, and a sard worth 15GP. For Gaza (AR-N; CC-Witch; HD-2D4; HP-5; AD(Dagger)-1-4; MT-80') see C65.

D25) Guards Quarters As C48.

D26) Gorak's Room *The room contains a large bed, blankets, a pail, table, chair and chest. On the table are a book and a silver candlestick, and a saddle (half of which is ornately decorated) lies on a cloth on the floor.*

The book is on cavalry tactics (worth 10GP) and the candlestick is worth 15GP. The locked chest contains 12CP, 52SP, 18GP and a sard worth 45GP (Gorak carries the key).

Gorak (AR-FP; HD-2; HP-9; AD- by weapon; MT-50') wears chainmail, has a *shield* + 10% and is armed with short sword and bow. He is the son of Galrak (D14) and something of an innovator where tactics are concerned — the Rat Riders are his idea (as are the mounted beastguards) and he leads them personally both in training and on patrol. He is loyal to his father, and has no time for politics. His 3 wives work on his saddle in spare moments.

D27) Barracks Same description as C32 but better quality accoutrements and the gnome is female (a pilgrim). These are the quarters of 12 type J goblins (guard posts D23 and D37-38) and 12 females.

D28) Nursery Same general description as C32. Contains 10 females and 57 goblins.

D29) Guest Lounge *Three low tables with wine flagons and goblets, a number of once opulent armchairs, two lanterns and a small barrel of oil can be seen in this area. The flagons and goblets are worth a total of 58GP.*

Rooms 29—35 comprise the "guest wing" of the complex. Each time a party visits the complex there will be a chance that one or more of the guests will be present as follows. They are given in order of precedence, and the most important guests will be given the best room. There is a 60% chance that they will use the Great Hall as their Clan Hall, otherwise they will be here. They conform to the chief's timetable whilst here.

2% chance — A human priest of Golar (AR-FP + 5%; HD-6; HP-21; AD(Mace)-2-7; INC-Evil, Order; MT-100') and two hobgoblin priests (AR-CMB&S; HD-1; HP-7,5; AD-2-7; MT-85'). The priest, who will have come to collect the tribe's tribute and cast any necessary spells, has a *shield* + 5% and a *potion* which makes the drinker and his effects gaseous, which he will use to escape if necessary. Their horses will be in D16.

5% chance — A human priest (AR-CMB&S; HD-3; HP-20; INC-Evil, Chaos; MT-90') and four human fighters (AR-SM; HD-2D10; HP-19,11,6,13; INC-Evil, Chaos; MT-140'). The priest is armed with a mace and has a *potion* which will make the drinker invisible. The fighters have studded leather armour and are armed with bows and long swords.

These are the animal settlers of the *Embarrees* scenario, and will have brought 1-2 extra giant frogs (C70), huge rats (D16) or Rubrums (C39e).

6% chance — 3 human fighters, one of whom is (AR-FP; HD-4D10; HP-25; AD(Cursed sword)-10%) — 1-8; MT-90') whilst the others are (AR-CMB&S; HD-2D10; HP-16,10). Their shields will bear the coat of arms of the Baron of Skeffington (a green background bearing a white horse) and they will have come from thence with supplies to the tribe (the wagon will be in D36, the horses in D16).

15% chance — 7 hobgoblins (AR-CM; HD-2; HP-10,7,11,9,7,7,9; AD(Long sword) — 1-8; INC-Evil, Order; MT-85') who will have brought supplies (their pack ponies will be in C57).

10% chance — Vurdi "the Dragonslayer" (B8).

All guests will stay 1-2 days only.

D30) Barracks. *The room contains 12 human sized beds, two tables, pails etc.* It was used to house the guards of any visitors to the complex. For the two weeks after player characters arrive at Sardik it will contain 6 orcs (AR-SM; HD-1; HP-6,4,8,6,7,3; AD(axe or bow)-1-6; INC-Evil, Order; MT-95') who are teaching the Rat Riders, Beastguards and manigate guards the use of the bow (see C58). They don't like the goblins, and though they won't attack them, they won't aid them if they are attacked and would quite like to see this occur. The goblins have a similar attitude towards the orcs. When the orcs leave they intend to take the flagons and the goblets from D29 with them.

D31-33) Guest Rooms. *These rooms are well equipped with 2 beds, clothes chests, pitchers and pails.*

D34) Best Guest Room. *Contains a large four-poster bed with silk hangings, a clothes chest, iron chest, 2 chairs, table, bowl, pitcher, and chamberpot. On the E wall hangs an old tapestry showing a beautiful, dark-haired woman "knighting" a goblin. A full length mirror hangs on the W wall.*

The tapestry is worth 65GP, the silk hangings 50GP.

D35) Guardroom *Contains two long benches and a table.*

D36) Great Hall. *Torches, chairs and benches line the N, W and S walls. In the middle of the rush and straw strewn floor (badly in need of changing) is a raised stone fire platform. A dias stands at the E end of the room, bearing the high table behind which stands a throne flanked by 6 chairs on each side. Red woollen drapes hang on the E wall behind them. Through bars in the S wall the prisoners in the cells can be seen (D41). If any visitors have brought a wagon (see D29) it will be here.*

The inhabitants of this room will change with the time of day (see timetable). For those using it as a "Clan hall" see C37-38, D3-11, D29-35, and D43-46.

D37-38) Guardposts Each has one type J goblin (from D27) on duty.

D39-40) Guardposts. Each has one type C goblin (from D20) on duty.

D41) Cells. *The floors are bare stone and in a filthy condition. The doors and N walls are barred, the others stone.*

D41e) Contains a very frightened gnomeling (daughter of Freggi Kragisson A7&E2).



D41f) Contains two unarmoured orc troublemakers who are being kept here until the orcs (D30) leave.

D41g) Contains 2 female gnome pilgrims.

D42) Trail Cell. The room has a thick iron bound door with no opening. The walls and floors are stone.

The old chief used this room to 'try' those suspected of crimes (who he wanted out of the way) or 'clear' those suspected of crimes who were working for him by 'divine intervention' (by telling the doppelgängers (D15) who to make 'disappear' and who to leave alone.) Galrak (D14) tried this with Borak (C47) but it didn't work.

D43) Jailor's Room. The room contains a bed, pail, brazier, and various torture instruments hang beside a gagged half-dead female gnome on the E wall.

Guttak, the jailor (AR-L; HD-3; HP-15; AD(Whip)-2-8; MT-70') is also the tribe's torturer. He is sadistic even by goblin standards and is using the female gnome (one of the kidnapped pilgrims) to practise on. He uses the great hall as his 'clan hall' though there is a 50% chance that he will miss a meal to carry on practising. His whip is decorated with silver and gold and is worth 20GP.

D44) Bugbears Quarters. This newly constructed complex was built to house the family of bugbears sent to 'help' (In reality keep an eye on) Galrak and the tribe. They use the Great Hall as their 'Clan Hall'. They use spiked clubs in combat. There is no furniture as such in any of the rooms, the floors being strewn with filthy straw, rushes and animal skins. The INC of the bugbears is -Evil, Chaos.

D44a) Entrance Hall

D44b) Quarters of 6 male bugbears split into 3 shifts (guardpost D8) and 2 females. The males are (AR-CM; HD-3; HP-18,13,12,16,12,24; AD-1D6+2; MT-85'), the females (AR-SM; HD-2; HP-9,10; AD-1-6; MT-80'). Strewn around the floor are 37GP, 52 SP and 123CP.

D44c) Nursery. One of the females (including Turga from 44d) will always be in this room looking after the four bugbears (equal chance of each). The cubs are (AR-L&S; HD-1; HP-2,1,4,3; AD-1-4; MT-60') and their favourite pastime consists of pulling the legs off giant rats.

D44d) Quarters of Karg (AR-CM&S; HD-29; AD-1D6+4; MT-95') and Turga (AR-CM; HD-3; HP-18; AD-1D6+2; MT-85'). Karg spends his time guarding Galrak and follows his timetable. He carries the key to the chest in 44e at all times.

Under a pile of furs in the SE corner is a lever which makes safe the slide trap in 44e.

D44e) A chest stands at the S end of the room, but the floor in front of it (right up to the N wall) will give way if more than one human's weight is applied to it. Those standing on the floor when this happens will fall down a chute and emerge in C20 (into the side of a lichenworm). The chest contains coins, gems and jewellery (total value 833GP) and a dagger (+5%).

D45) Zarak's Chamber. The room contains a bed, chest, prayer mat, desk and chair, whilst on the walls hang a smaller version of the tapestry in C55 (NE wall) and a mounted golden bust of a grinning goblin. The grinning bust is a gold unholy symbol worth 125GP. The tapestry is worth 10GP and covers spy holes to view C54. The chest contains clothes.

Zarak (Goblin; AR-(Shield and Scalemail +10%) PM; CC-Priest; HD-5; HP-21; AD(Flail+5%)-3-8; MT-60') is the head priest of the temple of Golare and brother of Galrak. He disapproves strongly of the influence Shibra (D11) now has over Galrak, and will do anything he can to discredit her. Also, he dislikes all this pussy-footing about where the gnomes are concerned when Galrak is hungry for sacrifices!

The spells he usually has available are:— *Nullify Magic; Fire Resistance, Augur, Unholy Chant, Minor Cure, Curse of Protection, Cause Fearlessness.*

Zarak knows of the N secret door but not about the southern one. The spiral staircase goes both down to the crypt and the snake chamber (E586) and up to the secret exit in the floor of the brooch.

D46) Gezok's Chamber. The room contains a bed and chest. A tapestry hangs on the NW wall showing a grinning goblin, whilst a silver bust of the same hangs on the NE wall. On the floor is a portable cage, and behind a grill in the SE wall, 6 bloodbirds can be seen (AR-L; HD-4; HP-9,6,5,4,8,7; AD-1-3+1-4 automatic after the first hit; MT-170').

Gezok (Goblin; AR-CM&S; CC-Priest; HD-3; HP-12; AD(Mace)-2-7; MT-55') is the second son of Galrak and sides with Zarak (D45). The spells he usually has available are *Minor Wounding, Cause Fearlessness, and Talk with Animals.* A small lever by his bed will release the bloodbirds to attack intruders.

The chest contains clothes but has a false bottom containing 57CP, 49SP and 23GP. The tapestry is worth 8GP and covers spy holes viewing C54. The silver unholy symbol is worth 25GP.

D47) Guardroom. The N wall has six heavy chains, pegged at the floor, going up through holes in the ceiling, and between the chains are arrow

slits. There is a lever on the E wall N of the exit, and another lever opposite this on the W wall beside a hanging bell. The bell's hammer is attached to a chain which disappears into a hole in the wall.

The chains release the portcullises at D48 and the lever on the E wall deactivates the pit. The lever on the W wall un/locks the secret door at D49. When the bell is rung the door is unlocked. If the ringers are intruders the two end portcullises are dropped to trap them and they are told to surrender. If they refuse the other portcullises are dropped, moving eastwards, one at a time. Any characters these fall on take 1-8 damage (5-8 means that they are pinned to the floor). If the intruders still refuse to surrender the Rat cavalry are mobilised together with the Beastguards and when these are in position the pit is activated (dropping intruders into the stream at point P on Map C for 3-12 points of damage).

The room is occupied by 3 type F goblins from D22 (with bows).

D48) Trap See D47 above.

D49) Main Entrance. Outside, a secret compartment S of the door contains a bell push (see D47). There is a pile of rocks in the gully to the N of the entrance, and those with tracking abilities could find tracks seemingly going into the cliff face.

Key to Map E.

E1) Shaft This is the area where the platform is lowered from C52 (see C52 for the miner's timetable). The walls are too smooth to climb.



E2) The cage. A slimy-walled area with damp straw on the floor behind a row of bars and a barred door held fast with a padlocked chain.

This is the area where the slave miners are kept when not working. At the present moment the occupants are:—

— Freggi Kraglison (Gnome; Age-48; IL-4; CC-None; HD-3; HP-14; MT-60') from A7, a stubborn, unreliable individual with an interest in religion and dislike of barbarians, who was forced to watch the death of his wife Ferda (C20). When he escapes he will want to kill as many goblins as he can regardless of his own life.

— His son Furdi (Age-20; IL-4; CC-None; HD-2; HP-10; INC-None; MT-70'), a hedonist who finds his situation particularly hard to bear, yet remains courteous and helpful. He will not wish to return once he has escaped, under any circumstances.

— 6 male gnome pilgrims (including two relations of Genri Herlison (B70)) who are (HD-3/2/1; HP-7,10/6,7/1,1; MT-55'-65'). They will help to free their fellow pilgrims but will then wish to return home. 2 months later 30 gnomes will arrive to take over the mine here.

— Tredwell Greycloak (Human; Age-22; CC-Ranger; HD-2; HP-13; INC-Good, Order; MT-140') who was captured by the Rat Riders whilst investigating the disappearance of Walter Barnett. He has another job waiting when Walter is rescued.

— Walter Barnett (Human; Age-39; IL-5; HD-3; HP-9; INC-Order; MT-120'), the carter from Ristenby, whose main interest after escape is making up ground lost to his rivals whilst he has been away.

Walter's apprentice, and two gnome pilgrims have died since their arrival either through illness (bodies are transfixed by javelins before being raised up to C52) or having been taken away to amuse the goblins or their

guests. In addition Naeri Kragisson escaped whilst carting rock to the surface. The miners think that he got free, but he fell foul of the frogs in C70. Before his escape Herli Snurisson (one of the pilgrims) constructed the secret door at E4, and the prisoners started to tunnel towards the SW (where they had been told not to dig galleries). The miners only get fed according to what they find however, and one of the gnomes died through lack of food. After this, and Naeri's 'escape' it was decided to sit tight and await rescue. If any player characters join the merry throng, however, the project will be put forward again (the goblins don't expect much of the new additions for the first week.)

Naturally none of the miners have any armour, but their picks can deliver 2-7 points of damage. On the first day of every week spent in the mines, 1 point of constitution will be lost (each restored by 2 days of good food and complete rest) until death occurs. Each day there is a 10% chance that a randomly chosen miner will be taken away, either to be sacrificed in the temple, fed to the rubrunts etc (C39e).

E3) Main Gallery. This continues north for 300', with side galleries branching off it at intervals.

E4) Rockpile behind which is the secret door constructed by Henri Snurisson (E2). 72 man/gnome hours will extend the passage behind into E5.

E5) Crypt This dank, dismal room has two rows of grotesquely carved pillars running along its length. Six stone sarcophagi lie between the pillars with six more behind these, adjacent to the walls. Silvery blue drapes hang in the centre of the S wall, directly opposite the large grinning face of a goblin, with a leering, open mouth, carved in relief on the N wall.

The goblin's face is a secret door into E6, opened by turning a handle in-

side its mouth, though the first person to touch this must make a saving throw or be struck magically blind.

10 of the sarcophagi are empty, but two contain ghouls (AR-CM8S; HD-3; HP-22,12; INC-Evil; MT-140') who will rise up and attack anyone other than a priest of Golare who remains in the room more than 5 minutes.

Zarak (D45) visits this room at 9pm, 10pm, 5am and 6am. He will think Shibra (D11) is behind any noise he hears and will lie in wait for her.

Such is the fearful nature of this room that characters must make a saving throw or fight at -10% whilst remaining here.

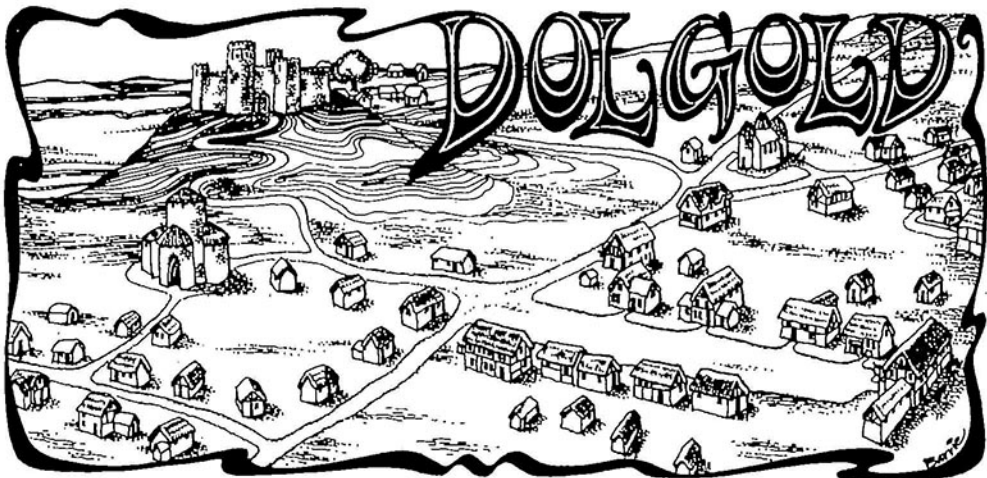
E6) Snake Chamber. This room has a sunken floor 3' deep, and footholds carved into the rock of the south wall below the door. A 3' high pedestal devoid of ornament stands in the centre of the room, and a number of snakes can be seen squirming around its base.

The 9 snakes are vipers (AR-SM; HD-1; HP-8,3,7,8,8,4,2,7,6; AD- 1-4 plus poison (save or die); MT-40'). A secret compartment in the pedestal (to which Zarak has the key) contains 5 gems worth 250GP, 3x100GP; 1x50GP, 164PP, 1439GP, 80SP, 71CP and a scroll (with the spells *Disease Cure*, *Cure poisoning*, *Minor Cure* x 2, *Hold*) and a jewelled mask worth 100GP. The mask is worn by Zarak in religious ceremonies. The treasure consists of both the tribe's hoard and Zarak's personal wealth. The W door is not visible from this room.

E7) Spiral Staircase. Leads upwards to both D45 and A8 (the Broch). The secret doors are clearly visible from the passages leading away from the entrance and a ladder lies outside the door to E6.

E8) Crypt Antechamber. The double doors are locked, and the room is guarded by 2 zombies (AR-L; HD-2; HP-13,12; AD- 1-8; MT-60').

E9) Passage. Leads to steps up to the secret door in the W wall of C55.



Introduction

The evening before the party is to leave Sarkkirk, Perkin (or Tomkin) will arrive at the 'Pilgrim's Rest'. He will read the following extract from the letter (received that day from Rakri (F11)) by one of the gentlemen behind the Guild of Merchant Adventurers:

"The situation here continues to deteriorate. When you read this letter four days will have passed since three dwarves failed to return from an evening's visit to the 'Sir Tristran' Inn. Thinking that they might have been waylaid by some quarry workers (who have got it into their heads that they are about to strike a vein of gold in the quarry, and that their recent misfortunes are due to our attempts to stop them doing this!) a party left the mine to search for them. An argument ensued when some quarry men denied all knowledge of the missing dwarves, and this rapidly became a brawl. It was broken up by the castle garrison, and a few of us spent two days in the cells thereafter. The missing dwarves they went to find have yet to return."

You remember that seven weeks ago the gold shipment was ambushed by bandits? Two nights ago a second gold shipment was waylaid whilst on its way to Ristenby, and the men-at-arms guarding it returned with the preposterous tale that dwarves were involved! The mine was searched because of this but nothing was found. It seems that the whole village is against us.

As to the other matter, we have contained the problem for the moment, but help of the kind you described would be necessary to achieve anything further. At the moment, however, adventurers would be more useful in discovering who or what is behind these plots against us! Any non-humans and non-elves would be welcome to stay here for the duration. Other races would be better catered for at the 'Sir Tristran', for dwarven tempers are running high. We would pay for their keep, of course, and the absence of known dwarvish connection for some of them would probably aid them in their task..."

Rakri, the Dolgold mine.

Perkin will continue:—

"After your splendid work here I was hoping that you might be able to rest for a few days whilst I showed you around Ristenby, but that is not to be. The events at Dolgold demand that something is done immediately — if you leave at first light, you should cover the twelve miles to the village by early afternoon tomorrow."

Perkin knows no more of the events at Dolgold than do the player characters, but it is suggested that one of the more knowledgeable PC's be reminded of the "Dolgar's Hold" adventure of the legendary Abginn (See Dolgold Village Background) by the name 'Dolgold', in which case Perkin will say that Bumbleby, the Ristenby Town Clerk, might have some information about it.

All that Bumbleby will have is a faded manuscript, with only those sections in italics being legible. Bumbleby will inform the party member(s) that someone else (a bearded, middle-aged man who seemed to have some knowledge of things magical) recently wished to see his record on Dolgar's Hold, and stole earlier manuscript and a tome on the old Trollish tongue. Bumbleby will pay 5GP for the return of each.

As before, no fully outlined introduction will be given, and a thorough reading by the game master is necessary before play begins.

Village Background — Bumbleby's Manuscript

In the years following the fall of the Vedran Empire an evil Mage-Priest named Dolgar established a domain twenty miles north of the fortress of Deva. He enslaved the local population, helped by both the 'Wolfkin' (his human minions) and a group of Night Trolls (less powerful ancestors of common trolls). The slaves were kept in a stone building between the tower the Wolfkin built for themselves, and the hold beneath the hill in which Dolgar, his henchmen and the Night Trolls resided. The underground passages connecting these were known only by Dolgar and his most trusted advisors.

The excessive cruelty of Dolgar came to the attention of Abginell, a famous hero of the Dark Years said to have been the son of an imperial Vedran noble, and he and his companions came to Dolgar's Hold to put an end to the evil there. Early in the battle which ensued, however, Prestor the Mage was sorely wounded, and Abginell's companions had to fall back to a nearby hilltop having no defence against the wizardry of Dolgar. All through the night Abginell and his companions, notably Bertrac the Weather-Master, kept their surrounding foes at bay, then, at dawn Prestor stirred. As Bertrac began to dispell the thick clouds with which he had obscured the newly risen sun, striking fear into the Night Trolls, who began to fall back in rout and carried the Wolfkin with them, Prestor summoned his remaining strength and hurled a tremendous bolt of power at Dolgar and his close companions. The charred remains found at that spot, however, did not include Dolgar and his lieutenants, although a wand of Dolgar's was found nearby.

The Night Trolls did not escape the rays of the sun, and were turned to stone in their flight, but the Wolfkin were not affected and reached Dolgar's Hold beneath the hill, closing the gates behind them. Neither force nor wizardry could make the gates yield, and so Bertrac caused the very ground to move, sealing the wolfkin beneath the hill for ever.

Abginell released the slaves, whose first action was to destroy the slave quarters and the Tower of the Wolfkin, hated symbols of their captivity. The druidic community of what is now Dolgold are their descendants.

Common Knowledge

The druidic hamlet of Dolgold was left pretty much alone by both Rykar's line and Daretta. During the reign of Risten, however, the nearby gold deposits were found by Rakri the dwarf and around the same time it was decided that it would be a good site strategically for a castle guarding the N approaches to the County. In return for half the gold mined for twenty years and a lesser amount thereafter, Rakri and his people were allowed to establish themselves here in 1356, 25 years ago. The gold paid for the building of the castle on the foundations of an older structure, and the village was greatly expanded to support both the castle and the mine, being reorganised on feudal lines. As the stone nearby was suitable for building, a quarry was established to provide material for the fortifications, and when they were completed this was leased to a Burgess of Ristenby (much of which is also built with Dolgold Stone).

Tristram, the second lord of Dolgold, was more popular than his father had been, but was killed at the battle in the wilderness seven years ago, leaving his equally popular wife Dulcinea and young son in the castle. Baron Granek made Brinn the castellan, and although he was not popular at first, four years ago he slew two trolls which had wandered in from the wilderness, thus gaining the villagers' respect. He was married to Tristram's widow shortly afterwards. The trolls did considerable damage before they were slain, and the village looks upon them with hatred and loathing bordering on the maniacal.

Granek is not popular with the village, however, especially amongst the dwarves, as he failed to reduce their contributions of gold when this became due, and is seen as being responsible for the reduction of the Dolgold garrison, many of whom were recalled to fight in the war. Since then, the village has been occasionally troubled by wolves and other wild animals, but nothing really serious (since the trolls) occurred until three months ago ...

Village Notes

Dolgold is not outlined in such detail as Sardkirk for two reasons. Firstly, the village is much larger, and secondly a party's stay there should not be so prolonged. Some of the village families are not mentioned at all. For instance, there are twelve Druidic families in the village, but only three of them are given as examples of the whole, and these without the complex family inter-relationships found in Sardkirk.

There are a number of distinct sections in the village, each of which is

grouped numerically and has a short introduction giving the inhabitants' views of recent events and rumours to be picked up from them. For 'Days ago' read 'Days before the party arrived at the village', and remember that player characters must ask to receive the information.

The village itself is largely agricultural, but also houses the quarrying families (working at A24), is often visited by the dwarves (Map F) and has become increasingly 'urban' since it was given a market in the last years of Risten's rule. Each household has 5.5 members on average.

The Law

The system of justice prevailing in Dolgold is somewhat draconian, and is administered as follows. The figure for the crime level (see table 1 below) is divided by the Influence Level of the perpetrator. The result is compared with table 2 to determine the penalty meted out. For asterisked crimes, however, the crime level is modified by subtracting the perpetrators IL from the IL of the victim and adding the result to the given crime level figure for the crime in question. So for example, if someone of IL-4 assaulted someone of IL-2, then the modified crime level would be 3 plus (2 minus 4) = 1 which gives us a final result of .25 when divided by the perpetrators Influence Level leading to a sentence of a fine and a spell in the stocks. The figure for the punishment factor can also be modified slightly by the criminal's charisma as in table 3.

The IL of player characters can be equated to their number of Hit Dice plus two. Fines are levied at the rate of 10 x 2ⁿ silver pieces, where n is the Influence Level of the character fined. Characters sentenced to slavery will be taken to Starston Bridge for sale, and have a 50% chance of ending up in the arena there. Player characters will be sold for 50 x 2ⁿ gold pieces, where n is the number of Hit Dice, though spell casters will usually have their tongues cut out beforehand.

Table One

CRIME	LEVEL
* Murder	8
Arson	7
* Manslaughter	6
* Steal Animal	6
* Steal Valuables	6
Illegal Hunting/	6
**Poaching	
* Steal Food	5
* Rape	4
* Wounding	4
* Assault	3
Trading Malpractice	2
Disturbing the Peace	1
Own Straying Animal	1
Failure to Honour	1
* Feudal Obligation	

** In Dolgold a blind eye is generally turned to this.

Table Two

Punishment Factor	Sentence
Over 2	Death
1-2	Slavery
-.99	Blinding/Mutilation
-.8	Branding & Pillory
-.65	Branding
-.5	Fine & Pillory
-.35	Fine & Stocks
-.2	Fine

Table Three

Charisma	Punishment Factor Modified by
Very High	-.25
High	-.10
Low	+.10
Very Low	+.25

Crimes of levels 1-4 are tried by Brinn at the Manor Court. Crimes of levels 5-8 are only tried by Brinn if the perpetrators were caught in the act. Otherwise suspects are held in the village lock-up (H1) for 1-3 weeks until an assize judge arrives from Ristenby accompanied by a Priest of Hoarak (HD-2), the Minor Champion of the County (CC-Fighter; HD-7), and six Stare Constables (see visitors table). Defendants can opt for either trial by combat (if the accuser agrees, the County Champion fighting in cases of crime levels 5-8) using swords but no armour or magic, or trial by jury. Those ignoring summonses, or fleeing before their trial or sentence comes up, are declared outlaws (IL-0) and can be legally slain by any man.

Village Events

New Moon (Once per month) — Manor Court holds session in H3
Full Moon (Once per month) — Werewolf (See A29)
Once Every 3 1/2 Weeks — Gold Shipment to Ristenby accompanied by Celindal, 2 sergeants, and 7 men-at-arms from the castle (see Map H). Both the bandits (A15) and Nordegai & Co (Map J) have a 30% chance of attempting an ambush.

Weekly Events

- Monday** Druidic community (G1-13) attend religious ceremonies at the Holy Stones (A23) at both dawn and/sunset. Druidics day of rest.
Market day in Ristenby attended by 1-4 members of 3-18 families.
- Tuesday** Evening ceremony at the Temple of Hoarak (G63).
- Wednesday** Mid-day and evening ceremonies at the temple of Margor (H2).
Evening festivities in market place, attended mainly by new villagers (G14-34) and burgesses (G52-61).
- Thursday** Day of rest for 'new' villagers and most burgesses.
Mid-day and evening ceremonies at Temple of Pentor (G64).
Market day in Ristenby attended by 1-4 members of 3-18 families.
Castle garrison have weapons drill at point A (Map G) in afternoon.
- Friday** Druidic ceremony at the Holy Stones at sunset.
Evening meeting of the Merchant Guild (see G52-61) at the 'Sir Tristram' (G59).
Quarriers (G35-51) festivities in evening at point B (Map G).
- Saturday** Market Day in Dolgodd attended by 10-100 outsiders from Cragley (A21), Verbury (A30), Ristenby (A34) and the Barbarians from the North of the County.
Quarriers day of rest. Brothers of the Pick train at point B in afternoon.
Evening ceremony at the Temple of Hoarak.
- Sunday** Druidic evening celebrations at point C.
Evening ceremony at Temple of Pentor.

Daily Events

For each day throw 1D10: 1 = No event; 2 = 1 event; 3-4 = 2 events; 5-6 = 3 events; 7-8 = 4 events; 9 = 5 events; and 10 = 6 events from the events table below.

Village Events and Visitors Table

D100

- 1-5 Dwarves 1-4 in number, bring 'broken' box to Tarquin Bolt (G60).
6 Village Sporting contest (archery, tug-of-war, etc).
7-9 Nordegai (H5) and 2-5 trolls (Map K) on nocturnal foray for captives to discharge the rod (especially dwarves), or to bring back more trolls if rod is discharged and enough dwarves/children have already been captured to replace the Holy Stones to be re-animated.
10-12 Balderag and 1-3 boggarts (J7-8) on daytime foray to capture dwarves and/or children secretly (10% cumulative chance of being seen).
13 Nordegai & co complete tunnel to Map L (Gamesmaster must adjudicate consequences).
14 Tom Glover (G81) murders his wife and/or father-in-law, blaming the crime on burglars (50% chance of getting away with it).
15 Special — Throw 1D10:
1 Fire in village (1-3 houses burned).
2 Village Flood (3-18 homes affected).
3-4 Outbreak of Disease (3-18 homes affected).
5 Villager murdered.
6-10 Villager spends night at ruins (A27) for wager.
16 Special — Throw 1D10:
1-4 Villager birth.
5-6 Village Wedding.
7-10 Villager death (natural causes).
(For 17-29 throw 1D6. 1 = seen only; 2-4 = attacks livestock (4 = seen in act); 5-6 = attacks nearest settlement(s) or travellers.)
17-19 Goatmen (A17) mount raid.
20-21 Cockatrices (A19) mount raid.
22-23 Giant Snails (A16) mount raid.
24-27 Forgan (A20) mount raid.
28-29 Rubrums (A14) mount raid.
30 Fisherman(men) killed by eels (A18): D6 - 1-2 = seen in the act, 4-6 = mysteriously.
31-32 Bandits (A15) raid Dolgodd, Verbury; or rob/kidnap traveller(s).
33-34 Trolls (Map K) pull down scaffolding at quarry. The quarriers will blame the dwarves, and there is a 40% cumulative chance of a riot occurring because of it.

Visitors

- (For details of 35 to 50 see the Sardkirk Visitors Table.)
35 Sebastian Salter.
36-37 Roger Furnier with pig iron for dwarves and smiths.
39-40 Roger Furnier with candles and oil for villager, temples, castle and dwarves.
41-44 Franklyn Dustyfoot.

- 45-48 Percy Panner.
49-50 Beggars.
51-52 Carter with wood for Wheelwright (G54) and others.
53-56 Customer(s) for Skoin Ringweaver (F24).
57-61 Carter with coal for dwarves and smiths.
62-66 Carter with ale, cider, and wines for village inns, temples, castles and others.
67-69 1-6 dwarves visiting mine.
70-74 2-8 hunters (AR-L&S; CC-Fighters; HD-2-4) with pelts etc for Vurniers (G52).
75-76 5 hunters (AR-L&S; CC-Fighters; HD-5,4,4,3,2) after otters at A18.
77-81 4-9 barbarians with pelts etc for Vurniers (G52).
82-83 Treval and 2 bandits (A15) reconnoitering village disguised as hunters.
84-85 Carter with hides for leather workers and rest of village.
86-87 Cloth Merchant (has 2D4 x 100GP and guarded by 2D4 men-at-arms) come to supply cloth to and buy finished goods from glover and tailor. Will stay to sell cloth to villagers at next market day and leave the day after.
88 Important visitors. Throw 1D6: (None will accompany adventurers.)
1 Druid (7HD) visiting druidic community for 1-4 days.
2 Priest (8HD) visiting temple of Hoarak for 1-4 days.
3 Priest (9HD) visiting temple of Pentor for 1-4 days.
4 Sir Roland (A30), his wife, and 3 men-at-arms visiting castle for 1-4 days.
5 Francis Poole (has 2D4 x 100GP and 2-7 men-at-arms) visiting Ralph Stanner (G35) for 1-4 days.
6 Henchman of the constable of Ristenby (Fighter, HD-5) and four men-at-arms, visiting castle for 1-4 days hunting.
89-90 Sergeant and 5 shire constables (same statistics as occupants of H6) looking for i) hunters; ii) escaped criminal, iii) to reinforce the garrison and report secretly back to Ristenby about Brinn's behaviour.
(For 91-93 see Outdoor Encounters Table)
91 Purveyors.
92 Entertainers.
93 Noble Hunters.
(94-100 each visit once only. Treat as no event thereafter.)
94-95 Spy (CC-Assassin; HD-5) in employ of constable of Ristenby trying to collect evidence against Brinn and find out what happened to his predecessor and the missing gold.
96 Evil priest (HD-5) and two servants (Assassin; HD-3 and Priest; HD-2) come to take vengeance of Prunella (G58) and Prando (Map J).
97 2-4 Hobbit relations of Prando. Nordegai will attempt to use them as 'Holy Stones'.
89-99 Reginald (CC-Fighter; HD-4) and his servant Tom (CC-Thief; HD-2) in search of the wand stolen by Nordegai (a family heirloom) and very suspicious of the party who asked Bumbleby about the legends of Abginell.
100 Assassin (HD-4) in pay of Dalkor with a contract on the player characters.

NB: The day that the party arrive the body of Ergoin (F19) will be found at the Holy Stones (A23).

Village Encounters

Use Sardkirk village Encounters Table, with the following modifications:-

D20

- 6-8 Party Observe:-
1-3 Suspicious behaviour; 4-6 Argument; 7-9 Fight; 10 Theft; 11 Bargains struck etc...

Throw D100 to determine who is encountered.

Saturday	Other Days	Who Encountered
1-8	1-14	Old Villagers (G1-13)
9-18	15-34	New Villagers (G14-3)
19-30	35-53	Quarriers (G35-51)
31-38	54-69	Burgesses (G52-61)
39-43	70-74	Dwarves (Map F)
44-54	75-89	Castle Inhabitants (Map H)
55-58	90-94	Balderag & Co (Map J)
59-62	---	Visiting Barbarians
63-69	---	Visitors from Cragley (similar to Old Villagers)
70-84	---	Visitors from Verbury (similar to New Villagers)
85-95	---	Visitors from Ristenby (similar to Burgesses)
96-100	95-100	Other Visitor(s) (see Village Events & Visitors Table)

As before, it is best to work out details of events and encounters before play begins. Tempers are running high in Dolgodd, and events will have important consequences in many cases (riots, brawls, revenge, killings, curfews, and full scale armed combat/seige all being possible).

The Dwarven Mine — Background

Rakri (F10) found gold in the Dolgold hills 25 years ago, whilst prospecting with a couple of companions. In return for half the gold which the mine produced for 20 years (to pay for the rebuilding of the castle) and 10% thereafter, Risten gave the dwarves the right to mine at Golgold in perpetuity. When the 20 years was up however, Granek refused to lower the dwarves contribution. This infidelity angered the dwarves, and they determined to ensure that the original agreement was honoured by holding back an increasing amount of the gold and smuggling it out of the village, and to this end came to an arrangement with Tarquin (G80). When the dwarves have mined enough gold to cast 98 ingots, they inform Brinn who comes to the mines, stamps them with the seal of Baron Granek, and pays the dwarves half their true value. The ingots are then taken under guard to Ristenby (once every 3½ weeks). The dwarves are not allowed to sell their gold to anyone else.

Unless otherwise stated, male dwarves are AR-CMB5; HD-1,2, or 3; INC-Good and/or Order; MT-50-80 and are armed with a variety of short swords, crossbows, battleaxes, hammers etc. Females are AR-N; HD-1; Unarmed; INC and MT as above.

Their views of recent events and things which they might tell a party if asked, are as follows:—

69 days ago the quarriers first began these preposterous tales of being attacked by dwarves.

66 days ago Thorin Horisson and another dwarf went to visit Prando (Map J) and failed to return. The day after a couple of dwarves went around to Prando's and found a note on the locked door, written by Prando saying that they had all gone on a trek in the wilderness. Nothing has been heard of any of them since, but Prando is prone to doing such things.

43 days ago a riot ensued in the village when the quarriers falsely accused the dwarves of raiding their livestock. This was probably bandits.

24 days ago Ergoin and his wife Reris (F19) failed to return from Ristenby. It is suspected that they were kidnapped (or worse) by the quarriers, although nothing has been proved.

17 days ago, the main gallery in the mine was extended into a cavern whose walls were studded with azurite (IF3). The dwarves saw no reason to tell anyone about this, as Granek would only want a share, and decided to keep the azurite to themselves. Two days after its discovery, however, the Urblissos disappeared as a result of some beast(s) coming from there (see F31). The end of the main gallery was subsequently sealed off, the work taking one day. (If a party is having difficulty finding a way into Dolgar's Hold, the dwarves could perhaps hire them to make the cavern safe).

5 days ago three dwarves who were drinking in the village disappeared whilst returning to the mine (see F13). A riot ensued with the quarriers (who are still suspected of having been behind the disappearances) when a group of dwarves went to look for them (see Rakri's letter in the scenario introduction).

3 nights ago the mines were subjected to a search by men from the garrison under Cellind on the trumped up excuse that dwarves had been involved in the ambush of the gold shipment that night. Nothing was found (and happily no azurite) but Cellind (H5) is even more unpopular with the dwarves than he was previously.

Key to Map F — The Dwarven Mines

F1) Main Gate. The 10' high iron doors are heavily barred. One dwarf is always on duty here keeping watch through the arrow slits, as the doors are usually kept locked. He will have a horn to signal that the drawbridge (F2) should be lowered.

F2) Guardroom. These rooms have arrowslits at a higher level than those by the main gate. They are empty except in times of attack.

F3) Drawbridge. The drawbridge over the 20' spiked pit is usually kept raised, the portcullis behind it lowered.

F4&5) Guardrooms. These rooms have arrowslits and contain windlasses for the drawbridge and portcullis.

F6) Guest Rooms Each is adequately, if sparsely furnished.

F7) Stables. For the mounts of both the dwarves and their guests.

F8) Great Hall. The high table stands on a stone dias at the W end of the room, the lower tables and benches are arranged below it so as to leave a space in the centre. There is a well in the SW corner. Beneath the chief's throne on the dias is a trap door leading to a secret chamber beneath the hall containing a foodstore in case of siege.

F9) Secret Armoury Contains a cache of Dwarven Armour and weapons — enough to fit out all the males in the tribe if necessary. A concealed trapdoor leads to the secret foodstore (see F8).

F10) Chief's Lounge. Contains a table, stools, a flagon of good wine and a tapestry on the N wall depicting Dwarven heroes. This room is shared by Rakri the Merciless and his family.

F11) Rakri's Chamber. Contains bed, table, lantern and two chests. Various dwarven weapons are mounted on the wall. Rakri, the tribe's leader (Dwarf; Age-72; Wealth-120/11340/7660; IL-8; AR-FPB5; CC-Fighter; HD-5D10; HP-34; AD(Axe)- 1-8+3; INC-Good; MT-65) has chainmail +10% and a shield +5% which have been in his family for generations. His nickname 'The Merciless' is as a result of the axe he carries, which although being magical +5% is cursed so that once entered into combat the wielder cannot stop until either he or his opponent is dead. Due to his great strength Rakri hits at a further +5% and causes damage at +10%. He is brave, honourable, but vengeful and with a dislike of mankind after what has been happening of late. The chests contain clothes and books.

F12) Rakri's Treasury. Three locked, trapped chests contain a total of 7560GP in coins, gems and gold bars (50GP each), in addition to a *potion of Persuasion*.

F13) Gestri's Chamber. Gestri Rakrisson (Age-46; Wealth-48/3672/2448; IL-6; AR-PMBS +5%; CC-Fighter; HD-3D10; HP-21; AD(Sword)- 1-6. (Heavy Crossbow)- 2-5+2; INC-Good; MT-65) shares his room with his wife Urbis. He has a shield +5% and 7 crossbow bolts +10%.

Gestri is a dreamer, very receptive to new ideas, but something of a wastrel. Five days before the party arrived at Dolgold he was drinking with 3 other dwarves at the 'Bluebell' tavern. They left before he did, as he was having a drinking bout with Sergeant Fetter from the castle garrison, but they had failed to arrive when he got back to the mine. It was when he and some other Dwarves went to look for them that the riot started (see Introduction). His wife Urbis is trusting and a reverent follower of Kazadin. Karl, their 13 year old son, now has a room of his own (F14).

F15) Farl's Chamber. Farl (Age-24; Wealth-32/2448/1632; IL-6; AR-PMBS; CC-Fighter; HD-2D10; HP-19; AD(Pick +5%)- 3-8; INC-Good, Order; MT-70) is the eldest son of Gestri and Urbis. (F13). He is soft-hearted, but has a scheming intellect, and it was he who had the idea of using the 'iron' boxes to smuggle gold out of the village. He is very interested in legends and moulds himself on Dwarven heroes of old.

F16) Kitchen. This is where the dwarfwives prepare meals for the whole tribe.

F17) Smithy. Contains a forge (a), three anvils, and various metalwork tools. A pile of coal lies in the NE corner. All dwarves use the smithy occasionally, though Skoin Ringweaver (F24) spends most of his time here.

F18) Smelting Area. Ore from the mine is smelted in the furnace (a) and the gold run into moulds (b). The slag is lumped into the 'bottomless' pit at c (where criminals are also thrown). The coal used to heat the furnace is piled at d, whilst e is the strongroom (Rakri has the key) where the ingots are kept until being carted to Ristenby.

F19) Ergoin's Lounge. Ergoin, brother of Skoin Ringweaver (F24) and his wife Reris went to Ristenby four weeks ago but failed to return. Whilst they were away, Skoin agreed to look after their daughter Norgis aged 11 (F21) by staying in their room (F20) until they returned. They have yet to do so.

F22) Skoin's Lounge. Contains stools and a low table inlaid with a chess board (of which Skoin is very keen).

F23) Storeroom. Contains food, lumps of metal and various unfinished or broken metal implements.

F24) Skoin's Chamber. Contains a bed, table, stool, clothes chest and a barrel of ale. Skoin Ringweaver (Age-31; Wealth-48/3672/2448; IL-8; CC-Fighter; HD-3D10; HP-28; AD(Axe)- 3-10; INC-Good; MT-65) hasn't slept here for weeks as he's been looking after his niece Norgis (see F19). He is the best armorer and weapon maker in the tribe, but although he can make any type of armour save full plate, he only makes it dwarf sized. He will repair existing armour however. He is a nosy individual, fond of ale, and somewhat disorganised in his work as a result. His wealth is secreted in the false bottom of his ale barrel, which has a secret door on the outside.

F25) Temple of Khazadin.

F26) Reris's Lounge. Is decorated with religious symbols of Khazadin.

F27) Reris's Bedchamber. Contains a bed above which hangs a golden holy symbol of Khazadin (worth 150GP), table, two chairs, a lantern and a number of religious tomes (none magical). Reris Icecliver (Age-59; Wealth-38/2764/1834; IL-6; AR-PMBS; CC-Priest; HD-4D8; HP-20; AD(Mace +10%)- 4-9; INC-Good, Order; MT-60) is the chief priest of the temple of Khazadin and uncle to the Grimsloons (below). He gets his nickname from the fact that he rarely feels the cold (due to a magical warming ring he has). He is a kindly individual, very energetic in pursuing the cause of Khazadin, and will give what aid he can

to those aiding the dwarves (short of adventuring with them). He dislikes druids as he feels that they put animals before their followers, and looks upon all towns as dens of vice. Under his bed he keeps a *magical trident* which can detect enemies (type and number) within a range of 250'.

F28) Balki's Chamber Furnished similarly to F27 above, though of slightly poorer quality. Balki (Age-21; Wealth-18/1053/712; IL-5; AR-PM; CC-Priest/Fighter; HD-20; HP-16; AD(Axe): 1-8; INC-Good, Order; MT-80') is the son of Ferrolin Kilsson (below) and the underpriest at the temple, a post he zealously fulfills. He is interested in languages and speaks more than any other dwarf in the tribe. His armour is *chainmail* +5% with which he carries an ordinary shield.

F29) Stables This is where the mine ponies and their carts are kept.

F30) Main Gallery. The passage slopes downwards to the mine workings for a distance of ½ a mile. Smaller galleries branch off at intervals. The main gallery ends at IF1 (see inset).

F31) Home of the Urblissos. This whole family disappeared two nights after the Azurite cavern was found (IF3). Wet footprints were found in the latter, as was the tunnel (IF5), but this was not explored due to the dwarves unwillingness to shed their armour to do it.

F32-42) Dwarven Homeburrows. Each is occupied by a dwarven family, the letters x,y, and z denoting lounges, storerooms and bedchambers respectively. They are occupied by a total of 38 male dwarves, 23 females and 11 dwarflings, none of whom have any adventuring skills. Three sample families appear below.

i) The Grimlissos. This family consists of Karin and Ligoir Grimlissos together with Karin's wife Faris and their son and daughter aged 10 and 12. Karin (Age-34; INC-Good) is virtuous, generous and a fearless fighter. His brother Ligoir, however (Age-24; INC-Order) is stubborn, suspicious and enjoys hunting, being quite friendly with a couple of Dolgold's druidic community. Ferrolin Icedelver (F27) is their uncle. Faris is a zealous follower of Khazadin, very extrovert, and strangely (for a dwarf) likes elves as her father was rescued from orcs by a group of them many years ago.

ii) The Killossos. This family consists of Ferrolin and Rygor Killossos, Ferrolin's wife Kerbis, their sons Glari and Farin, and Kerbis's brother Norgin. Ferrolin (Age 54) is virtuous, a reverent follower of Khazadin and does everything he can to help his fellow devotees. His wife Kerbis (Age 46) is fearless, stubborn, and has the stronger character of the two. Their eldest son Balki (F28) is a priest of Khazadin. Of the other two, Glari (Age 19) is arrogant, clean cut and interested in books and scrolls whilst Farin (Age 18) is soft hearted, precise and interested in improving his metalworking skills, spending much of his time in F17 with Skoln the Ringweaver. (F24).

Rygor (Age 42) is an arrogant introvert with a passion for gems. He managed to get a few pieces of azurite before the entrance to the cavern (IF3) was sealed.

Norgin (Age 30; INC-Chaos) is overbearing, immoral but shares an interest in books and scrolls with his nephew Glari.

iii) Family of Hori Ardlinsson. Hori (Age 45) is humorous, truthful and easygoing. His wife Karls (Age-43; INC-Order) is fearless to the point of being foolhardy, but is obsequious to those in authority. Their children are Gremior (Age 23) who dresses immaculately, is a born leader and is very interested in magic, and Regia (Age 12). Their middle son Thorin (Age 22) is a friend of Prando the hobbit (see Map J) but failed to return from visiting him one day ten weeks ago.

Key to Map IF — The Azurite Cavern

IF1) Main Gallery. Slopes upwards for ½ a mile until F30 is reached.

IF2) Gatehouse This heavily barred gate has been recently installed (following the disappearance of the Urblissos two weeks ago). The first night it was completed a pounding was heard from the other side, and the rocks this was made with will be found beyond it.

IF3) The Azurite Cavern. Many lumps of azurite are set into the walls of this cavern. There is a 20% chance of finding 1-4 Morlocks (see Map L) here.

IF4) Deep pool in which a slight current can be detected.

IF5) Underwater tunnel to IF6.

IF6) Cavern, similar to IF3, but much smaller amounts of azurite.

IF7) Tunnel to Map L.

Key to Map G — The Village of Dolgold

G1-13) The Druidic Community or Old Villagers Descendants of Dolgar's slaves (which has been forgotten through time), these original villagers resent the imposition of a feudal organisation with its lksome rents and obligations. They tend to split their time equally between arable farming, sheep & cattle, and hunting deer (illegally) and wolves. The men usually have leather armour and can use spears and shortbows. Their view of recent events is as follows:—

69 days ago three of the holy stones (A23) disappeared, and the pet of Coltfoot the druid (G1), a large hunting dog, was killed. Coltfoot, and some others, believe that this was the quarriers, as there had been some friction over Coltfoot reprimanding their children for playing on the stones. Coltfoot wanted to lead them to punish the blasphemers, but received little support. It is generally believed that the misfortunes of the quarriers since then have been due to divine punishment.

63 days ago the skinned carcass of a giant otter (sacred to the druidic community) was found, and lying nearby was a brooch belonging to William Vurnier. An angry deputation went to the Vurnier's house (G52), but they denied all knowledge of this. Tempers rose and they were dispersed by the castle garrison. Two days later William Vurnier and his wife went skulking to Ristenby. It is said that they never arrived and that the druidics are to blame, but they have no knowledge of this, though they think that the disappearances of the other villagers' animals is punishment for the sacrilege of the otter's murder.

A lone druidic hunter disappeared two weeks ago (see Crickhollow). A search party failed to find him, but two petrified figures were found at A19 and the area has been shunned since. Brinn, the castellan, was informed about this, but has done nothing.

5 days ago the "new" villagers sent a deputation looking for some sheep which had been stolen the previous night. Naturally, none were found, but the druidic community is angry that they were thought to be responsible.

They keep pretty much to themselves, and are rarely found in any of the village taverns as they have their own ale-wife (though some of the men visit the "Bluebell" on the sly.)

G1) Coltfoot's Grove. Coltfoot the druid lives here alone (Human: Age-36; Wealth-18/379/253; IL-5; AR-LBS ; CC-Druid; HD-3; HP-22; AD(Spear): 1-8; INC-None; MT-130') with his new dog (AR-L; HD-2; HP-14; AD: 1-8; MT-160'). He has a pair of *magical gauntlets* which improve dexterity and a *potion* of healing. He used to have a ring which made him invisible to animals, but he lent this to a pupil going on a trek in the wilderness (see B5) and he failed to return. Coltfoot will recognise both this and the armour the pupil borrowed from Darkfern, his father (A21) if they appear in Dolgold, and will want them back together with an explanation.

Coltfoot is haughty, hard-hearted and stubborn and believes that the quarriers are still playing practical jokes by swooping the holy stones around at night.

G2) Walters. Hugo Walters (Age-27; Wealth-4/58/39; IL-3; CC-None; HD-1; HP-4; INC-Evil; MT-130'), son of Walter the Taylor (G56) has been 5 years ago a journeyman locksmith working for Tarquin (G60). After an evening's drinking at the 'Sir Tristram' he went along to the ruins for a wager (A27). When he returned he had a completely different character — didn't acknowledge his parents and had forgotten his trade. He left Tarquin and began farming with the druidic community as if by "instinct".

He is in fact a reincarnation of one of Dolgar's slaves, and because of his memories of that lifetime is aloof, callous and malevolent.

His wife Marigold (Age-25; INC-None; HP-3) the daughter of Athelstan Crickhollow below is always ready to forgive him and too slow to realise that anything is amiss. She is very lazy and the hut is always a mess. They have no children.

G3-13) Druidic families, some examples of which appear below.

i) Crickhollow. Cuthbert Crickhollow lives here with his sons Athelstan and Alfred together with Alfred's wife and family. Cuthbert (Age-77; Wealth-5/125/170; IL-3; CC-None; HD-3; HP-17; INC-None; MT-50) is selfish, very knowledgeable about nature, and a loyal follower of Coltfoot. Athelstan (Age-60; Wealth-4/181/120; IL-3; CC-None; HD-2; HP-6; INC-Good, Chaos; MT-60') is an imposing figure with an active sense of humour and concern for others. He is not overfond of his son-in-law Hugo Walters (G2). Alfred (Age-61; Wealth-4/184/123; IL-3; CC-None; HD-2; HP-2; INC-Order; MT-60') is irreverent and unforgiving whilst his wife Primrose (Age-58; HP-8; INC-None; MT-65') is lazy and careless, but kindly. Their daughter Violet (Age-38; HP-4; INC-good; MT-100') shares Athelstan's concern for others but is very unreliable. She shared an interest in legends with her husband (until he was petrified by the cockatrices at A19 two weeks ago). She has trouble controlling her two sons aged 6 and 14, and especially her daughter Daisy (Age-17; HP-3; INC-None; MT-130') who is determined to marry well and get as much practice as possible beforehand.

ii) The Edmundsons. Edmund and Owen Edmundson live here together with Owen's wife Ethel and their 10 year old son. Edmund (Age-46; Wealth-5/151/101; IL-3; HD-2; HP-12; INC-Good, Order; MT-90') is unique amongst the druidic community, having been converted to the worship of Pentor (G64), whose tenets he follows devoutly. He is brave and forever seeking new converts for the church, which is tolerated but not condoned by his fellows. Owen (Age-40; Wealth-4/95/63; IL-3; HD-1; HP-4; INC-None; MT-95') himself disapproves strongly.

His self-opinionated wife Ethel (Age-37; HP-3; INC-None; MT 90') keeps nagging at him to tell Edmund to go and live with the "new" villagers if the

old ways aren't good enough for him.

iii) **Halstan Northearth.** Halstan (Age-87; Wealth-1/225/150; IL-1; HD-3; HP-9; INC-None; MT-40') is proud of the fact that he is the oldest of the original villagers, though with age he has become placid, soft-hearted and over-emotional. The household is run by his son Cynwulf (Age-46; Wealth-4/121/81; IL-3; HD-1; HP-7; INC-Order; MT-130') who has remained virtuous but become dour since his wife died giving birth to his 9 year old son. His other son Ceolwulf (Age-21; Wealth-4/13/9; IL-3; HD-1; HP-7; INC-Evil; Order; MT-130') is a disappointment to him, being scruffy, malevolent, though generous, as is his aloof, energetic but wildly jealous daughter-in-law Kate (Age-19; HP-6; INC-Evil; MT-120').

G14-G34 The "New Villagers"

The 'new' villagers began to settle 25 years ago when Risten began to have the castle rebuilt. They can be split into two groups — serfs, who farm 15-30 acres per household and spend most of their time doing it, and cottars who farm 2-5 acres per household in addition to labouring for serfs, fishing, herding the villagers livestock and practising crafts. Many households of both kinds are involved to a greater or lesser extent in doing out-work for Henry the Glover (G61). Most of them worship at the Temple of Pentor and although they wear no armour the men usually have a bill or other pole arm about the place.

Their views about recent events, and rumours to be picked up from them are as follows:

The lady Duine (wife of the Castellan and very popular amongst them) hasn't been seen for 3 months. Her husband Brinn has told them that she left to visit relations, but there was no indication of any preparation beforehand, and no-one saw her leave. Some think that Brinn has secretly done away with her.

Bandits raided the village nearly 8 weeks ago, but were driven off by the garrison. Unfortunately, the only one they captured alive escaped before they could bring him in. The bandits have raided two shipments of gold going from the mine to Ristenby, and must be behind the pillaging of livestock from the Druids and the Quarriers — this talk of dwarves being involved makes no sense. They say that the bandits' bold leader visits Dolgold in disguise occasionally.

Walter Boatman, a village fisherman, disappeared on the lake 37 days ago. His brother Stanley says that he saw the others overturn his boat and attack him. They've overturned boats before but never attacked. The fishermen have been saying for years that the others should be cleared from the lake. They must have bred again recently, because the catches have been getting smaller for the past few weeks.

One of Ibra Sowerbutt's barrels was found on the shore near the village 32 days ago, but how it got there is a mystery.

Sheep belonging to the "new" villagers, looked after by Michael the Shepherd have been stolen on two occasions (17 and 5 days ago). On the latter occasion Michael caught a glimpse of two of the old villagers, but either this was a trick of the light or they are hiding them well, because a deputation found none of them. A number of their own sheep have been stolen by bandits, and they must be trying to make up their numbers at our expense!

G14-G25 Villein's Homesteads.

Example i) The Herbertsons. Jack Herbertson lives here with his sister Mary, brother Robin, wife Matilda and their children. Jack (Age-45; Wealth-10/437/292; IL-4; HD-3; HP-13; AD(Sword)- 1-8; INC-Order; MT-100') actually holds the land from the manor. He is a dour, nosy man whose prize possession is a sword he acquired whilst accompanying Tristram to the battle in the wilderness seven years ago. Mary (Age-35; HP-21; INC-Good; MT-120') is humble and taciturn but nosy. Robin (Age-37; Wealth-5/49/32; IL-3; HD-1; HP-4; INC-Good, Order; MT-130') works for Jack, and is forgiving and even-tempered. Jack's wife Matilda (Age-42; HP-6; INC-Order; MT-110') is jealous of her husband's affection, secretive, and harsh with their 5 children. The eldest Tom (Age-16; HP-8; INC-Order; MT-130') is a rough leader amongst the village adolescents, but is also somewhat secretive, whilst John (Age-14; HP-2; INC-Good, Order; MT-120') is very precise and thrifty. They have sisters of 11 and 7 and a young brother aged 4.

ii) **Soker.** There are 4 generations of the Sokers living here, oldest of whom are Bernard and his sister Judith. Bernard (Age-90; Wealth-2/456/304; IL-2; HD-3; HP-10; INC-Good; MT-35') has given over the tending of his holding to his grandson. He is perceptive, kindly and sober. His sister Judith (Age-77; HP-4; INC-Order, Evil; MT-30') is a covetous vengeful old spinster whose hobby is secretly corrupting Bernard's great grandchildren. Bernard's daughter Gertie (Age-68; HP-5; INC-Good; MT-40') spends much of her time and emotion on her 4 remaining pet cats, whilst her son Robert (Age-48; Wealth-10/324/216; IL-4; HD-3; HP-20; INC-Good, Order; MT-90') relies loosely after the farm, his neighbours finding him helpful if somewhat cowardly. His wife Janet (Age-42; HP-5; INC-Good, Order; MT-85) makes gloves for Henry (G61) and is studious and logical in her work. Their daughter Judith (Age-15; HP-5; INC-Evil, Order; MT-120') is modest but malevolent and hard-hearted, and is

suspected of having caused the deaths of more than one of Gertie's cats. Her eldest brother Godfrey, however (Age-14; HP-7; INC-Good; MT-140') is humble, and scrupulously honest, if somewhat careless. They have sisters of 11 and 4.

G26-G34 Cotter's Homesteads.

Example i) Boatman. Humphrey Boatman and his wife Marjory share this house with their son Roger, his wife and 5 year old son. This is a fishing family, and Humphrey is a brother of the Walter Boatman who disappeared on the lake 5 weeks ago. Their other brother Stanley has lived alone since his wife died of a fever and his son was killed with Tristram in the wilderness.

Humphrey (Age-54; Wealth-5/194/130; IL-3; HD-2; HP-8; INC-Good; MT-90') is a trusting soul, curious and emotional. His wife Marjory (Age-54; HP-3; INC-Order; MT-85') is a secret drinker with a soft spot for thieves as she was courted by one for a time many years ago. Their son Roger (Age-29; Wealth-4/48/32; IL-3; HD-1; HP-6; INC-Good; MT-120') is sensitive, lazy and hot tempered, with a strong dislike for nobles. As well as fishing with his father, he often works for Robert Soker 'for a rest'. His wife Kate (Age-30; HP-3; INC-Good, Order; MT-110') is easy going, truthful, humorous and never turns a beggar away empty handed.

Also staying at the moment are Walter's widow Joan (Age-39; HP-2; INC-Good, Order; MT-100') and her son and daughter aged 11 and 9. This isn't working out too well, as Joan is both imposing and arrogant, and dislikes her sister-in-law Marjory.

ii) **Greene.** The Greene brothers, Stephen, Martin, Owen and Hugo, live here with Stephen's wife Edith and their two daughters. Stephen (Age-37; Wealth-5/142/88; IL-3; HD-1; HP-5; INC-Order; MT-110') is a cowardly pessimist, and very thrifty. His wife Edith (Age-36; HP-1; INC-Chaos; MT-100') is very intelligent, but antagonistic, and works as a part time servant in the castle. They have daughters aged 2 and 14. Martin (Age-28; Wealth-6/65/43; IL-3; HD-1; HP-4; INC-Order; MT-130') is a truthful and devout follower of Pentor, and spends much of his time making wooden implements and utensils in addition to farming. Owen (Age-27; Wealth-6/47/39; IL-3; HD-1; HP-5; INC-Good; MT-130') is courteous, but can be haughty when his loyalty to his family or fellow villagers is questioned. He hires himself and his family's cart out in addition to working the land. Hugo (Age-25; Wealth-4/45/30; IL-3; HD-1; HP-3; INC-Good, Chaos; MT-140') is the oxherd of the "new" villagers. He is helpful, thrifty, and enjoys his work for the chance it gives him to indulge in daydreaming.

G35-G51 The Quarriers

The Dolgold quarry was originally opened 25 years ago to provide the stone for the building of the castle. When this was completed the quarry was leased to Francis Poole, a merchant of Ristenby, the first stone being used to build Dolgold's two temples. For a share in the quarry Ralph Stanner (G35), the mason who had overseen the building of the castle, agreed to run it. Although they wear no armour, the quarriers are very handy with their picks (AD- 2-7). Most of them grow vegetables in their house plots and worship at the Temple of Hoarak the Lawgiver (G63). Their views of recent events and rumours to be picked up from them are as follows:-

69 days ago the quarry watchman, Simkin Slater, was killed during the night together with his whole family apart from his son Ned (G35). Ned said that this had been done by three 'little men' (taken to mean dwarves) who had left him alone. Brinn, the Castellan, was informed, but as there was no proof other than the word of a frightened 4-year-old boy, he said there was nothing he could do. The following night most of the quarriers lay in wait at the quarry but nothing occurred.

65 days ago, the quarry workers began to take turns watching the quarry at night, but two days after this another quarryman was killed on duty, and this was stopped. 62 days ago, a stone carving of Simkin Slater's head was found amongst the quarry rubble. The quarriers took this as a warning to them all, and the rumour that they were about to strike another end of the Dwarves' gold seam began to take hold.

43 days ago, the quarriers livestock was raided at night by dwarves, although none were caught. The quarriers armed themselves and a fight ensued in the village with some dwarves who were drinking in the 'Sir Tristram'. A fire was started in the shop of Tarquin the Locksmith (well known as a dwarf-lover) and the quarriers were on their way to the dwarven mines when they were turned back by the castle garrison. From this time onwards the unofficial militia, formed by the quarriers that night, has patrolled their section of the village.

Things were quiet until 15 nights ago. A party of dwarves came to the village accusing the quarriers of kidnapping three of their number. Another riot ensued, again put down by the garrison, and a number of the quarriers spent a couple of days in the lock-up.

The quarriers firmly believe that the dwarves are behind their misfortunes (though they suspect the druidic community of being in collusion with them) and readily believe any ill which is spoken of them.

G35) Home of Ralph Stanner. Ralph shares the house with his wife Lottie. (Age-74; Wealth-50/4406/2938; AR-1; IL-6; HD-5D10; HP-

31; AD(Sword + 10%); 3-8; INC-Order; MT-40') has a share in the quarry, and runs it. His status has made him snobbish, overbearing and capricious, his age overemotional. He is an acquaintance of Brinn, who taught him to wield the magic sword he acquired (it was found in the quarry rubble years ago), but has found him to be strangely troubled at late since his wife's "departure". As he has no children he paid for his nephew Roderick's (G51) weapons training in the hope that he might one day join the petty nobility. His brother Heinrich (G51) is the Landlord of the 'Trollfires' Tavern, the money to buy which was lent him by Ralph. Lottie (Age 67; HP-2; INC-Order; MT-50') is thrifty, obsequious and a zealous follower of Hoarak. She spends most of her time looking after Ned Slater (see introduction) who now stays with them. This precocious 4-year-old wears an amulet which he found whilst digging amongst the Holy Stones (see A23) and which saved him from the fate which befell the rest of his family. Also in the house are a footman, a cook and a maid.

G36) Quarry Foreman Henry Strongshaft lives here with his wife Teresa, his brothers Erik and James, their wives and families. Henry (Age 54; Wealth-13/567/378; IL-4; HD-3D10; HP-14; INC-Order; MT-85'), a quarry foreman, is an imposing figure, haughty and boastful. Teresa (Age 56; HP-3; INC-Order; MT-85') is very religious (Hoarak) and has a harsh manner, but in spite of this is something of a leader amongst the quarriers women. Erik (Age 72; Wealth-7/612/408; IL-4; HD-3D10; HP-9; INC-Order; MT-30') is a former foreman who now deals in selling/repairing picks and other tools in addition to performing 'first aid' for ill or injured quarriers. He is overbearing and somewhat secretive where his business and herbal remedies are concerned. His wife Maud (Age 68; HP-2; INC-Good, Order) is scrupulously honest, however, if a trifle overbearing, and loyal to her husband. They have a son William (Age 44; Wealth-5/140/94; IL-3; HD-1; HP-2; INC-None; MT-95') who is precise, moody, and dominated by his untidy wife Lucy (Age 40; HP-4; INC-Good, Chaos; MT-100') and a granddaughter aged 8. James (Age 57; Wealth-13/640/231; IL-4; HD-3D10; HP-21; INC-None; MT-90') is the other foreman at the quarry, and the more popular of the two being a fearless spendthrift. His wife Alice (Age 57; HP-7; INC-Order; MT-85') is on the mean side to compensate, but is even tempered about his openhandedness at the 'Trollfires'. She makes gloves for Henry Glover (G61). They have no children.

G37-G38) Quarry Carters (only one of whom is given).

1) Whelmin Oliver Whelmin (Age 46; Wealth-10/295/197; IL-4; HD-2; HP-9; INC-Order; MT-100') is an obsequious, greedy individual who often takes things to Ristenby for other villagers on the sly. He has a small store of gold panning equipment ready to sell to the quarriers when they hit the gold seam, and it was he who thought of this reason for the dwarves' hostility. His wife Delirde (Age 29; HP-3; INC-Chaos; MT-130') is arrogant and lusty, and makes good use of her husband's daily journeys, though she is careful not to let Oliver find out for fear of the consequences. They have a son aged 3.

G39) Clement the Scribe Clement (Age 27; Wealth-18/370/253; IL-5; AR-LBS'; CC-Wizard; HD-3D4; HP-7; AD(Dagger)-1-3; INC-Order; MT-140') has worked as the quarry scribe for 2 years, as well as acting as scribe for the illiterate. (* His AR is due to his dexterity and a magical protection ring +5%). He is a scholarly type, very interested in history and language, but is known for his stubbornness. He is a friend of Celind (see castle description) who is the only member of the village to know of his magical abilities. He has a *healing potion*, and his spellbook has the spells, *Understand Magical Script*, *Enlarge*, *Enlightenment*, *Hold Doorway*, *Magical Missile* and *Putrid Cloud*.

The body in the tunnel under A27 is Clement's Uncle, though none in the village know this. His uncle found proof that Dolgold was Dolgar's Hold, and knew about the Falcon statuette and magical robe of Dolgar; the sword of Talmar, and the Staff of Varnig (see description of Dolgar's Hold). He wrote a letter to Clement's mother saying that he had found a way in and was going to try to find these items of power but was never heard of again. Clement now has this knowledge, apart from the entrance to the Hold, which he has been unable to find. He feels that he has a right to the above items, especially the Falcon, as his uncle died searching for it, and will accompany a party into the hold as long as they accept this.

G40-G50) Quarrier's Families A total of 23 labourers work in the quarry, but only 2 quarrying families are given below.

Example 1) The Ryecliffes Peter, Jack and Thomas Ryecliff live here with Peter's wife and family. Peter (Age 46; Wealth-5/151/100; IL-3; HD-2; HP-10; INC-Order; MT-110') is overbearing and barbaric in his habits and plodding in his outlook. His wife Brigit (Age 48; HP-2; INC-Order; MT-90') is an imposing, energetic woman who takes a keen interest in the village's sporting events. They have two sons, aged 11 and 17, and a daughter Arva (Age 17; HP-4; INC-Good, Order; MT-130') who is humble and likes to watch the fisherman at work on the lake. Her husband was killed whilst on watch at the quarry 63 days ago, and she is scheming to find a replacement father for her recently born son. Jack (Age 40; Wealth-5/119/79; IL-3; HD-2; HP-8; INC-Order; MT-110') is a keen par-

ticipant in the village's sporting events, very trusting, but unreliable. Thomas (Age 38; Wealth-5/108/72; IL-3; HD-1; HP-7; INC-Good; MT-115') is a forceful character who was a close friend of Simkin Slater, and feels driven to seek revenge.

2) Rockburn Geoffrey and Dickon Rockburn live here together with their wives and families and their elder brother Toby. Toby (Age 54; Wealth-5/97/65; HD-2; HP-2; INC-Chaos; MT-85') is an immoral dreamer who spends most of his time sampling the delights of the 'Bluebell'. Geoffrey (Age 44; Wealth-5/140/94; IL-3; HD-2; HP-10; INC-Order; MT-110') is neurotic, but an energetic worker. His wife Glynys (Age 40; HP-3; INC-Order; MT-100') is proud and energetically lustful. Their 3 sons are Herbert (Age 22; Wealth-5/32/22; IL-3; HD-1; HP-7; INC-Order; MT-140') an opinionated, covetous man whose main interest is the families' vegetable patch; William (Age 19; Wealth-5/16/11; IL-3; HD-1; HP-3; INC-Good, Order; MT-140') who is kindly, but nosy and loves hearing old legends; and Tristram (Age 17; Wealth-3/5/3; IL-2; HD-1; HP-2; INC-Order; MT-145') who is slothful but enjoys working with his hands and is apprentice to the village wheelwright (G54). Dickon (Age 39; Wealth-5/113/76; IL-3; HD-2; HP-10; INC-None; MT-100') is arrogant, talkative, and dresses foppishly for a labourer. His wife Margaret (Age 35; HP-3; INC-Evil, Order; MT-95') is arrogant, boastful and would like to see all dwarves come to an unpleasant end. They have a taciturn and retiring daughter Mary (Age 17; HP-8; INC-Order; MT-130') and a younger daughter aged 4.

G51) The 'Trollfires' Tavern Although the tavern is 16 years old, the name was changed 4 years ago to commemorate Brinn's victory over two trolls which wandered into the village. It is still called by its old name of 'The Dancing Pick' by many. The tavern offers various drinks at normal prices, and meals at lunchtimes, but has no accommodation. A number of plants decorate the place, and it is very well painted. The clientele consists of quarry workers in the main, with the odd 'new' villager and member of the garrison.

The landlord is Heinrich Stanner, the brother of Ralph from whom he borrowed the money to build the Inn, who lives here with his wife Valerie, their son Roderick and his wife and children. Heinrich (Age 57; Wealth-23/1275/850; IL-5; HD-4; HP-18; INC-Order; MT-85') was a painter by trade before opening the tavern. He is an energetic forceful character and is leader of "The Brothers of the Pick", the unofficial militia set up in the wake of the raid on the quarries 43 days ago. Valerie (Age 55; HP-5; INC-Good, Order; MT-90') is a reverent follower of Pentor, but very loyal to her husband and son, and this conflict has led to her acting somewhat strangely. She has a mania about plants, and those around the tavern are her idea. Roderick (Age 27; Wealth-12/237/158; AR-CMS; IL-4; CC-Fighter; HD-3D10; HP-24; AD(Sword)-2-9; INC-Evil, Order; MT-120') is mean, harsh and ambitious. He feels that Brinn should be replaced as Castellan by a local fighter (ie. himself) and is gaining support by being all things to all men and voicing Brinn's shortcomings from the point of view of his listeners (he is a master of dissimulation). He is the source of the rumour that Brinn is behind the gold robberies himself, and it is he who is behind the other hunters and provided them with the brooch (see G52). As well as working in the tavern, he goes hunting occasionally although he uses this excuse for other dealings. He has enlisted the aid of a Ristenby merchant named Dalkor (with a view to diverting some of the Dwarven mine's wealth into their pockets should Roderick become castellan) and is confident that with Dalkor causing trouble for Brinn and putting him forward in Ristenby, and the continuing disturbances at Dolgold, his ambition will soon be realised. His wife Laura (Age 25; HP-3; INC-Order; MT-130') is trusting but unforgiving to those who abuse her trust. She is something of an expert where wines are concerned, and supports her husband's political ambitions (though she doesn't know the full extent of his dealings). They have twin daughters aged 2, and Laura's brother Michael is the tavern's pot boy.

G52-G61 The Dolgold Burgesses.

The burgesses of Dolgold are grouped around the market area, although in addition to carrying on their trades, many also rent farmland from the Dolgold manor. They are all members of the Merchant Guild, which regulates the market, and whose alderman is Gilbert Broadbelt (G59). They are split fairly equally between Hoarak and Pentor in their worship. Their views are basically the same as the 'new' villagers, but additional views of recent events plus other things which a party may find out from them if they ask, appear below:—

A bearded, middle-aged man arrived at the village 72 days ago and stayed at the 'Sir Tristram', though he didn't seem to have come on business of any kind. He wandered around the area for a couple of days, after asking about the castle, ruins and holy stones, and then went to the castle one evening. A couple of hours later some of the castle garrison hurried to the Inn saying that he had stolen something from the castle and broke down the door of his room. None saw the man return, but he must have done so, for although his horse and much of his gear was left, the rest was not in his room.

68 days ago a prominent priest of Margor visited the castle.

43 days ago a riot occurred in the village between the quarriers and

dwarves, the former trying to burn down Tarquin's shop. Some of his boxes were so well polished that they shone like gold in the firelight. 35 days ago some hobbit relations of Prando (map J) arrived with the news that they had been invited to live there and were enlarging the hole proportionately. Only four have been seen in the village, but there must be about twelve from the amount of food they buy. They are being helped by an ascetic, clean shaven human named Balderag, whom everyone agrees is a pleasant companion.

G52) Brian Vurnier — Furrier Brian lives here with his wife Anne and grandson Rogen. His son William was accused of being implicated in the death of the giant otter found 20 days ago, and though he was innocent he and his wife went to Ristenby three days afterwards to allow tempers to cool. They never arrived, and Brian is not alone in suspecting that the druidic community are responsible for their disappearance.

Brian (Age-72; Wealth-40/3060/2040; IL-6; HD-5D6; HP-18; AD(Sword)-1-6; INC-Good, Order; MT-40') is a studious, moody character who dresses roughly. Anne (Age-68; HP-6; INC-Good, Order; MT-40') is virtuous, talkative and plays lady bountiful to the less fortunate villagers. She makes sure that her friendly grandson Rogen (Age-68; HP-6; INC-Good; MT-140') dresses immaculately, though she's given up with Brian. Brian trades for furs with the village hunters and the Barbarians to the North — usually deer, bear and beaver. There is also a bounty on wolves in the county (Blitch-GP, Dog-5GP; Cub-2GP) and Brian pays half these rates to people who would find it inconvenient (or dangerous) to collect the full bounty in Ristenby. He keeps a stock of hunter's supplies (rations, ropes, sacks etc.) which he sells at the usual prices. Brian also acts as an agent for a tanner in Ristenby.

G53) Hugh the Smith. Hugh lives here with his mother Donna, his brother Edward, his wife Elspeth, and their 7 year old son. In addition to smithing, he farms the land which he gets rent free in return for repairs he does for the castle inhabitants. Hugh (Age-34; Wealth-27/838/559; IL-6; AR-L; HD-3D10; HP-16; AD(Hammer)- 2-7; INC-Good, Order; MT-120'). Is a reverent follower of Pentor and a glutton for tales of strange lands and beasts. He works on most common metal implements — nails, hinges, ploughs, scythes etc — and can repair armour, but the only weapons he makes are knives and daggers, and he has a large collection of these which he uses as patterns. Donna (Age-56; HP-7; INC-Good, Order; MT-80') is well-spoken, diplomatic, and humble. Edward (Age-19; Wealth-2/5/4; IL-2; AR-L; HD-1D10; HP-9; AD(Hammer)- 2-5; INC-Order; MT-140') is truthful, sober and very honourable. He works as Hugh's apprentice. Elspeth (Age-32; HP-5; INC-Good, Order; MT-110') is proud of her husband, kindly and loyal.

G54) Stanley the Wheelwright. Stanley lives here with his wife Bronwen, Tristram Rockborn (his apprentice) living with his parents (G40-50). In addition to making/repairing carts, simple furniture, wooden house frames etc, they have a piece of land to farm in return for castle repairs, and double as the village undertakers. Stanley (Age-44; Wealth-25/1453/969; IL-5; AR-L; HD-4D10; HP-24; AD(Axe)- 1-8; INC-None; MT-95') is a plodder, somewhat unworried and lazy, but very jealous of his wife (which is why Tristram doesn't live there). Bronwen (Age-31; HP-3; INC-Good, Order; MT-120') is very attractive, helpful and truthful. They have no children.

G55) Percival Cordony. Percy (Age-21; Wealth-13/321/14; IL-4; AR-L; HD-1; HP-7; AD(Hammer)- 1-4; INC-Good, Order; MT-130') is the village cobbler. He came to the village about a year ago, his father Jules of Spoylesham (see Sarkdrik visitors table) lending him the money to set up his shop. He is helpful, easy going, but energetic and makes and repairs belts, pouches, backpacks etc. In addition to shoes, although this still doesn't keep him occupied full time so he works the land two days per week.

G56) Walter the Tailor. Walter lives here with his wife Gillian, his sons Mark, Benedict and Frederick, and daughter Philippa. Walter (Age-49; Wealth-12/934/622; IL-5; HD-4D6; HP-14; AD(Dagger)- 1-4; INC-Good, Order; MT-95') dresses foppishly, and is energetic, friendly and modest. He still grieves over the fate that befell his eldest son Hugo (G2) 5 years ago, which has made his wife (Age-47; HP-4; INC-Order; MT-80') stubborn and unreliable. Mark (Age-24; Wealth-5/27/18; IL-3; HD-1; HP-3; INC-Good; MT-130') a journeyman tailor, is diplomatic, taciturn, and cosmopolitan in outlook. He is trying to persuade Walter to lend him the money to open a shop in Ristenby or Starston Bridge. Benedict (Age-17; HP-3; INC-Good, Order; MT-140') who works as their apprentice, is virtuous, generous, and a devout follower of Pentor. He is thinking seriously of applying for the priesthood. Frederick (Age-13) is a truthful and fussy individual, whom William suspects will make the best tailor of them all in time. Philippa (Age-16; HP-4; INC-Good, Order; MT-130') is curious, but timid, and well up on the village gossip. She treats Valerio Stanner (G51) almost as an auntie, as they share a passion for plants.

G57) Bagster. Rona, Sandra and Debra Bagster, the village bakers and

cooks, live here with a founding called Becky whom they have taken under their wing. Rona (Age-60; Wealth-19/962/641; IL-5; HD-4D4; HP-9; AD(Rolling pin)- 1-3; INC-Order; MT-65') is an incorrigible gossip and scrupulously honest even when drunk (which she is most of the time). Sandra (Age-52; Wealth-7/531/243; IL-4; HD-3D4; HP-9; INC-Good, Order; MT-70') is truthful and compassionate, whilst Debra (Age-50; Wealth-7/329/211; IL-4; HD-3D4; HP-8; INC-Good, Chaos; MT-75') is unworried, but deceitful and something of a practical joker (mustard in cream cakes etc.). Becky (Age-13; HP-3; INC-None; MT-130') is spoiled by them all and fearlessly cheeky. As well as baking bread they provide pasties and cakes for the "Bluebell" and "Sir Tristram" and for the markets and other village events.

G58) The Bluebell Tavern. The Bluebell is open from 7pm to 6am and is the rowdiest ale-house in the village, shunned by the more respectable folk. It is frequented by the garrison and visiting hunters in the main, although a number of villagers (both 'old' and 'new'), burgesses and quarriers are also usually present. Ale and wines are served to accompany the boisterous games in the bar area, served by 4 charismatic bar maids of loose morals, who each have their own room and give the landlady a share of their takings. Food is served (from the Bagsters, G57) and although the only accommodation consists of the barmaids' rooms (which are fairly expensive on a nightly basis — 30SP) anyone who passes out in the bar is usually left alone until morning. One of the barmaids also purveys black lotus, whose effects are to make the smoker incapable of anything other than a slow walk and constant giggle for 6 hours if a saving throw vs poison is made, 24 hours otherwise.

The landlady is Prunella Swift (Human; Age-30; Wealth-60/2731/1821; IL-7; AR-SM(due to dexterity); CC-Thief; HD-5D6; HP-18; AD(Throwing Knife x 2)- 2-8; INC-None; MT-140') a selfish, haughty, but forgiving retired thief from the south. She came to Doldgole 6 years ago having made enough in her last haul (an evil temple) to open this establishment, but although she changed her name and covered her tracks well, she is still very wary of priestly types, and has two guard dogs (AR-L&S; HD-2; HP-10.9; AD- 2-7; MT-150') one of which always sleeps in her room. She has kept her thieving skills honed, and has been coaching Celindal (see castle description) with whom she is somewhat infatuated. Also staying at the tavern are two boys aged 1 and 2 (A couple of the girls aren't as careful as they should be). Prunella hires a couple of the more broad minded village women to come in daily to clean the place, and any visiting entertainers who impress her are allowed all the Bluebell's facilities for free.

G59) The "Sir Tristram" Inn. This Inn offers the only accommodation in the village, which consists of the tavern area (1SP/night), 6 single rooms (12SP/night), 4 double rooms (1GP per night), and the 'Merchants Suite' (3GP/night). The cost of rooms includes breakfast: The clientele of the Tavern consists of burgesses and 'new' villagers in the main, and it is slightly more expensive than the 'Trollfries' or 'Bluebell', but the most respectable in the village, as no rowdy behaviour is allowed. The Inn is owned by Gilbert Broadbelt, who lives here with his sister Maud, his sons Ronald and Derrick, together with their wives and families. Gilbert (Age-64; Wealth-40/2938/1958; IL-6; HD-5D6; HP-21; AD(Bludgeon)- 2-5; INC-Order; MT-70') is even tempered, precise and a little taciturn. He has been elected alderman of the Merchant Guild. Maud (Age-49; HP-8; INC-Order; MT-80') is in charge of the Inn's kitchen. She reveres her brother, is friendly to guests and takes a keen interest in all the village contests. Ronald (Age-49; Wealth-15/527/351; IL-5; HD-4D6; HP-16; INC-Order; MT-90') is a lachrymose dreamer, though very perceptive, who has little loyalty for the present village dignitaries. His wife Rosie (Age-41; HP-4; INC-Order; MT-95') is retiring and even tempered, and oversees the brewing of the celebrated 'Sir Tristram' ale (the 'Bluebell' and 'Trollfries' buy ale from her and others, as they don't make their own). They have two daughters, Eleanor (Age-19; HP-1; INC-Chaos; MT-120') who is soft-hearted, intuitive but covetous, and Shira (Age-14; HP-1; INC-Chaos; MT-120') a deceitful, easy going scamp. Derrick (Age-31; Wealth-15/246/164; IL-5; HD-2D6; HP-8; INC-Good, Order; MT-120') is truthful, very concerned with hygiene, and a touch over-sensitive. His wife Sara (Age-28; HP-4; INC-Order; MT-110') is too generous to serve behind the bar, and spends most of her time working on tapestries (when she's not raiding the wine cellar). They have a 3 year old daughter.

G60) Tarquin Bolt. Tarquin (Age-56; Wealth-26/1582/1055; AR-L&S(due to dexterity); IL-5; HD-5D6; HP-14; AD(Dagger)- 1-4; INC-Chaos; MT-85') is the village locksmith and has lived alone since his apprentice Hugo Walters (G2) took up farming 5 years ago. As well as locks and keys for doors, Tarquin makes locking iron boxes and adds locks to some of Stanley the Wheelwright's wooden chests (G54). He is haughty, careless, and will hazard a wager on almost anything.

In addition to his usual work he is in league with the dwarves, smuggling gold out of Doldgole to Ristenby (where many of his iron boxes are sold). The dwarves bring him chests with 'broken' locks, which have gold bars concealed in their false bottoms. Tarquin incorporates gold plates into some of his iron boxes, which after painting go to a special buyer in Ristenby. The casualty rate amongst the dwarves' boxes has been noted,

hence the quarriers seeing him as a dwarf-lover' and attempting to burn down his shop 6 weeks ago.

G61) Henry Glover Henry lives here with his daughter Verity, her husband Tom, and their 6 children. The whole family are involved in making gloves of various kinds, the bulk of which are sold at Ristenby market. Many villagers also make gloves with materials supplied by Henry, working for him as outworkers. Henry (Age 74; Wealth-50/3060/2040; IL-6; HD-506; HP-17; AD(Dagger)- 1-4; INC-Order; MT-40') is a logical but plodding thinker and is getting morose in his old age. Verity (Age 38; HP-4; INC-Evil; Order; MT-90') is even-tempered, humorous, but lacking in morals. She would be inconsolable (for a week or two) if one of her pet finches died, but feels that her father is taking his time about it. Her husband Tom (Age 35; Wealth-16/636/425; IL-5; AR-L; HD-306; HP-16; AD(Sword)- 1-6; INC-Evil; MT-110') feels the same way, and wouldn't mind seeing Verity follow soon after. He is very intelligent in a scheming way (employing outworkers was his idea) but also very lazy. He spends little of his time making gloves, but travels twice a week to the Ristenby market to sell them. He visits the "Bluebell" quite frequently, and will try to have Henry killed by misleading adventurers if the chance arises. He is not liked by the villagers as he is mean and unforgiving, but is admired by the burgesses for his business acumen. They have sons of 13 and 10, and daughters of 17, 6, 5 and 2. The eldest Susie (Age 14; INC-Order; MT-120') in contrast to her parents, is retiring and very honourable, though she has her father's vengeful streak. She is considered to be one of the best matches in the village, and is not short of suitors.

G62) Dolgold Castle See Map H.

G63) Temple of Hoarak the Lawgiver.

"In the beginning was chaos and despoliation, and man's existence was uncertain both in this world and the next. Then Hoarak, God of the skies, stars and things celestial, with the aid of his brother and two sisters, brought order to the Universe and gave mankind its laws. Order must prevail, and chaos be rooted out, or mankind is doomed to sink into barbarism. Each man must know his place, be obedient to his superiors and deal with his equals and subordinates according to the letter of the law. Good and Evil are merely abstractions with which the powers of chaos, and especially the Anti-God Bagozdin, attempt to draw attention away from the Ultimate struggle."

These are the beliefs of the followers of Hoarak, and the three lesser gods in this pantheon are also worshipped here. The followers of Hoarak consist of the majority of the quarriers, about half of the burgesses, and a few 'new' villagers. They consider Pentor as a manifestation of Hoarak (though a fairly acceptable one) which has deviated from the true path.

The priests of the temple are Horani (Human; Age 42; Wealth-36/1322/881; IL-6; AR-PP; CC-Priest; HD-4; HP-25; AD(Flail)- 2-7; INC-Order; MT-90') and Hadrian (Age 21; Wealth-5/16/11; IL-3; AR-PM; CC-Priest; HD-1; HP-4; AD(Flail)- 2-7; INC-Order; MT-120'). Horani has plate mail armour and shield and a *magic wand* which causes fear in those it is directed against unless a saving throw is made. Hadrian has chain mail armour and a *shield* +5%. Both priests dress immaculately. Horani is sober and collects books and scrolls. Hadrian is proud but can deliberately mislead those whom he suspects of not following the tenets of Hoarak wholeheartedly. Both would like to see Brinn replaced by someone more orderly.

There is little love between the priests of Hoarak and those of Pentor and both would be happy to see their congregations grow at the expense of the other. They are all concerned about the resurgence of chaos in the area, however, and will aid those combatting it, short of joining them on adventures.

G64) The Temple of Pentor.

"The ultimate destiny of mankind is to live together in peace, love and happiness in the grace of Pentor, and this will be achieved by strict order and brotherly concern for others. Order, peace and hospitality are the watchwords, and believers should demonstrate these always, as an example to others."

The followers of Pentor consist of the majority of the 'new' villagers, about half the burgesses, and a few of the quarriers. The priests of the temple are Roland (Age 43; Wealth-72/3078/2052; IL-7; AR-PP&S; CC-Priest; HD-5; HP-24; AD(Hammer +5%)- 5-8; INC-Good, Order; MT-80') and Magnus (Age 24; Wealth-9/44/29; IL-4; AR-PP; CC-Priest; HD-2; HP-5; AD(Hammer)- 2-5; INC-Good, Order; MT-90'). Roland has *splinted mail armour* +10%, carries a shield, and has a *scroll* with the spells *Cure* and *Exorcism*. He is a diplomatic, well-spoken altruist forever trying to help those in need. He has noticed that Brinn has been troubled of late, and offered to help him if he could. The answer he got was "so you want my gold too, eh Priest?" and Roland left it at that. Magnus has plate mail and shield and a *potion* which allows the drinker to levitate. He is compassionate and scrupulously honest, but never divulges anything which has been told to him in confidence.

Castle Background

Brinn (H8) was appointed castellan 7 years ago by the Marshal of Ristenby, and at first was not popular with the villagers as he did not pay the same attention to the running of the village as had Tristram, their former lord. As time went by, however, the villagers became more used to him, and four years ago he reached a peak of popularity when he played the major part in slaying two trolls who had been terrorising the village for some days. Shortly afterwards he married the Lady Dulcinea, Tristram's widow, and adopted his son Gareth as his heir.

70 days ago a traveller requested an audience with Brinn, and as both he and his wife enjoyed hearing the news of distant lands they invited him to a feast in the castle hall, followed by mulled wine in their solar (H8) afterwards. Nordegai, for so the stranger introduced himself, after discussing general topics, asked about the tunnels beneath the castle keep, of which neither Brinn nor Dulcinea had any knowledge. Nordegai didn't believe them, and grew increasingly angry when they continued to 'feign' ignorance. He read a spell from a *scroll* which turned Dulcinea into a troll, and Brinn was so taken aback with this that Nordegai was able to drink a potion and fly to safety before he could react.

Guards were sent to the 'Sir Tristram', but Nordegai was not found. Meanwhile Colindell (H5) suggested that the ground floor of the keep be searched for the secret passages which Nordegai had mentioned, with a view to hiding the Lady Dulcinea there until something could be done — the fear and loathing in which trolls are held in both the village and the County as a whole meant that she would not be safe otherwise.

The underground chambers were found (but not the door to A27) and the troll incarcerated there, whilst Brinn's brother Marsig (H2) sent for the archpriest of Margor in Ristenby. He arrived two days later, and for a hefty fee attempted to bring the lady Dulcinea back to her natural form. He failed in his task, and advised Brinn to engage a powerful wizard to undo the magic of Nordegai. Brinn now had insufficient monies to do this, and begged a loan from the Marshal of Ristenby. The loan was refused as the Marshal doesn't particularly like him, and he couldn't tell him what the money was for. Soon afterwards Brinn took the opportunity provided by the bandits to raise some cash (see A15). He now feels that they have cheated him and are in league with the dwarves. He seeks revenge on them, but fears for the safety of their captives and doesn't take enough men away from the village to conduct a proper search in case more civil unrest occurs while he is away, thus strengthening the hand of those who seek to have him dismissed. He would reward any adventurers for doing so, however, so long as they were discrete and "found no treasure".

Castle Notes

There are always two guards on duty in the castle, one at the top of the keep watching the main gate and one patrolling the walls. All the men-at-arms would much rather be involved in the Toxandia war, with some prospect of loot, rather than be stuck doing garrison duty. They are neutral so far as the quarriers vs dwarves and new vs old villagers' conflicts are concerned, seeing the bandits as their main foes as they have killed two of their number and hold three others captive (see A15). They are unaware of the pact which Brinn made with them, however, and are very loyal to him. They worship at the temple of Margor (H2) and spend much of their free time at the 'Bluebell' when it's open, visiting the 'Trollfires' and 'Sir Tristram' less frequently.

Things which they may reveal to a party are as follows:—

Unless very drunk they will swear that Dulcinea went to visit relatives, though they themselves believe that she ran off with Nordegai.

Tarquin (G60) was very relieved that the iron boxes of his that the gold was carried in were recovered after the last ambush, but one of the guard's bodies wasn't.

69 days ago the Archpriest Margor came from Ristenby to see Brinn. He didn't officiate in the temples at all whilst he was here.

Brinn has been selling off his most valuable effects, but none know what he wants the money for.

Some believe that Glaston, Brinn's lieutenant is in league with the bandits, either that or he is an arrogant coward, because he ordered the guards to retreat almost immediately they were attacked, on *both* occasions. Also, the bandit who was captured after the bandits raided Dolgold 54 days ago escaped whilst Glaston was escorting him to the lock-up after questioning by Brinn.

(Dolgold castle is based upon Dolbadarn Castle in North Wales.)

Key to Map H — Dolgold Castle

H1) Barracks. The entrance to this building is reached by the steps up to the first floor. The first floor constituted the quarters of 6 men-at-arms (AR-SM; HD 10r2; INC-Order or None; MT-100') and 2 sergeants (AR-AM; HD-2; INC-None; MT-100'), armed with broadswords, halberds and

crossbows. Two of their number were killed in the last ambush, whilst two others were captured by the bandits. One of the sergeants is the treasurer for the group, and carries the key to the chest containing 2650CP, 4780SP, 573GP. Trapped doors from this floor give access to 3 separate areas on the ground floor — i) The village lock-up. ii) A storeroom containing provisions. iii) An armoury containing spare armour and weapons.

H2) Temple of Margor.

"Only when risking death is mankind truly alive. To die in battle is to have really lived, to die in any other way is to die in dishonour. To fear death in battle is to begin to die. Those who please Margor most, those who face death in battle fearlessly and frequently, are assured a place in his war-band in the afterlife. All that the craven can expect from the afterlife is cringing servitude." Such are the beliefs of the followers of Margor, god of battles.

In charge of the temple is Brinn's brother Marsig (Age-23; Wealth-9/36/25; IL-3; AR-PP; HD-2; HP-11; AD(Mace)- 2-8; INC-Chaos; MT-90') a self-opinionated zealot in the cause of Margor and somewhat insensitive to the feelings of others. He feels that Dulcinea was leading Brinn away from the true path, and that without her he would return to it. As a result he asked the archpriest to fail purposely in his task. In fact, he himself has a scroll with a *Nullity Magic Spell* (in addition to *Minor Cure x 2* and *Disease Cure*) whose existence he has concealed from Brinn, with which he could attempt to bring Dulcinea back to normal himself. He lives in the solar above the E end of the Great Hall (H3).

H3) The Great Hall. This is where the garrison take their meals, and guests are entertained. The manor court is held here every month at the time of the new moon. The solar at the E end is used by Marsig (H2), that at the W end being reserved for guests. The castle servants (ostler, cook, scullions etc.) sleep in the hall below.

H4) Open Area used as the village pound where straying animals are kept until their owners pay a fine for their return. The castle's livestock are also quartered here prior to being slaughtered. a) is the small castle kitchen.

H5) West Tower. The tower has three floors. The ground floor is taken up by stores and equipment of various kinds (supplies, oil, pitch, ropes etc.). The quarters of Brinn's lieutenant Glaston (see A15) are on the first floor. A locked chest in his bedchamber contains coins and valuables worth a total of 929GP. The second floor consists of the quarters of Brinn's henchman Celindol (Half-Elf; Age-34; Wealth-40/979/653; IL-6; AR-CM; CC-Wizard/Thief; HD-20/4/30/6; HP-8; AD(Sword)- 1-6(x 2 from behind), (Sling)- 2-5; INC-Chaos; MT-130') who took service with Brinn after he came from being hung for theft by an angry village eight years ago. Celindol is a courteous, careless hedonist who is very close to Prunella at the Bluebell and friendly with Clement (G39), though not much liked by the rest of the village, especially the dwarves, as he uses his magic in Brinn's service to quell disturbances. It was he who engaged Edward Wimble in Verbury to supply the bandits (A15) and if a party decide to bring them to justice he will put Wimble forward as a possible lead.

He wears leather armour, his AR being due in part to his dexterity, and has an amulet which adds +5% to saving throws, and a *potion* which allows the drinker to sense the presence of treasure. His spellbook contains the spells, *Understand Magical Script*, *Slumber*, *Feather Felling*, *Invisible Servant* and *Fire Fingers*.

H6) South Tower. The ground floor contains various supplies, including equestrian equipment. The first floor consists of a common room, containing table, chairs etc. and the chamber of Sergeant Fattler (Age-46; Wealth-25/877/585; IL-5; AR-PP; CC-Fighter; HD-2D10; HP-15; AD(Mace)- 2-5; (Sword)- 2-9; INC-Good; MT-105'), the leader of the castle's cavalry. He has *chainmail* +6% and hits at +5% due to his strength. A friendly type, but jealous of his honour and position, he is a close acquaintance of Gestri Rakrisson (F13) and likes most dwarves. In addition to his own wealth, that of his five underlings (total 537GP) is kept in a chest in his chamber.

The second floor houses five men-at-arms (AR-SM; HD-1; HP-5,5,6,8,7; INC-None; MT-120') who have studied leather armour and shields and are armed with long swords and light maces. These are the castle's cavalymen.

H7) Stables. Although there is room for more, only 6 horses are stabled here (those of Brinn and Dulcinea and four of the cavalymen (H6)).

H8) The Keep.

i) Ground Floor. Contains stores of food, drink, arms, armour and equipment. A large slab conceals the entrance to a long spiral staircase leading down to H10.

ii) First Floor. The entrance is on this level, through a stout iron bound door and a portcullis. The keep hall is found here, containing benches, tables, chairs, whilst set into the walls are a fireplace and an oven. Doorways lead to a garderobe (toilet) (NE) and a spiral staircase (NW) leading both down to the ground floor and up to the top of the tower.

iii) Second Floor. Consists of two rooms, a study used by Brinn and a solar (lounge) used by both him and his wife. The study contains a lantern, table, two chairs, and a chest containing the manor accounts which are

drawn up by Marsig (H2) under Brinn's direction. The solar contains a table, fireplace, wall hangings and two padded oak settles, together with a silver wine service worth 130GP. This is where Brinn and Dulcinea entertained Nordegai (see introduction).

iv) Third Floor. Consists of the bedchambers of Brinn and his 8 year old stepson Gareth, each containing a bed, clothes chest, curtains, wall hangings etc. Brinn's room also contains a locked, trapped chest with valuables totalling 634GP inside (which Brinn has raised by selling off a number of items) and a *potion of battle* which gives the drinker 4D10 extra hit points for 5-20 rounds. Brinn(Age-34; Wealth-120/2541/634; IL-8; AR-PMG+10%; CC-Fighter; HD-5D10; HP-37; AD(Halberd +5%)- 3-12; INC-Good, Chaos; MT-80') wears plate mail armour, has a *magical shield* +10%, and hits at +10% due to his strength. He is brave, affable and a good leader. He is devoted to Dulcinea and has not paid much attention to anything apart from her predicament since Nordegai's visit. He is trying to raise 5000GP to pay for a wizard to return her from troll form. Until four years ago he was a regular visitor to the 'Bluebell', but has since restricted himself to the entertainment offered by the ground floor of the 'Bluebell' and the other village taverns.

He believes that the bandits of A15 have cheated him, and will encourage a party to root them out. Should anything befall Dulcinea (H10) or the gold she guards be stolen, he will not rest until he has reaped vengeance upon those responsible.

The tower is 45' high.

H9) Gatehouse. Entrance is gained across a drawbridge over a spiked ditch, behind which is a portcullis.

H10) Dulcinea's Sanctuary. The Lady Dulcinea has spent the last 10 weeks behind the locked iron door of this room. She has been turned into a troll (AR-CMB; HD-39 (regenerates at 2HP/round); AD-4/7/4-7/2-16; MT-130') but by a great effort of will has managed to retain her personality and inclination, apart from periodic and increasingly frequent moments. There is a 10% cumulative chance per round that this will occur (her INC becoming-Elf, Chaos; for the duration) and this is 100% certain to happen if she is attacked. She has lost the power of speech, but her natural inclination is towards good.

H11) This room is used as a latrine by the troll next door, though in the NE corner are 6 iron boxes each containing 8 gold bars exactly the same as those at A15 and worth 50GP each. The secret door has not yet been found by any of the inhabitants of the castle. The passage to the south leads to the ruin (A27).

MAP J — Introduction

A year after finding an old document referring to the legendary *Wand of Dolgar*, Nordegai (J5) finally tracked it down some months ago. It was an heirloom belonging to a Vedran family who were unaware of its true significance. Nordegai stole it from them and made haste to Starston Bridge with a view to finding Dolgar's Hold, bringing back some of the trollings, or Night Trolls, from their petrified state, and having them lead him to the other treasures of Dolgar.

He came to Ristenby, where he stole a document relating to the secret passage from the tower of the Wolfkin to the dungeon complex beneath the hill, and a tome on the old trollish language from Bumbleby, the town clerk, and then made his way to Dolgold. Until that time, those few who had associated Dolgold with Dolgar's Hold had either no knowledge of these tunnels or had died whilst attempting to gain entrance.

At Dolgold, Nordegai stayed at the 'Sir Tristram' for a couple of days, during which time he found the holy stones, but failed to gain entrance through the ruins. He then sought entrance from the castle, with unfortunate results for the lady Dulcinea (see castle introduction). After a hasty departure from the inn, he came to Prando's residence, *charmed* him, and lay low until the next evening, when he went to the Holy Stones (A23) and brought back three trollings after killing Cootfoot's pet dog. The trollings led him to the quarry, brought the watchman and his family (with the exception of Ned Slater) to Nordegai to be stoned and moved enough fallen stone to gain entrance to the passage at K2, which they concealed afterwards. Unfortunately, only the leader of the trollings knew anything about the quarters of Dolgar and his henchmen, and none could remember which one of the Holy Stones he was. This occurred 69 days ago.

Nordegai returned to Prando's, determined to recharge the wand enough to bring back 3 more trollings, and 66 days ago his chance came when 2 dwarves came to visit Prando. With Prando's help they were tied up, after which Nordegai had Prando write the note saying he had gone on a trek in the wilderness, which was nailed to the front door. That night the four of them went to the Holy Stones, and Nordegai brought back 3 more trollings, leaving the stoned hobbit and dwarves in the spaces left by them. The leader was not amongst these either, so Nordegai went exploring the hold on his own and had a near fatal encounter with the Morlocks. Deciding that he needed help, he left the area to approach the religious Order of the Wolf to which Dolgar belonged.

63 nights ago the trolls left the hold, killed the quarrier on watch and raided the sheep and cattle of the druidic community for food. They raided them again 63 nights ago.

43 nights ago they raided the quarriers livestock, were seen, but mistaken for dwarves in the darkness.

35 days ago Nordegai returned, with Balderag (J6) and his four Boggart helpers (J7) posing as hobbits, and began supplying the trollings so as to reduce the chances of their being detected. He also brought two cockatrices with him, which he let loose at A19 so that they would, if found, be blamed for the petrification of anyone he himself placed in the area. The first of these was a spy of the Marshall of Ristenby, who Nordegai and his helpers abducted 28 days ago whilst he was on his way to Dolgold to see if Brinn had any connection with the ambushing of the first gold shipment.

24 days ago they abducted two dwarves on their way from Ristenby to the mine (see F19). Two Dolgold burgesses were added to these 17 days ago (see G52), and the following night Nordegai brought back three further trollings, the dwarves taking the place of the Holy Stones, whilst William Vurnier and his wife were turned to stone at A19.

5 days ago 3 more dwarves were abducted whilst on their way to the mines after a drinking bout in the village, from whom it was discovered that a gold shipment would be carted to Ristenby two nights later. Nordegai enlisted the aid of the trollings, and together with Balderag and his boggarts they laid an ambush, which coincided with the one arranged with the bandits. They got the gold, in addition to two wounded bandits and a wounded man-at-arms from the castle. The following night the humans were petrified at A19, the dwarves became Holy Stones, and Nordegai brought back 3 trollings and Ergoin the dwarf (F19) by mistake. The shock was too much for Ergoin, however, and he died instantly. Although he has now brought back 12 trollings, he still hasn't found the leader (for, unknown to him, the trollings have taken his petrified remains to their lair, determined that all of their number will be brought back, not just as many as it takes to find the chief). Strewn around A19 are the petrified remains of the 6 humans mentioned above, in addition to the druidic hunter who fell foul of the cockatrices. Prando and the 6 remaining dwarves are now Holy Stones — Nordegai is usually only bringing back as many trollings as he can replace with small demi-humans, after the furor caused amongst the druidic community when the first three stones disappeared.

Key to Map J — Prando's Hobbit Hole

J1) Alcove contains a coat rack and stand for walking sticks. The E-W passage from the door is very muddy.

J2) Lounge. Contains a fireplace, easy chairs, rugs etc. The walls are decorated with paintings (one a portrait of Prando) and maps. One map of the Dolgold area has red lines drawn on it (Routes of Prando's treks).

J3) Dining Room. Contains fireplace, table and chairs, and a cabinet containing plates, goblets, cups, saucers, knives, spoons etc.

J4) Kitchen. Contains a fireplace with a spit and cooking utensils, worktable, water barrel, and numerous pots and pans hanging on the wall.

J5) Prando's Room. Contains a bed, chamberpot, clothes chest, backpack, small table, and chair. A small pile of books and a lantern stand on the table.

Prando came to the area six years ago from the south having taken part, with Prunella (G58), in the robbery of an evil temple which made them both rich. They agreed not to associate with one another except in times of great danger, so as to make tracking them more difficult. Prando (CC-Thief; HD-4D6) likes the wilderness, and built his home here to facilitate his frequent treks into it. He became friendly with the dwarves, especially the two to whom he was teaching his profession (captured by Nordegai 66 days ago). A secret panel in the S wall contains what remains of his wealth (5942GP in gems, coins and jewellery) plus his leather armour +5%, dagger +5% and invisibility ring. If returned, Prando will want the latter three back, but will give half his wealth to his rescuers. The books on the table consist of a tome on gardening, one on pipeweed cultivation, and a fairly new one on famous thievish exploits (a section on the robbery of an evil temple to the south being particularly thumb marked), worth 10GP each.

The room is now being used by Nordegai (Age-47; AR-CM&S; CC-Wizard; HD-5D4; HP-20; AD(Dart)- 1-3/1-3/1-3; INC-Evil; MT-120) hence the backpack which contains his spellbook, clothes, lantern, oilflasks etc, and a rough map showing a tunnel leading to an underground complex, a scroll detailing the whole of Bumbleby's manuscript, and a book on old trollish. His spellbook contains the following spells — *Understand Magical Script*, *Charm*, *Whisper Message*, *Weaving Lights*, *Hold Doorway*, *Spidersweb*, *Enchant Rope*, *Ball of Fire*. Nordegai also has a magical pendant which gives the wearer an AR of

CM&S, a *potion of shape changing*, and the *Wand of Dolgar* (usable only by wizards). This black marble wand has a gold statuette of a trolling attached to one end. Depending upon which end it is attached to, the wand can either turn up to 6HD of creatures to stone, or return up to 6HD of stoned creatures to their natural form. The latter charges the wand, the former dissipates the charge, so for example if the wand had a charge of 2HD at some point, either 2HD of creatures could be stoned or up to 4HD be returned from stoning. If the latter occurred first, the wand would then be able to stone up to 6HD of creatures. When using the wand, a creature with HD-2D8+3 counts as 2D8. The wand has a present charge of 2HD. Nordegai will be attempting to get 3 dwarves/hobbits of 1HD so that he can return 3 trollings to flesh, and replace them with his stoned captives, in which case the wand will have a charge of 1HD.

Nordegai will conceal himself should Prando's home be visited. He will have no compunction about using a *Ball of Fire* spell on intruders, but does not want to harm Balderag or the boggarts (he needs them), or any dwarves or hobbits he could use. If he has to flee he will attempt to evade pursuers by using his *Hold Doorway* and/or *Enchant Rope* spell. His purse contains a gem (390GP), 16PP and 76GP.

J6) Storeroom/Larder. Contains haunches of meat hanging from the ceiling, sacks of flour and meal, barrels of fruit, wine, ale, oil etc. and flagons of wine, in addition to a store of dry firewood.

J7) Guest Room. Contains bed, table, chair, clothes chest, chamber pot etc. This room is now being used by Balderag (Age-32; AR-PP; CC-Priest; HD-5D8; HP-29; AD(Hammer) +10%; 4-7; INC-Evil; Order; MT-80), a priest of the Order of the Wolf. He wears plate mail armour, carries a shield, and has a *scroll of protection* (vs magic). The Order of the Wolf aim to bring Dolgar's Hold back to its former glory, by using the trollings (under Balderag's direction) to kill off the most able members of the village, and then enslave the rest. The belongings of Dolgar and his associates they see as belonging to the Order, as they were all members. They need Nordegai at present to bring the rest of the trollings back to life, but once this has been accomplished Balderag intends to dispose of him. Until now, he and his servants (the boggarts in J8) have been aiding Nordegai to abduct people to discharge the wand/replace the Holy Stones, whilst at the same time digging a tunnel down towards the lower level of the hold so as to bypass the creatures Nordegai met down there (the Morlocks). A false bottom in the chest contains 153GP, 38SP and a gem worth 200GP.

Should they be visited, Balderag and the boggarts will be very friendly and hospitable, show off their work (Room J10 only) and say that they expect Prando and his dwarven friends to return at any time. They will allow a party to leave if they think they have been taken in, otherwise they will attempt to capture them (Balderag using his *Hold* spells) with a view to having them stoned by Nordegai.

J8) Guest Room. Contains 3 beds, chamberpots, clothes chests, a table and two chairs. Four boggarts (AR-L&S; HD-2D8+1; HP-17,12,10,11; AD(Sword)- 2-7; INC-Evil; Order; MT-90) are presently using this room. Boggarts have a limited shape changing ability, being able to take on the physical characteristics and mannerisms of any humanoid or demi-human creature of 4' or less in height. They do this so well that members of the race they are masquerading as have only a 10% chance each time they meet them of noticing something amiss, and those of other races have no chance at all, as they are masters of language (as well as of mining). These four are members of the Order of the Wolf, and very loyal to Balderag. They are posing as hobbit relations of Prando.

J9) Storeroom. Contains 2 wheelbarrows, picks, shovels etc.

J10) New Room. This room has been recently hewn from the rock, and obviously needs a lot of finishing. The secret door will be found only by searching. The passage behind it slopes sharply downwards to Map L. 30 feet down it a shelf is carved into the wall, upon which stand 98 gold bars stamped with the crest of Baron Granek (who will give a reward of 10%) each worth 60GP.

J11) Prando's Garden. Contains various varieties of plants and pipeweeds, but obviously hasn't been tended for some weeks.

J12) Well.

J13) Rubbish Pit.

J14) Pile of Rubble.

J15) Woodpile.

dolgar's hold

Background

At the end of the battle with Abginell, Dolgar (L22), Varnig (L19), and Talmar (L18) were subjected to a *Bolt of Power* and attempted to teleport away using magical amulets they each possessed. This resulted in them dying whilst in teleportation, which had unusual, though different, results for each. The trollings or Night Trolls, were stoned by the sunlight, and the wolfkin managed to escape to the underground hold, later being seal-

ed in by Bertrac's magic. As none knew the way out via the secret passages, they degenerated over the centuries into the blind race of fish eating Morloks, living in areas L1-7 and fishing in L9-11.

There is a chance that Nordegald and co will break into level L (see village events table). If so the gamesmaster must adjudicate the results of this. If the Morloks overcome them, they will begin to terrorise the area. If Nordegald & co are victorious, they will randomly search the area on map L, which will consequently be different from the descriptions given in the map key for the areas they explore.

Key to Map K — Dolgar's Hold, Level I

K1 Quarry. This is extensively worked during the day by the quarriers. Wooden platforms have been raised at the cliff face to facilitate this.

K2 Rock Pile. Conceals the entrance to Dolgar's Hold.

K3 Enchanted Doors. Two thick iron doors block the passage. During the hours of daylight they cannot be opened either by force or by magic. They can be pushed open fairly easily during the hours of darkness, however. They close automatically when the birds first begin the dawn chorus.

K4 Portcullises. They are both raised.

K5 Guardrooms. Those to the E of the passage contain windlasses for raising the portcullises.

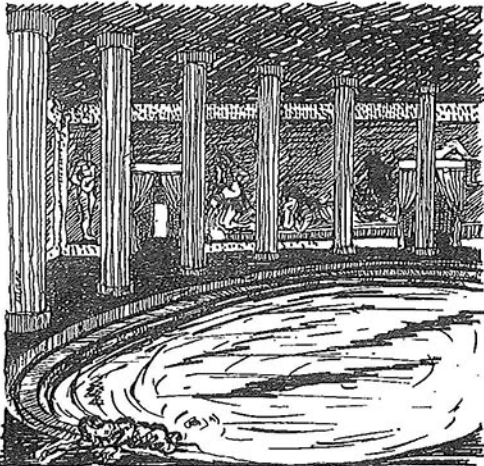
K6 Visitors' Stables. The room is empty and featureless. The stone floor has a number of soil covered areas and the odd patch of mould. The wooden and leather fittings which were in this room have long since rotted away.

K7 Dormitories. The fittings in these rooms have long since rotted, but the trollings sleep in them, and three will be found in each. The trollings, or Night Trolls, are (AR-CMB; HD-2D8+2; HP-11,18,12,17,13,16; AD-1-4/1-4/1-8; INC-Evil; MT-80'). They are the forerunners of full trolls, and four meele rounds after taking damage, they begin to regenerate at a rate of 2HP per round. They were originally formed from stone, and their hides are so hard that there is a 10% cumulative chance that any weapon that hits them (hits AR-N) but fails to break the skin, will shatter. They take only half damage from fire unless they are cooled again quickly (with water or wine) immediately afterwards and are 70% resistant to Slumber or Charm spells. They turn to stone if subjected to sunlight, and fail to regenerate if subjected to bright light such as a Permanent Light spell.

If noises of fighting emanate from either of these rooms, the 4 trollings from K8 will come and investigate, whilst those from the unaffected room will go around and investigate, from the other end of the passageway. The trollings are 3' — 4' tall, and can easily be mistaken for dwarves in conditions of poor visibility.

If there are still some of their number to be brought back from petrification, they will attempt to capture rather than kill so that Nordegald can use them to discharge his wand (see J5).

K8 Trollings' Hall. A throne of carved stone stands on a dias at the N end of the room, which is decorated with faded murals. A fire burns in the centre of the room, around which are scattered the bones of various



animals, whilst in the SW corner is a pile of fresh provisions of a type readily available from Dolgold market.

Also in the room are 4 trollings (see description under K7, HP-14,15,12,16).

K8a Rubbish Room. Contains various scraps of rubbish, and a number of sacks scattered in the NW corner. The floor of this room is hinged and will open if subjected to 50lbs. or more in weight. A character stepping on to the floor must throw under his dexterity (on D100) or fall to L7 below (the floor is very slimy) taking 1D4 damage.

K9 Trollings' Temple The walls of both the corridor and the room... itself are rough hewn stone, in which the figures of squat, warty humanoids have been carved in relief. The altar at the S end of the room is carved in the shape of a tongue emanating from the mouth of the large warty face carved into the S wall. A piece of rock 5'9" long and vaguely human in shape lies on the altar, beside which lie a bow, quiver and spear of the types used by the druidic community of Dolgold.

The rock is in fact the petrified remains of the trollings' leader-priest (AH-PM; HD-4; HP-26; AD- 1-6/1-6/1-10; MT-80') who has the spells Darkness, Hold and Minor Wounding, and who will attempt to slay the desecrators of his temple if brought back from stone.

K10 Chief's Chamber This room is covered with dust and cobwebs. In a shallow mound of earth at the centre of the N wall a few glinting objects can be seen, whilst behind a similar mound of earth at the E end of the room are a large number of mottled, deep blue stones.

The glinting objects are the gold fittings from an ornate bed, long since rotted away (worth 46GP), whilst the stones are azurite (116 pieces worth 10GP each). Beneath the mound are the remains of the leader's wife who has now become a wight (AR-CM (but only hit by silver or magical weapons); HD-4; HP-21; AD- 1-6 plus special; INC-Evil, Order; MT-110'). When hit by the wight, a character will lose 1-6 HP and his HD (together with commensurate abilities) will be reduced by one. The lost hit dice will only be regained at the rate of 1/day of complete rest. When the wight starts to appear from the earth, characters must make a saving throw or flee in fear for 1D6 rounds. Naturally, those succeeding will be able to react before the wight can.

K11 Inhabitants Stables Same description as K6.

K12 Ostler's Quarters Whatever was in this room has long since rotted/rusted away, with the exception of 3GP on the floor bearing the words 'Dolgar Magnus'.

K13 Guests' Guards' Quarters The contents of this room, with the exception of a chamberpot and the shattered remains of three others, have long since rotted away.

K14 Steps leading down to L1, which can be observed from above from the cloistered galleries.

K15 Guest Rooms As K13 but only two chamber pots.

K16 Musicians Gallery Long chains are set into the E wall, and a number of old musical instruments are piled in the SW corner.

K17 Baths This room is brightly lit. An oval pool, surrounded by



pillars, is situated in the centre of the room. The walls are decorated with erotic murals. By the side of the pool lies the body of a 3½' tall warty humanoid.

The room is lit by a Permanent Light spell, and the body is that of one of the recently reanimated trolls (which hasn't regenerated because of the light). It was killed by the Malignant Water Spirit (AR-CM&S (Hit only by magic weapons); HD-4; HP-24; AD- 1-4/1-4 plus special; INC-Evil; MT-0) living in the pool. When hit a character must make a saving throw or be dragged into the pool (drowning in 50N rounds). The water spirit is immune to all spells except *Water Purification* (causes 3-12 damage), but cannot move out of the pool or strike beyond the pillars.

The two rooms marked a have chains set into the walls, and are the former quarters of bathing slaves.

K18) Talmar's Quarters *The fixtures and fittings in this room have long since rotted/rusted away. A pile of coins etc. can be seen in the NE corner.*

Also in the room are the skeletal remains of Talmar, Dolgar's military commander, still inhabited by Talmar's miserly spirit. Talmar (AR-PM&S +15%; CC-Fighter; HD-7D10; HP-45; ADISword +15%) 4-11; INC-Evil; MT-120) will fight to protect his health, but will not leave the room. He counts as a 7HD undead creature, and anyone he hits must make a saving throw or lie in fear for 1-4 rounds. His armour consists of *platemail* +10% and *shield* +5%. His pile of wealth of 1876SP, 352GP, 6 gems worth 45GP, 80GP, 60GP, 10GP, 85GP and 100GP, and a jewelled necklace worth 400GP.

Key to Map L — Dolgar's Hold, Level 2.

L1) Fountains Hall *A cloistered walkway runs around this room, in the centre of which stands a fountain. An ornately carved throne stands on a dais at the S end of the room, behind which a double door can be seen. The floor of this room is polished marble.*

The trapdoor in front of the throne will open if subjected to a weight of 50lbs or more. Unless a throw under dexterity is made (on D20), characters will fall into the stream beneath. If this occurs, unless a character makes a throw under dexterity on D20 (one throw allowed each round) he or she will drown in 50N rounds. The trapdoor will spring shut after opening.

There is a 25% chance that 1-4 Morloks (L2) will be found in this room.

L2) Kitchen *The room is strewn with fishbones and other rubbish, the only thing giving away its former purpose being the large fireplace in the E wall. 2-5 Morloks will be found in this room. There are a total of 29 Morloks living in the area L1-L10, 12 males (AR-CM; HD-3; HP-10, 11, 5, 15, 15, 15, 13, 14, 5, 14, 16; AD- 1-8; INC-Evil; MT-110), 9 females (AR-SM; HD-2; HP-7, 8, 9, 11, 5, 8, 11, 9, 6; AD- 1-6) and 8 young (AR-L&S; HD-1; AD-1, 2, 8, 8, 4, 3, 4; AD- 1-4) in addition to their leader and his wives (L5). The Morloks, slouching, fur-covered humans, are the descendants of the wolfkin who served Dolgar and fled here after the battle. Although blind, they have very keen hearing and fight at no penalty. They live off fish and weed gathered at L9-11 and IF4-6 (though they have recently developed a taste for dwarf). It was they who abducted the Urbissons (F31). They are unaware of the secret door to K18.*

L3) Nursery 2 females and 8 young Morloks will be found in this room.

L4) Main Hall *As with the other rooms in this section, the floor is strewn with fishbones etc. This room contains 2-8 male Morloks and 2-7 females.*

L5) Chief's Room Contains the chief (AR-CM&S; HD-4; HP-24; AD-1-10) and his two wives (AR-CM; HD-3; HP-9, 13; AD- 1-8).

L6) Foodstore contains two male dwarves and one female (all that remains of the Urbissons (F31) the rest having been eaten). The Morloks, over time, have forgotten the significance of wealth, and the floor is strewn with 1142SP.

L7) Rubbish Room *Contains fishbones, excreta, and other rubbish. The door on the W wall is false, the hinged floor opening if subjected to 50lbs or more in weight. A character stepping onto the slimy floor must throw under dexterity on D100 or fall to L7a (taking 1-6 points of damage). The floor will then spring shut. Area 7a below contains similar rubbish in addition to a gelatinous blob (AR-L; HD-5; HP-22; AD- 2-7 plus paralysis unless saving throw is made; INC-Hungry; MT-50'). The floor of this room is strewn with indeigestible coins and gems worth a total of 236GP. Should a character leap into the underground stream and manage to shed any armour (3 chances of throwing under dexterity on D20) they will be carried away by the current to the mill pond at A28. Unless they throw under constitution on D20, however, they will be dead on arrival.*

L8) Unfinished Passage which Nordegal & Co are digging (see J10).

L9) Well *A shallow well with rough hewn sides stands in the centre of this room. A roughly hewn passage (in contrast to the well finished constructions so far) goes to the south. There is a 20% chance that 2-5 morloks (L2) will be found here.*

L10) Fungus Cavern *A pool of water, made by an underground stream in which fish can be seen, lies in the centre of this natural cavern. Standing on the slimy rim of the pool (at point a) are 5 large purple fungi (Shrieking fungus; AR-L; HD-1; HP-6, 4, 6, 4, 6; AD- None) These harmless fungi will begin howling if touched or approached by light, warning the Morloks of intruders. Above point b however, is a colony of Rotting Slime (affected only by fire, rots flesh in 3 melees rounds unless scraped off) which will drop onto anyone passing beneath. There is a 20% chance of meeting 2-7 Morloks.*

L11) Natural Cavern *A large pool fed by an underground stream, in which fish and weeds can be seen, lies in the middle of this natural cavern. There is a 20% chance that 2-9 Morloks will be found here. The E passage leads to IF6.*

L12) Temple of the Order of the Wolf *The walls and floors of this room are fashioned in black marble. Steps lead up to a platform containing a sunken pool of running water. In an alcove behind the pool to the west, stands an altar, the approach to which is flanked by four statues of upright wolves. On the altar, bathed in orange light, stand four gold candlesticks and a golden chalice. Carved in relief on the W wall of the alcove, above the altar, is a large grinning wolf's head.*

The candlesticks are worth 100GP each, the chalice 250GP. The statues will become werewolves (AR-CM (hit only by silver or magic weapons); HD-4; HP-20, 19, 15, 16; AD- 2-7; INC-Evil; MT-140') if anyone climbs the steps, and will attack intruders. They will not pursue beyond the temple, however.

L13) Antechamber *This marble faced room contains two rows each of 5 pillars carved to resemble 8 tall humans. Pillars a and b will animate to repel intruders if anyone comes within 10' of either of them. They will not pursue into L1, but will pursue characters fleeing into L14. They are (AR-CM&S; HD-5; HP-18, 33; AD- 2-12; INC-None; MT-70').*

L14) Bridge Cavern *This natural cavern, festooned with stalactites and stalagmites, has an underground stream running from E to W. A bridge once crossed this at the centre of the cavern, but this has long since collapsed, its weed covered remains being clearly visible. The weed in the stream is Spyragora (AR-SM; HD-5; HP-27; AD- 1-6x7 (automatic after first hit); INC-Hungry; MT-None) which will attack any who enter the stream. Once a character is hit by one of the 7 fronds he will receive 1-6 points of damage per round automatically unless the frond is snapped. A character has a 5% chance per strength point of snapping a frond, and may attempt to do so once per round. Secret doors a and b are one way only, door a being impossible to open from this side.*



L15) Passage The last 15' of this passage are illusory. Anyone stepping onto this area will fall into a spiked pit (2-8 damage) unless they throw under dexterity on D100.

L16) Entrance Hall with a marble floor. Six figures in platemail armour stand at the S end of the room. These are empty suits of armour.

L17) Laboratory Two long, marble topped benches stand behind the locked iron doors of this room. On the benches stand flasks, alembics etc. and other assorted alchemical equipment, whilst a furnace is set into the N wall and a well can be seen through an opening in the E wall. Also in the room is Dolgar's homunculus (AR-SM; HD-3 affected by magic as if 10HD); HP-14; AD-1-4 plus sleep for 10:30 minutes unless a saving throw is made; INC-Evil; MT-170' who has been locked in here for hundreds of years and is very belligerent. A number of flasks contain potions, though each has a 20% chance of not working. The potions are of *Speediness*, *Flight*, *Battle*, *Fire Walking*, *Curing* (x2), *Armouring*, and two whose drinkers will contract lycanthropy, even if just a sip is taken. At the next full moon they will become werewolves.

L18) Alchemical Library All the books and manuscripts have long since rotted away.

L19) Lounge All the fixtures in this room have long since rotted away. A skeleton clad in gilded chainmail sits in the SW corner. It holds a staff in its right hand, and wears a jewelled necklace and 2 bracelets of gold. The chainmail is worth 100GP, the necklace 400GP, and each of the jewelled bracelets 250GP. The skeleton is that of Varnig (AR-CM; HD-7; HP-27; AD(Magical Staff + 10%)- 3-8; INC-Evil; MT-130') who will remain stationary unless interfered with or room L27 is entered. Should either of these occur, each party member must make a saving throw or be teleported to one of the following locations:-

- D10
- 1 L17
- 2 A10
- 3 B7
- 4 J9
- 5 K17
- 6 H5 first floor
- 7 G60
- 8 IF6
- 9 F12
- 0 D15

Varnig will attack those who remain, but will not go beyond L19 or L27. The iron doors to L20 are magically locked.

L20) Summoning Room A circle decorated with numerous cabalistic symbols is laid into the black marble floor of this smoky room. The room also contains two Smoke Imps (AR-CM; HD-3; HP-16,18; AD-1-2/1-2 plus breath for 1-4, plus blinding for 1-2 rounds; INC-Evil; MT-120'/240') who can each turn invisible once per day and/or cast a *Weaving Lights* spell, and each has one 20% chance of gating in another Smoke Imp. The smoke Imps will attack (and pursue) any who enter the room. (Smoke Imps first appeared in *White Dwarf*).

L21) Library All the doors here have long since rotted away (though there is one scroll intact with the spells *Teleport* and *Shapechange* Other..).

L22) Dolgar's Chamber The only things remaining in the room are the macabre murals and carvings on the wall. A rusted lever is set into the W wall north of the door. The lever is immovable. Tied to this room are the earthly remains of Dolgar, who now exists simultaneously on the ethereal plane. He will attack each intruder in turn (taking one round for each) and it is only whilst doing so that he is vulnerable to attack himself. Dolgar (AR-PM&S (hit only by silver or magical weapons); HD-7; HP-41; AD-Special; INC-Evil; MT-100') attacks through a very strong form of empathy. His victims must throw under intelligence on D20. If they succeed they are immune to his attack. If they fail, however, they must throw under constitution on D20. If they succeed they flee in fear for 2-5 rounds. If they fail they die of shock. Dolgar is wearing a *Robe of Concealment*, but this is so badly burnt that it is useless.

L23) Cells Behind the rusted grill three skeletons can be seen.

L24) Trap Room The walls, floors and ceiling of this 8' high room are white marble, and the room is brightly lit (by a permanent light spell). As soon as an attempt is made to open one of the doors from the inside of the room, both will slam shut (treat as barred) and a small vent will open in the ceiling through which water will begin to flow. The room will fill up at the rate of 1' per round, and for each round after the first the chance of successfully forcing down a door will be reduced by 16% (cumulative). A loose flag behind the E door (for finding treat as secret door) acts as a plug (it used to be raised by the lever in L22), and the water will drain away harmlessly if this is raised. Much of the water for the trap has evaporated away, however, and the maximum possible depth to which the water will rise is 5'7".

L25) Hall of the Falcon A square plinth 5' high rises from the centre of the room, on the top of which stands a black basalt statuette of a falcon. A rusted chest stands in the SE corner. Also in the room is an iron snake (AR-PM; HD-3; HP-21; AD-1-4 plus poison; INC-None; MT-130') who will attack anyone entering the room.

The chest contains 1522GP, bearing Dolgar's head and the words 'Dolgar Magnus'. The falcon has a magical dweomer, as it has a *Magic Voice* cast upon it which will say "Dolgar has tricked you, fools, and even now prepares his vengeance upon you" four hours after it is removed from the room. A secret compartment in the plinth contains the real falcon (see below), a small chest containing 27 gems worth a total of 1740GP, and a spellbook with the spells *Understand Magical Script*, *Slumber*, *Comprehend Foreign Tongues*, *Detect Magical Emanations*, *Shocking Touch*, *Magical Lock*, *Permanent Light*, *Magic Voice*, *Flying*, *Bolt of Lightning*, *Shapechange Other*, *Curse Removal* and *Teleport*. On the fly leaf are the words (in code and needing a *Comprehend Foreign Tongues* spell to decipher) "Blackbird Fly" which are the command words for Dolgar's Falcon. Once per week, when these words are uttered, the statuette will grow in size until 7' high at the shoulder, and will serve its summoner for up to 12 hours or until it is "killed". In this state the falcon is (AR-SM; HD-5; HP-29; AD-2-5/2-5/2-12; INC-Evil; MT(Ground)-40', (air)-380'); though if its summoner isn't inclined to evil there is a 5% cumulative chance that when summoned the Falcon will attack its 'master'. The falcon can carry a maximum of one human in full gear in flight.

L26) Passage The secret doors in the N and S walls are secret from this side only, though the door at the end of the passage is clearly visible. The passage leads to A27.

L27) Varnig's Chamber All that is still intact in this room are two crushed golden goblets and a rusted chest. The goblets are worth 30GP each in their present condition, the chest contains 788GP with ('Dolgar Magnus' inscribed upon them), and a magical scroll with the spells *Nullify Poison*, *Locate Traps*, and *Converse with the Dead* (allows four questions to be asked of a corpse dead for up to 1000 years).

Credits

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Afterword

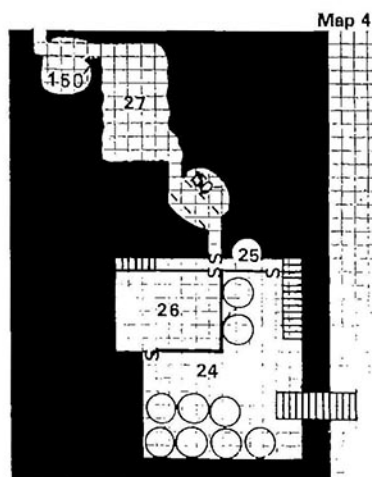
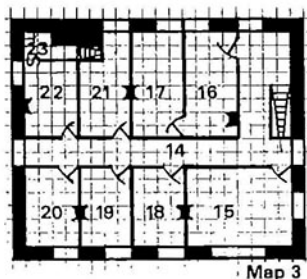
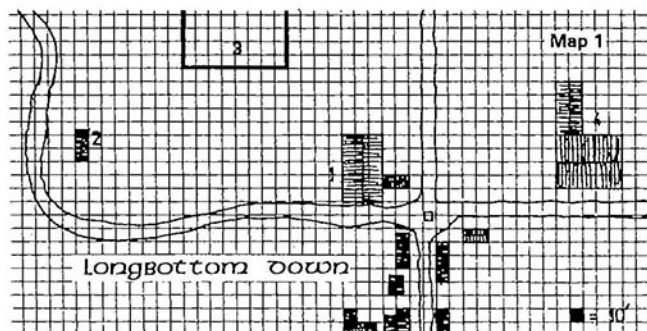
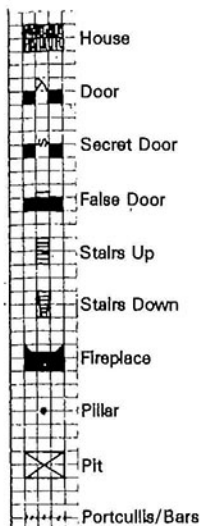
The aim of the *Starstone* scenarios has been to provide gamesmasters with a 'living' FRP campaign which does not 'stand still' even when players are not actually adventuring. For this to work, gamesmasters must be completely familiar with the scenario on hand.

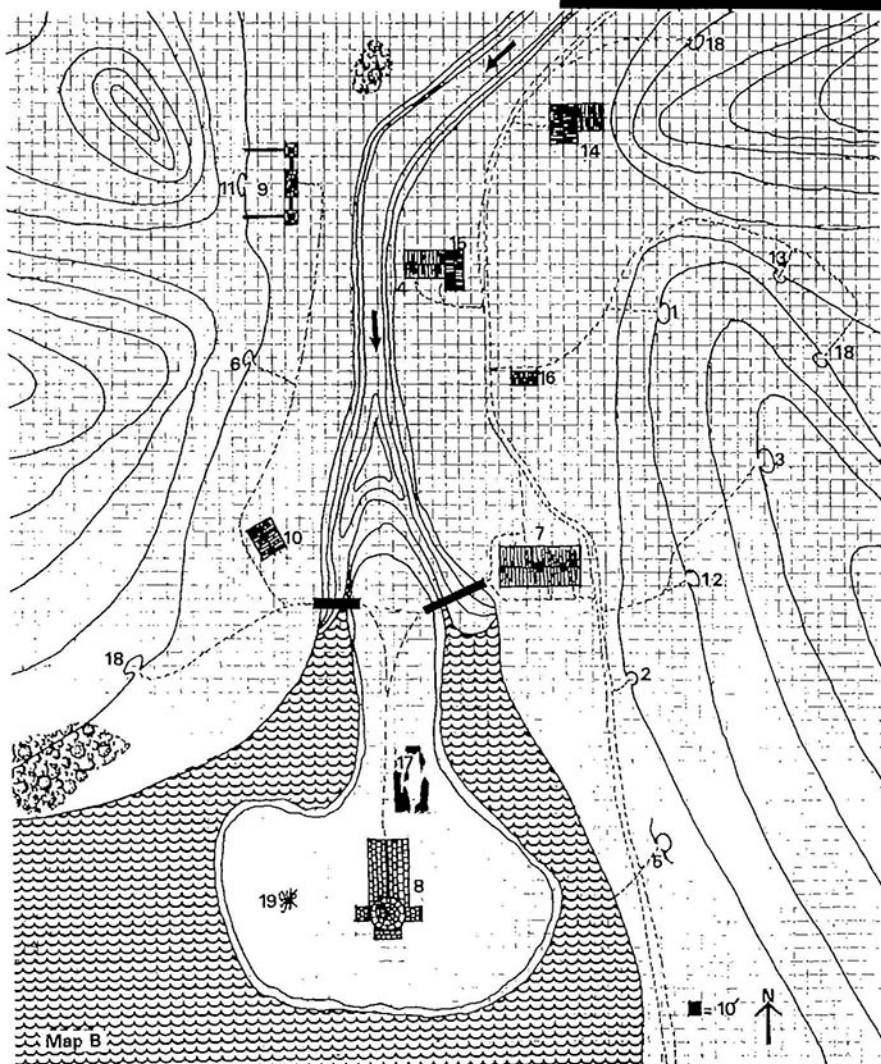
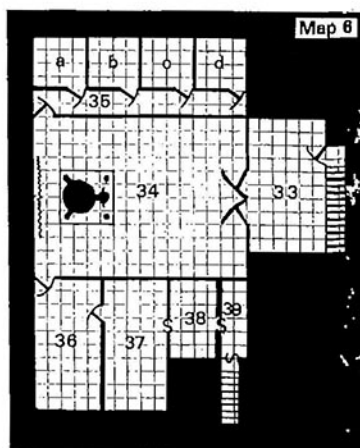
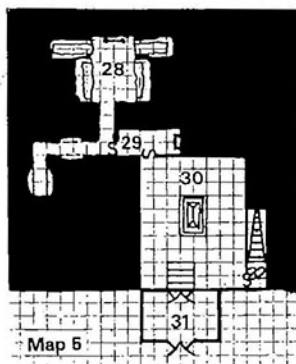
When *Dolgold* has been completed, player characters could be commissioned to patrol the borders of the County, for it is unlikely that all the monsters placed there will have been encountered. If this is the case, there could be a 10% chance per day that new ones, commensurate with the party's abilities, could wander into the County from the Northern Wastes or be placed inside the County by the animal settlers.

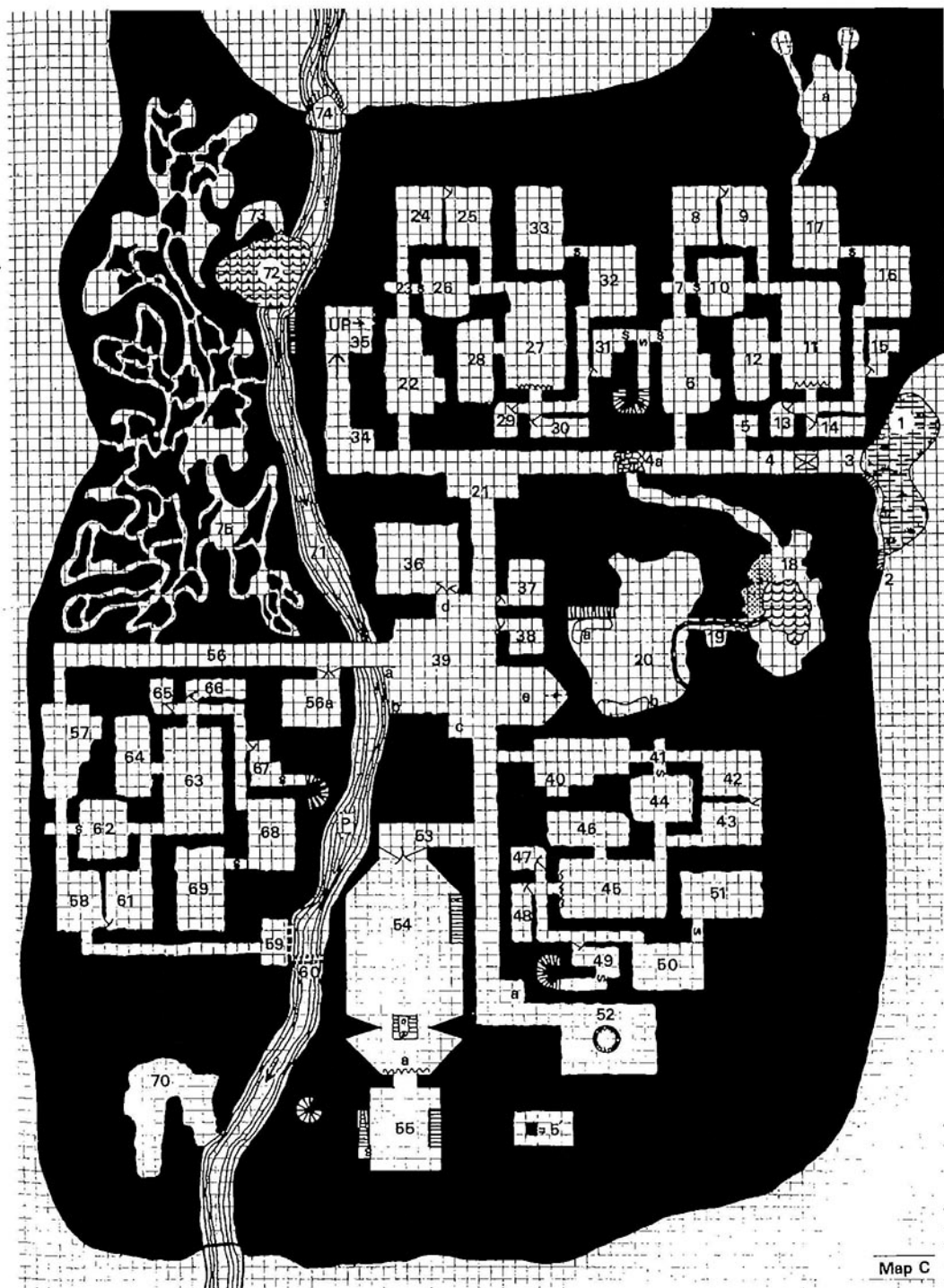
Ristenby Town, the next booklet in this series, will consist of a number of adventures set in and around the small fishing port of Ristenby (A34) (tying up many of *Starstone's* loose ends) in addition to at least one adventure concerning the animals' settlers' lair in the wilderness.

We hope that you have found your stay in *Starstone* to be a pleasant one so far.

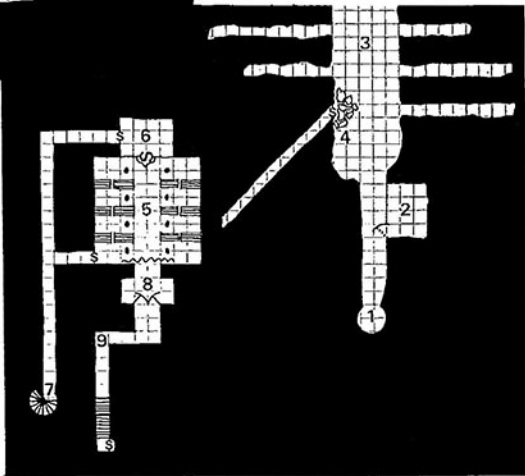
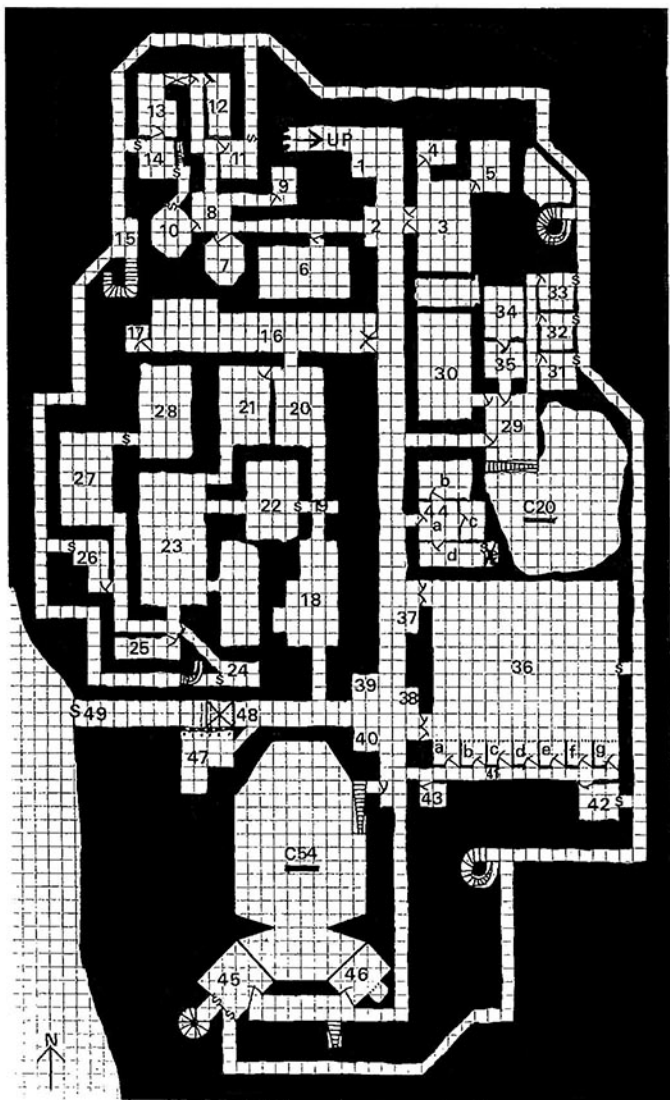
MAPS

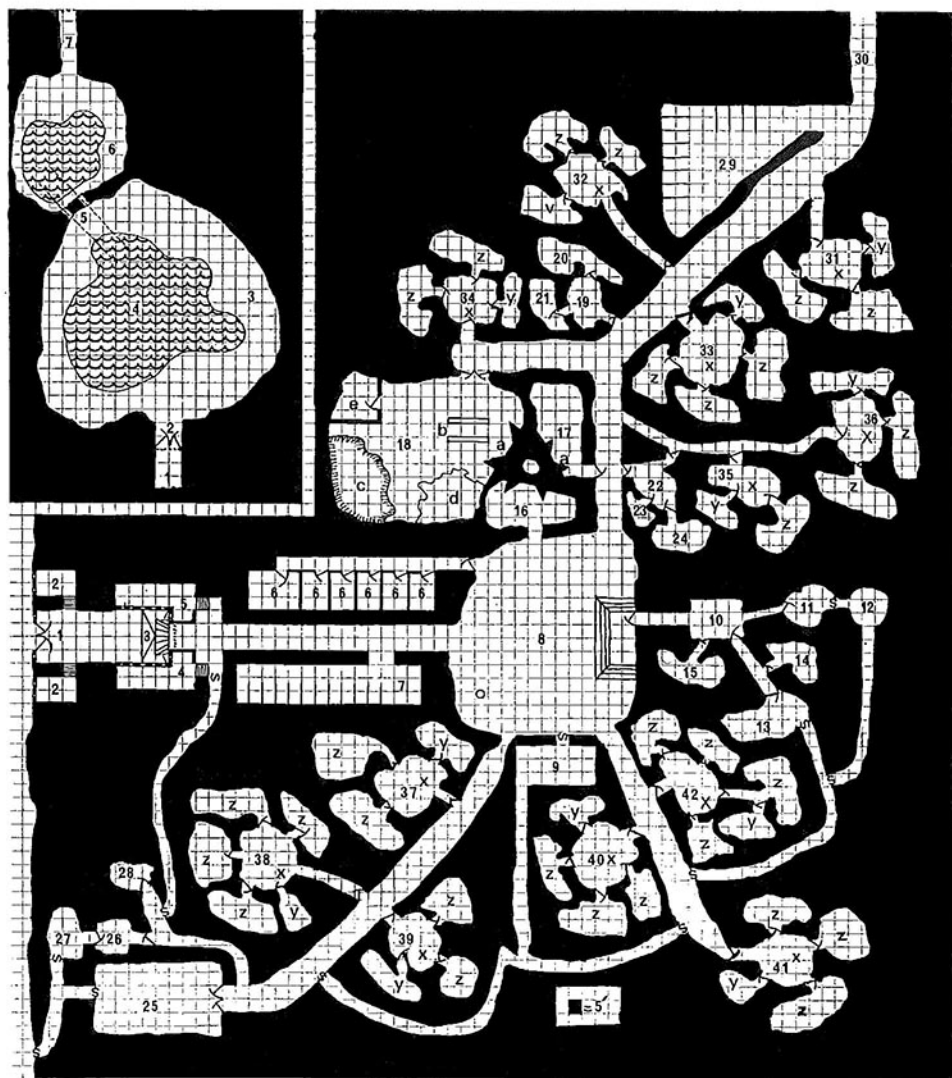






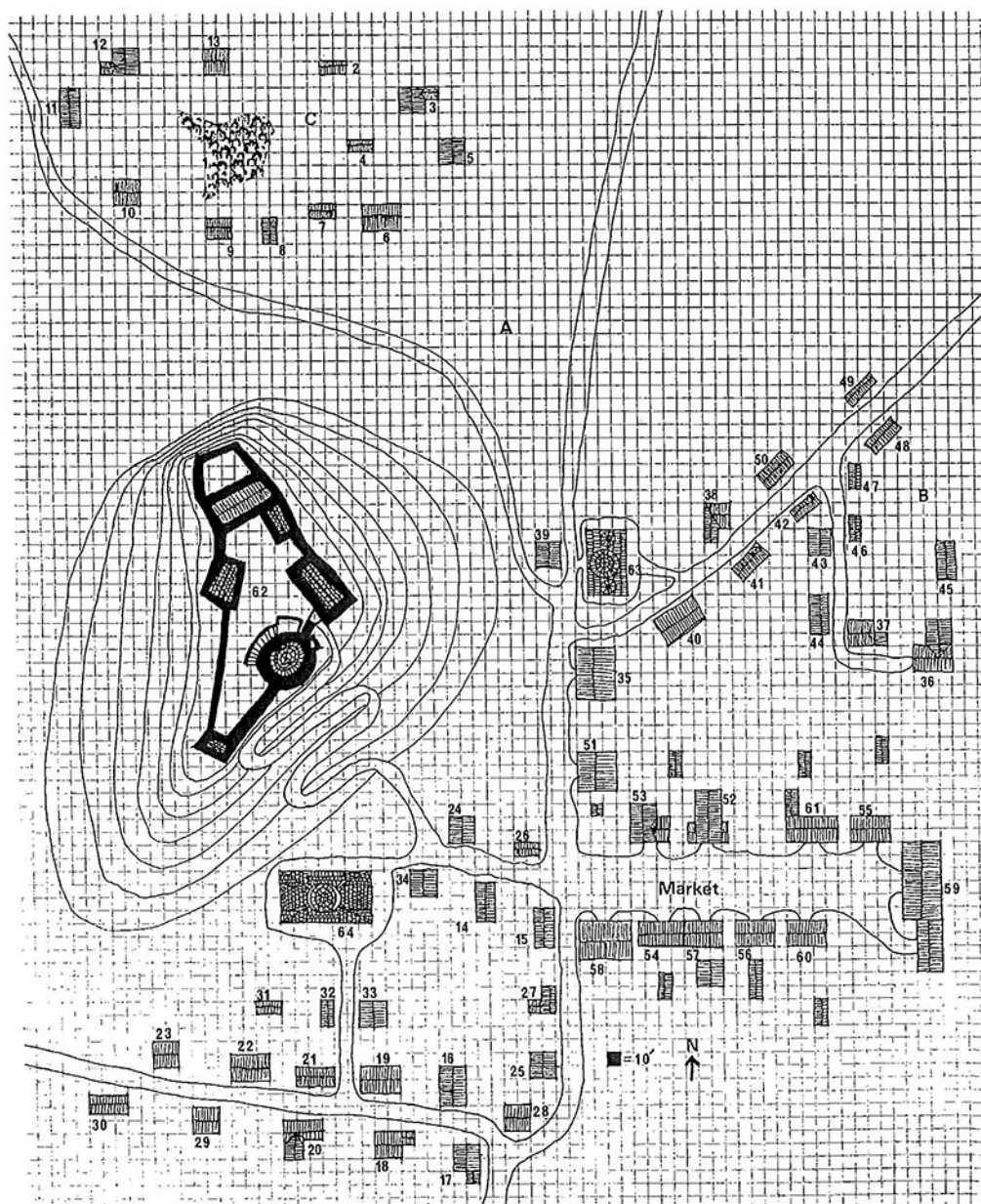
This is a detailed architectural floor plan of a complex building, possibly a castle or a large institutional structure. The plan is overlaid with a fine grid. The layout is highly irregular, with many rooms and corridors. Rooms are numbered 1 through 48. Key areas are labeled C20, C54, S49, and S53. A north arrow is located in the bottom left corner. The plan includes various symbols for doors, windows, and architectural features.



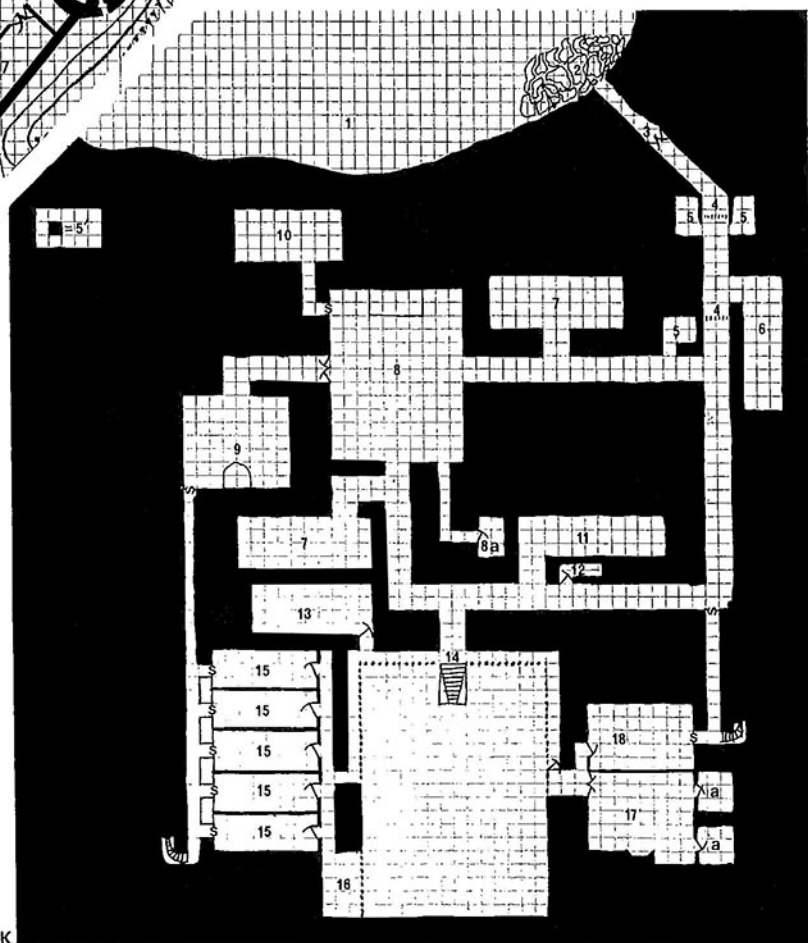
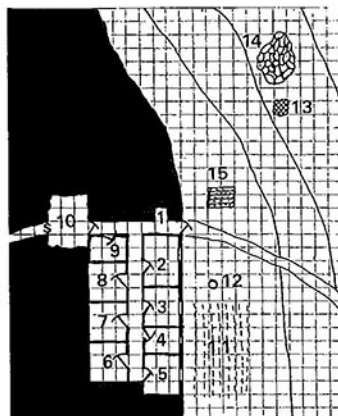
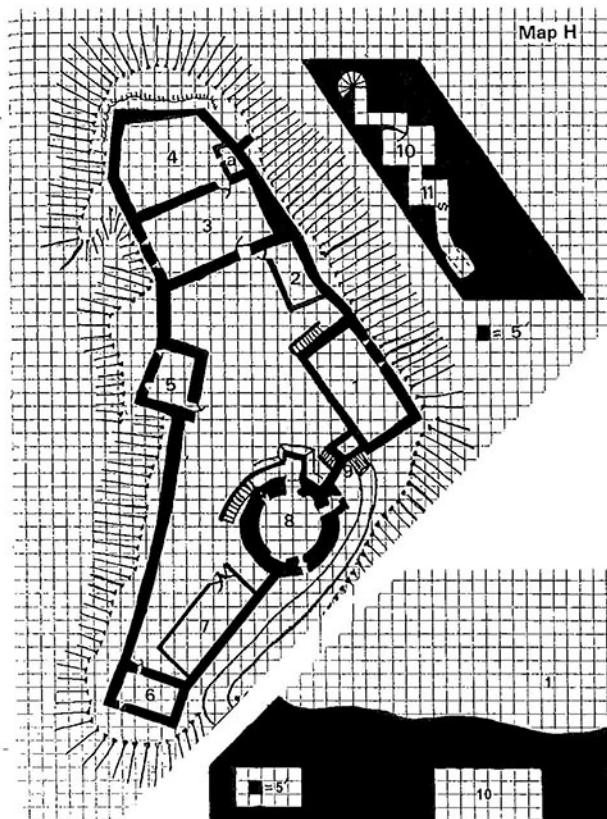


Map F

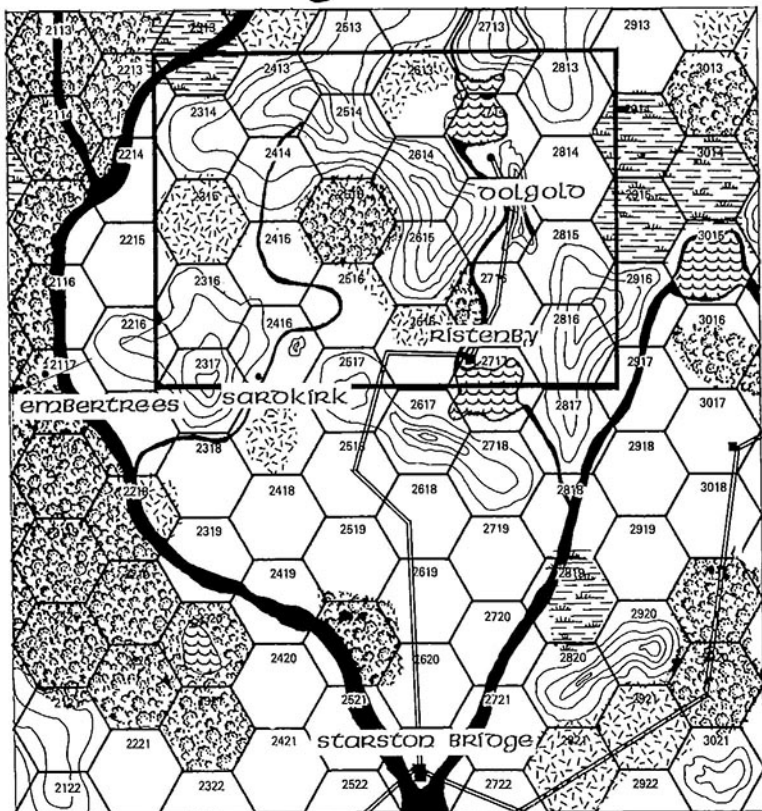




Map G



STARSTONE



contours 1000'

1 Hex = 2½ miles