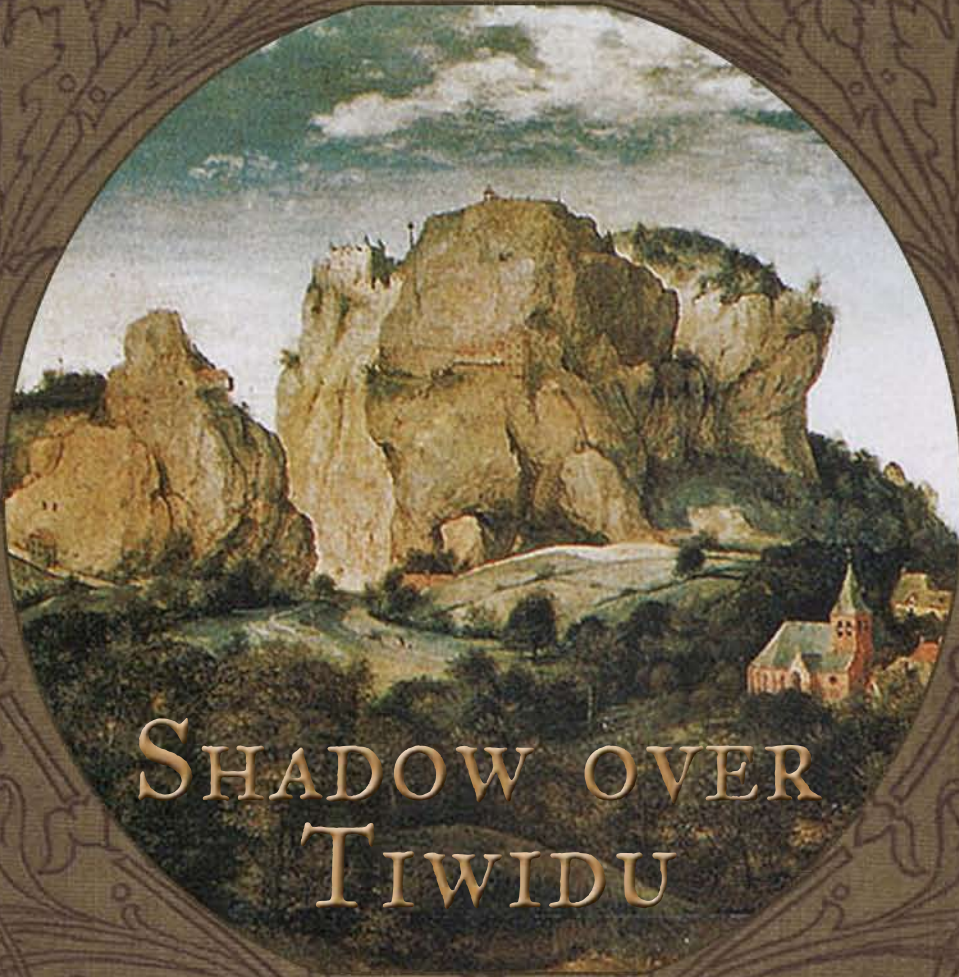


HackMaster



SHADOW OVER
TIWIDU

*William
Tucker*

FOREWORD

First off, I just want to say that the very idea that Hackmaster even exists--that a parody of Dungeons & Dragons became a real game--is awesome on a level that I can barely process.

My experience with role-playing games began when I was seven or eight, when my dad got the Dungeons & Dragons Basic box set for Christmas. He was an avid gamer, but his tastes ran to Monopoly and Risk instead of anything involving elves and orcs, and the gift was a monumental miscalculation on the part of the giver. So I inherited it. I couldn't quite figure out how to play, but the dice were seriously cool.

Later, my friends and I moved on to Advanced Dungeons & Dragons, and played at least once a week. I'm not saying that we played correctly. In the beginning, I believe that we simplified the combat rules to "if you roll an even number you hit, if you roll an odd number you miss." In the years that followed we did graduate to a more loyal version of the game, but nitpicky rules like encumbrance? Screw that. Our characters could carry the contents of an entire Wal-Mart (had Wal-Mart been part of our gaming campaigns, which it was not).

It became a weird mix of slavish devotion to the official rules and a disregard for them. For example, once when I was DM, one of the players knocked a monster unconscious.

"I jam my sword into its head," he said.

"Okay, roll the die."

"Why?"

"To see if you hit it."

"It's knocked out. I can't miss it."

"Just roll."

He rolled. "You missed," I said.

"How can I miss something that's knocked out? It's right at my feet!" My friend mimed the act of stabbing an unconscious foe in the head with a sword.

"But you missed!"

"How can I miss? You can't miss something that's right there not moving! This is stupid!"

"Well, it's awake now."

We didn't just play Dungeons & Dragons. We were into Boot Hill, Gamma World (very briefly) and Marvel Super Heroes. We even designed our own games, or at least we excitedly discussed the rules. There was a tendency to stall at the actual "writing stuff down" portion of the game design process.

But my RPG days came to an abrupt end. I moved to a new state and decided to introduce my new friends to this exciting world. Playing in the high school cafeteria was probably not the best choice. As we were rolling for our character stats, a girl came up to our table.

"Are you playing Dungeons & Dragons?" she asked, incredulously.

"Yeah."

"Oh my God!" she said, as if unable to believe that such concentrated geekery could really exist in her school. She laughed and called out to her friends. "He said yes!"

I was able to sustain an uncool-at-the-time interest in comic books and horror movies without shame, but having a girl actually laugh in my face was a bit more than I could handle at the time, and I never played again. (Please don't be harsh in your judgment of me. This was the 80's. Nerdy behavior was not socially acceptable yet.)

Flash-forward a couple of decades, plus a few extra years, when I met William Tucker at the Spooky Empire convention in Orlando. I wish I could say that when I met him he was dressed as the killer in "The Horribly Slow Murderer with the Extremely Inefficient Weapon," because that would make a great anecdote for this foreword, but sadly that was the second time I met him. He whacked me with a spoon. From there, there was really nowhere else for our relationship to go except for me writing the introduction to his Hackmaster module, right?

When I read Tiwidu, it brought back a flood of fond memories. My friends and I loved gaming. It's what we did. And there's no question that we would've been into Hackmaster, big-time.

This is a grand and glorious adventure, filled with colorful characters, mystery, monsters, and danger-a-plenty. While I was reading I kept thinking, "Why am I just reading this? I should be playing it!"

Since you're reading this, you probably will play Tiwidu, and you, my friend, are going to have a blast!

—Jeff Strand
Tampa, Florida

DEDICATION

This work is dedicated to three special women - Lura Shave, Kat Narland, and Kenzie Jennings. Thank you all for the impact you have made on my life.



Regional Map

SHADOW OVER TIWIDU

Thanks for purchasing *Shadow Over Tiwidu*! This product can be played one of two ways: as a stand-alone adventure or as the second section in a two-part story arc. It is recommended you have the town guide [Tiwidu: Village on the Verge](#) before GMing this adventure, as many of the NPCs and locales featured in this module are tied to their contextual roles within the prevailing social web of Tiwidu itself.

If you bought this adventure as a stand-alone product then the introductory text below will give you a rundown of the adventure's background. If you haven't already, consider downloading [Strangers on the Trail](#) as it makes a great introduction to this excellent story arc. If you're playing this adventure as the second installment of the two-part story arc then simply skip ahead to [History of the Hill](#) (p. 8) to continue.

The story takes place in and around the village of Tiwidu, with a majority of the plotline taking place in P'Shal Hill, more commonly known as Shalelock Hill. Tiwidu is a population center located southwest of Balelido, a city that stands at the edge of the Lands of Tarisato, a realm found within the Kingdom of Kalamar campaign setting. Tarisato is a humid, lush region divided into small fiefs ruled by petty nobles who have sworn fealty to Emperor Kabori, the current ruler of the Kalamar Empire, which lies to the northwest. To see what Tiwidu has to offer, pick up the accompanying HackMaster product *Tiwidu: Village on the Verge*.

GameMaster's Note: To add background and a sense of place, currency may be referred to in its local denominations. In Kalamar and its surrounding regions, a copper piece is known as a Sesater (pl. Sesateri), the silver coin is a Denarus (pl. Denari), and the gold piece is called an Arus (pl. Ari).

Background

Some miles to the north of Tiwidu is the town of Balelido, a relatively large town of about 6,000 humans and 400 humanoids and demihumans. The sizable criminal underworld active there is almost entirely controlled by a man named Durmank, who oversees most everything from the black market to the panhandlers. The major events of this adventure are first precipitated by the chance discovery of a necklace by one of Durmank's flunkies—a dwarf named Forgrum Ferdal.

Ferdal found himself in Balelido after being captured by Durmank (Durmank would say he rescued Ferdal) during the aftermath of the Kalamaran siege of Karasta (full details of Forgrum Ferdal's background can be found on pg. 50). Durmank offered the bitter dwarf an opportunity to better his lot while simultaneously engaging in underhanded activities that would be directly harmful to the integrity of the empire. A deal was struck.

As the years passed, Durmank and Ferdal's relationship grew, but the latter would never consider the former as a friend. The dwarf may have learned useful skills from the guild, but because he was in Balelido - a city without a sizeable dwarven population, he was not allowed to participate in nightly raids. Durmank would explain time and time again that the local constables would be able to tie the nightly adventures of the guild to their hideout if one of the city's few dwarves was spotted somehow, even while cowed. Ferdal felt like a prisoner cloistered in a dank cellar, appraising lifted items to be sold on the black-market.

One day, while assessing ill-gotten loot from a northbound caravan, he found an iron necklace with dwarven runes etched on the key-like pendant. The writing mentioned that a plague could be unleashed upon enemies from a hidden lair located at P'Shal Hill. Ferdal recalled that his people had a few camouflaged forts spread around the Ka'Asa Mountains and was certain this was one such location. He learned from one of the thieves that the raided caravan originated from Tiwidu. Ferdal wanted to keep the necklace, for he was certain that more clues could be garnered from it. However, Durmank had promised the trinket to his new apprentice, the comely Fenire Rumele. The dwarf could bear it no longer and lost his temper. He raged at Durmank until he was hoarse and only then did he re-collect himself. By then, however, the entire guild had heard his tirade. Insulting Durmank would have consequences. But now Ferdal had a new focus. He knew where the hill was and also knew there was a possible weapon at the location to use against the hateful humans and hobgoblins of this region. That was enough incentive for him to leave.

Two weeks later, Ferdal slipped away from the thieves' guild and made his way to Tiwidu. Not long after his arrival, he found the hidden complex... and discovered that it was occupied. A small tribe of goblins with kobold servants had moved into the underground fort. After observing them from the shadows for a few days, he learned that a goblin mage was in charge of the ragtag group. The dwarf also observed that the goblins were having trouble taking over the lower levels of the complex. One night, throwing caution to the wind, Ferdal stepped around a corner while the goblin mage was walking, alone, down one of the dungeon's corridors, greeting Kelarz in his native tongue. After some shock and initial obscenities, the humanoid mage calmed down enough to listen to the dwarf. Soon after, a deal was struck. Ferdal would help the tribe expand their hold on the fort and the surrounding region - including Tiwidu - in exchange for letting him having the right to look at all the recovered dwarven artifacts. The goblin mage, Kelarz by name, was pleased to have a talented ally on his side but always made sure to keep a couple of guards at his back to prevent any knives being aimed at it.

The partnership worked well, and between the two of them, they learned that the two crypts in Tiwidu's cemetery had been constructed a short time after the fort. According to dwarven runes found etched on

some copper discs discovered a few days before, somewhere in the boulder-clogged section of the seventh level was a room that would, somehow, open those crypts, 'Releasing a curse upon everything nearby.' As rubble was lifted and carted away from the old chambers, Ferdal found more writings indicating that the ceremonial 'Necklace of Kairnduk' was needed to activate the release mechanism. The dwarf read the description of the item, and it slowly dawned on him that this was the same relic he held in his very hands back at Balelido! The idea of going back to that city was daunting from Ferdal's point of view.

Mere days later, while making a supply run into Tiwidu (under disguise), Ferdal spotted a well-dressed human woman, accompanied by a couple of guards and servants, talking with a local woodsman, asking him if there were any interesting ruins nearby. The dwarf did not like to linger in town any longer than he had to- but the woman and her retinue seemed quite odd for the region. He maneuvered to take a closer look and with a shock he realized that he recognized this woman. It was none other than Fenire Rumele wearing the Necklace of Kairnduk!

The dwarf could not believe his luck, but the information also left him unsettled. Why was Rumele here? Had Durmank tracked him down and sent his apprentice to bring him back? Worse yet, kill him? Rumele obviously had some knowledge that the dwarven fort was near Tiwidu. Ferdal wasted no time. He dropped his shopping and rushed back to the base cave in order to recruit the help of the kobolds there in order to stage an ambush for his former guild-mates.

The next day Rumele, her two guards, and a conman named Birel Rilas set out to explore the region south of Tiwidu. Ferdal and his minions lay in wait among some thick foliage on one side of the road leading to Ka'utavidu, until their quarry drew close enough. Springing to the attack, the kobolds fired volleys of short bow arrows from the underbrush, but most of them landed harmlessly beside the four travelers. The group, now aware of the kobolds, decided to outrun them, but then found themselves bared down upon by two fierce goblins mounted on wolfback. Fenire's two body guards engaged the goblin riders to allow Fenire and Rilas a chance to get away. As the two looked to be escaping, Ferdal could not contain his anger and burst forth from his hiding place, spouting obscenities as he lobbed an axe at Fenire's unprotected leg. Momentarily

distracted by the sight of her onetime ally, Fenire was caught off guard and took a deep wound. She and Rilas scrambled for the tall grass and hid beneath a bramble bush as their guards were quickly overwhelmed by swarming kobolds. Crawling through the underbrush, wounded and terrified, the two didn't notice when the Necklace of Kairnduk snagged on a branch, ripped from Rumele's neck, and was left hanging in the brambles as they made their way slowly to safety.

Meanwhile, Ferdal was infuriated that the wrong two humans had been killed by his flunkies. He rushed alongside the goblin wolf riders to track down the scent of Fenire's blood and, several minutes later, they arrived in the same bramble bush. The dwarf's anger quickly turned to elation as he spied the Necklace of Kairnduk hanging in the brush, ripe for the taking. Retrieving the necklace was victory enough for Ferdal and he ordered the wolf riders to carry him back to Shalelock Hill.

Meeting at 'The Shaky Salamander's Shack'

Encounter: Birel Rilas and Fenire Rumele

Potential Yield: Up to 50 sp per PC who undertakes and **completes** Fenire Rumele's demands

Potential Story Awards:

- Retrieving Fenire Rumele's necklace (250 EP)
- Bringing proof of Forgrum Ferdal's demise (250 EP, see below)

After Birel Rilas and Fenire Rumele escaped from the ambush on the road, the two NPCs will solicit help here (Area 37 in 'Tiwidu – Village on the Verge') after the village's Merciful Fates (Area 101c-d in said supplement) have attended to the pair's injuries. The first few meetings will be with Rilas only. Rumele will be confining herself to her room to heal and contemplate her next move, the face of Forgrum Ferdal burning in her memory. Read or paraphrase the following for the first meeting with Rilas if the adventure is going down this road:

☞ Amidst the barely controlled chaos of The Shaky Salamander Shack, there is one man who appears as if he truly does not belong. Freshly bathed, smartly dressed, and with his brown hair properly brushed, the man appears to be the perfect archetype of a servant for noble's manservant.

☞ His chestnut eyes betray a haunted countenance, from what you cannot say, but he forces a smile when he spots you. He stands up and makes a gesture to the other chairs at his table.

"I thou wouldst pardon mine air of presumption, thou doth the manner of sellswords most competent exude. If thou wouldst not think me untoward, I shouldst endeavor to ply thee with libations, if thou wouldst but hear me out."

If the PCs agree, then Rilas will spin them the following yarn.

☞ The ambush into which we did'st stumble was guided by hands more vile than fate's fickle paws.

M'lady is scion to a minor noble family of Balelido blessed of late with burgeoning wealth that doth stem from mercantile interest in both textiles and spices. As fortune's beneficence is oft o'reseen by jealousy's emerald eye so have former boon associates been transmogrified into erstwhile enemies. A dwarf, Forgrum Ferdal by name, did'st work as mason for my lady's family. This wretch, whilst he labored to expand the family's trophy room, did'st attempt valued artifacts to pilfer. At this base connivance was he discovered and his arse ejected forthwith from the demesne.

We had'st believed this filthy business in toto concluded but verily such assurance false has proven.

M'lady doth fancy the study of artifacts rare acquired in trade or barter from explorers keen to plumb nether depths. Her fascination most recent was a necklace of iron upon which etched were runes in the dwarven script. Translate these the clever girl did and, in so doing, did'st learn of a hitherto unknown and abandoned settlement mere leagues distant from this village. Eager was she to discover this hideaway and prestige to gain in the eyes of the hoary old gentlemen whose interest in history most ancient she relished.

It was not with foolhardy bravado this expedition undertook for trusted guardsmen did'st accompany us lest we encounter'd denizens foul.

☞ Alas, unprepared were we for ambush by brigands that did'st number likely a score. The guardsmen, brave and true of heart, did'st fend off these wicked ruffians such that M'lady could'st flee the noose for unversed in combat mortal are she and I. I fear these men be slain but their courage vast did avail us of opportunity to make haste our departure though not a'fore the knave Forgrum did'st appear most unexpect'd and strike Lady Rumele from afar with francisca hurled.

Gravely injured though she be, betwixt the boughs of bushes thorny did'st we clumsily depart and ensconce our frail bodies in heather grasses most tall. Surely fortune did us favor in that our presence did'st remain undiscover'd.

Fate, ever a fickle harlot, hath us a parting blow delivered. M'lady had'st the dwarven necklace affixed about her nape. Only once she time had'st the befuddlement to clear did she make note of its loss. Surely its ancient clasp did'st give way as through the briar dense we dart'd.

The miscreant dwarf's incongruous presence at yon ambush and his craven assailment of M'lady doth render this a matter elevated to heights of personal affront. I hath of the constabulary inquir'd but they doth claim paucity of resources. Stymied so, I must seek assistance funded by my own coinpurse. Would'st thou consider fiscal engagement so as these matters to resolve?

Negotiations are likely to start at this point. Be sure to refer to Rilas's Diplomacy, Salesmanship, Art of Seduction, and Resist Persuasion skill point values during the course of this banter. The young man's initial offer is 15 sp to EACH member of the party that participates in this endeavor, a tidy sum for someone who just walked off the farm. Rilas indicates that the reward covers the location of Ferdal's bolthole, clearing out the creatures from this lair, and the return of the necklace. If the party states that this is a tall order, Rilas will remind the PCs that Ferdal and his toadies will likely have some coins and valuables on them. Still, if the PCs are stubborn and/or silver-tongued, they can bring the reward up to 25 sp each.

Only on subsequent visits to the tavern from forays into Shalelock Hill can the PCs attempt to convince Rilas (and Rumele, who at this point will be fully healed from the ambush) that clearing the lair will take quite some doing; the dungeon complex is comprised of seven levels (not including the base cave). This

round of talks will likely be more difficult since Rumele is the higher-skilled negotiator. The PCs can drive the remuneration up to 50 sp each if they can provide proof of their hardship. Under no circumstances can Rilas hand out an advance for this mission; he and his lady were cleaned out by Ferdal's gang and only have enough money (aside from the rescue reward) to get by for the next few days.

Rumele has dispatched a messenger to Durmark in Balelido and is expecting aid in less than a week in the form of money and henchmen before too long (see 'Near the Inn, Near the End' on what type of help she gained), so she is not likely to renege on the reward as long as she sees results. If things get a little rowdy between Rumele and the party, remember the Shack has four on-duty bouncers ready to keep the peace. Regardless of the pay, Rilas will mark the supposed entrance to Shalelock Hill on a map and give it to the PCs.

Birel Rilas will probably not be caught in a lie. He is a master conman and has fully committed to playing the part of Rumele's servant. To anyone present, it appears that he truly believes Rumele is the noblewoman she professes to be, even though he knows very well she isn't.

Birel Rilas (167 EP): NE Kalamaran lvl 4 Rogue; HP 23 (32); Init +1; Spd 6 dagger; Rch 1'; Att +4; Dmg d6p (knife); Def -1 (no armor); ToP 11/ 6; Jog 10 feet/second, Tenacity: Steady; Luck 16

Possessions: dagger, personal wealth of 6 sp, 13 cp, and 13 tc.

Proficiencies: Laborer, Etiquette/Manners (Kalamaran)

Skills: Acting 52, Appraisal (Sundries)28, Art of Seduction 24, Diplomacy 52, Disguise 30, Fast Talker 51, Forgery 24, Glean Information 21, Hiding 19, Intimidation 38, Kors 16, Literacy (Kalamaran) 39, Listening 20, Observation 23, Persuasion 31, Resist Persuasion 30, Salesmanship 41, Skilled Liar 49, Sneaking 31

Quirks/Flaws: Needy, Anosmia

When the PCs finally meet Fenire Rumele in the tavern, read or paraphrase the following:

👂 Your jaw hits the floor when you spot the Lady Rumele making her way to your table. The young woman looks a little pale and moves with deliberate slowness, obviously still bothered from her injuries, but she smiles to you as Rilas stands up and pulls out a chair for her to sit. An angular, long-limbed beauty with flowing brown hair and green eyes, Lady Rumele mesmerize the members of your party with every movement she makes. Some of the other patrons at nearby tables give her appreciative looks as well. Almost immediately, one of Razeska's staff members comes up to your table with a steaming cup of tea - served in perhaps the establishment's finest ceramic vessel - and sets it in front of the woman. She thanks the server, takes a sip, and then turns her striking eyes towards you.

Fenire Rumele is exaggerating the seriousness of her injuries to invoke the PCs' sympathies; she is an old hand at trying to manipulate others in doing her bidding with the least amount of sacrifice on her part. An orphan at a young age, Rumele was discovered wandering the streets of Balelido on the verge of starvation by Durmank. She was groomed by the master thief to use her comely features to take advantage of marks. He also hired a couple of secondhand actors from the local theatre to help her perfect her more dishonest talents. After a few good scores off some traveling merchants, she was able to adopt the persona of a minor noblewoman and has used this guise for the last few months.

Rumele has a bit of an interest in relics and artifacts, hoping such items will somehow lead her to hidden treasures that would increase her standing in the guild. She recently took time to research the Necklace of Kairnduk and discovered that some of the runes on the piece referred to a hidden lair south of Tiwidu. With Durmank's blessing, she left Balelido with some manservants in tow. The ambush upon her party was surprising enough, but when she spotted Forgrum Ferdal among the attackers, Rumele was so stunned that she could not defend herself from his thrown axe until it was too late.

The appearance of Ferdal confirms to Rumele that something valuable is in the area. Unfortunately, she does not have the manpower to seize it for herself. Luckily for her, the PCs arrived when they did. Rumele does plan to pay the party as long as they provide results. Only when she learns the enormity of the dungeon complex will her motives turn more selfish. Such

a location would be a great hideout for her and her fellow guild-members. If Rumele somehow learns from the PCs what Ferdal plans to release upon the village (see the sections 'The Dwarven Crypts' and 'Bagen's Farewell Party' for further details), Rumele will let the situation play itself out from a position of safety. If anything, this master of manipulation is adaptable.

One constant does remain in place though when it comes to Rumele: she wants Ferdal dead and she wants proof of his demise. Rumele will try to get a feel of each of the PCs' dispositions and try to talk alone with the character most suited to doing the dwarf in. If none of the candidates have a moral code similar to hers, she will remain silent on the matter and hope that Ferdal will simply fall in combat anyway. Rumele does not feel a need to advertise how bloodthirsty a 'noblewoman' can be.

Fenire Rumele (242 EP): LE Kalamaran human fighter/thief lvl 5; HP 33 (47); Init +2; Spd 6; Rch 1' dagger; Att +4; Dmg d6p+1; Def -1; DR 0; ToP 17/7; Jog 10 feet/second, Tenacity: Steady; Luck 12

Possessions: dagger, personal wealth of 9 sp, 8 cp, and 17 tc.

Proficiencies: Etiquette/Manners (Kalamaran) Skills: Appraisal Arms/Armor 16, Art of Seduction 42, Disarm Trap 30, Hiding 17, History, Ancient 62, Identify Trap 32, Lock Picking 32, Pick Pocket 18, Riding 21, Scrutiny 22, Skilled Liar 46, Sneaking 21

Quirks/Flaws: Greedy, Nosy, Allergies (Food - Shellfish)

The PCs could choose to investigate Birel Rilas and Fenire Rumele, but since the two are from out-of-town, not much can be garnered from the locals. Tiwidu's merchants deal with their counterparts in Balelido from time to time and gossip is exchanged at such meetings, but the larger population center is the home for a fair amount of minor noble families, so Rumele's claims are not exactly unbelievable when stated to a fresh, foreign ear. Only if the PCs head up to Balelido proper may they find doubt in the 'noblewoman's' words, but then again, the players may gain the attention of Rumele's fellow guild-members with one or two improper questions.

If you are running this module as part of the intended two-part story arc, then continue on at this point from where you left off.

History of the Hill

The dungeon that exists within this 193 foot hill was originally intended as a fort/observation station for the kingdom of Karasta by an aspiring dwarf baron by the name of Gurkaft Tuklom, but when the noble dwarf suffered a scandal that his unruly sons were digging into the iron and gold veins of neighborhood clans to increase their own wealth, he gave up all his holdings in the Ka'Asa Mountains, except for this one. Disgraced by his children and low on assets, Tuklom - and some of the more nefarious individuals of the local human settlement (now known as Tiwidu) -- came to the understanding that banditry was not a lifestyle to be ignored. Tuklom provided the brigands a place to hold up and store their spoils while the roguish leaders supplied labor and provisions so the dwarf could expand the subterranean complex. Both Tuklom and the bandit leaders were thorough in keeping the location of the lair a secret, and they prospered after a fashion.

Unfortunately, one day, while expanding the Lower Catacombs (Level Seven), a mixed group of human and dwarven miners demolished a thin wall in a natural cavern, the action causing a curious, sable-colored gas to flood the chamber. A majority of the mining group on the staircase leading to this location was engulfed by the strange vapor. As soon as the ebon cloud dissipated, those miners who had enough sense to duck for cover found their exposed comrades lying on the staircase as still as death. The skin of the fallen had also turned as grey as ash.

When Tuklom himself went to investigate the incident, the bodies began to jerk unnaturally and almost violently. Upon moving the bodies to the upper levels, everyone discovered that the shuddering subsided. One victim was taken back down whereupon the quaking had resumed. Tuklom, deciding that his kinsmen were beyond help and knowing that the condition they were suffering from was somehow the fault of the gas, ruled out cremation and in-dungeon burial as ways to deal with the afflicted corpses. He soon dispatched his remaining craftsmen - along with his ever-loyal cousin, the wizard Kairnduk - to construct two crypts in Tiwidu. Once the vaults had been completed (in mere days), the 'dead' miners were hauled away from the dungeon in the dead of night and placed within the crypts. The burial vaults were then closed.

Back at the dungeon though, a new crisis had developed. The humans who fell to the strange cloud were up and wandering the corridors, attacking former comrades. The risen had come back as zombies, and their bites were infectious, spreading the undead-spawning disease to a few of the brigands. After a three-day cleansing of the underground complex, Tuklom, his remaining kinsmen, and the surviving bandits dispatched all of the zombies. Anyone bitten during the conflict was also killed to contain the contagion. Tuklom, mindful that the dwarven miners locked away in the crypts were also infected, asked Kairnduk if he could destroy the corpses within those vaults. Kairnduk told his cousin he could do one better. Within two days, the wizard placed powerful wards upon the sepulchers and attuned the wards to a magical lock he placed in a chamber in the Lower Catacombs (Room LC7). Kairnduk then manufactured a necklace - unremarkable in design, yet hearty in enchantment - with an affixed key that was paired with the magical lock. Once explained on what was done, Tuklom tilted his head and asked the wizard why did he not just annihilate the undead within the crypts.

"My cousin," explained Kairnduk, "our kinsmen can serve us in death as in life. The humans are hugging the mountains we call home now. It won't be too long before the humans want to claim the Ka'Asa as their own. When the time comes, we have a doomsday weapon ready to unleash upon them, behind their very ranks, if need be."

Tuklom had mixed feelings on the matter. The miners were not given the proper rest befitting a dwarf, but the number of human excursions into the ancient dwarven kingdom could not be denied. Not wanting responsibility of holding the key to such a potent plague, he entrusted Kairnduk to keep the necklace. Tuklom then ordered Kairnduk to leave the dungeon while he 'closed things up'. Once-noble Tuklom, with his remaining retinue, then turned on the last of the human bandits so none of the tall folk would spread word of the underground complex. The dwarf leader, whose zest for life was already waning, seemed to welcome a sword-strike from one of the cornered brigands. As Tuklom lay dying, he instructed his surrounding brethren to fill up the halls on Level Seven with stone and rubble to prevent easy access. He also ordered that his body be entombed in near the Grand Hall (Level Six - GH13) since he had no real

ties to Karasta anymore. After Tuklom's instructions were followed to the letter, the last of the Shalelock dwarves left the underground complex and melded back into society, not saying a word to a soul about what transpired at that hollowed hill. Even Kairnduk disappeared. No one knows the wizard's fate, but some of his items have curiously found themselves in the hands of Svimohz merchants. Only by happenstance did the necklace eventually find its way back into the Lands of Tarisato.

Tuklom has been dead for seventy-eight years now.

The dungeon in Shalelock Hill remained unoccupied for much of that time, but even rock can erode away if enough rain falls. The goblin mage Kelarz, leading a small warband to one side of a hill so the rise would take the blunt of an approaching storm, caught sight of an odd shape near the knoll's summit. Investigating further, he found a worn disc-door at the spot he spied upon. Try as he might, however, Kelarz and his goblins could do nothing to open the stubborn door. It was a few weeks before the troop returned, this time having bribed the ogre Kedgar to try his luck at forcing open the passage. The beast hefted his bulk against the door and ground his feet into the hillside as he pushed with the strength of many men. With a lurch and the sound of bending metal, the stone disc rolled two and a half feet. The ogre collapsed in a sweaty heap of exhaustion, but the energetic goblins swarmed towards the small opening in a flurry of curiosity. The goblins found that Kedgar, with his great strength, had snapped the antique mechanisms which controlled the opening and closing of the disc door,

jamming the door permanently open. In their excitement however, the creatures found little reason to care. Kelarz had opened the portal and found a new home for his growing band of miscreants...

Unless specified otherwise, the height of the dwarven-cut corridors and chambers are 8'. Gurkaft Tuklom kept in mind that his human allies were going to be helping with the mining efforts and made modifications to the underground complex to accommodate the taller folk. Non-dwarven PCs with Advanced Mastery in Mining can tell that the tunnel were made by dwarven hands. Dwarf PCs with just Novice Mastery will be able to derive that their kinsmen carved the subterranean tunnels. The doors are made of stout, ancient oak and are equipped with Good quality locks unless otherwise noted. Illumination is sparse since most of the humanoids within have low-light vision. Even though most of the monsters within the lair have the intellect on par with a radish pie, they will try to utilize the darkness to their advantage. Don't be gentle on the PCs just because they forgot to stock up torches and/or lanterns. It is the PCs' fault that they did not consider their opponents would have advantages in taking out any would-be hide-and-seek champions.

The PCs, unless extremely lucky, will have to plunge into the complex a few times in order to clear all the rooms within. Judicious GMs should make use of the 'Limiting Experience Awards for the Timid' rules in the GMG. In any case, the humanoids who inhabit these corridors aren't going to stay in the rooms they are assigned, waiting to get whacked during the party's



ninth outing. The one thing the PCs have in their favor is the immense rivalry between the goblins and kobolds; the two factions will try to deal with the intruder problem themselves unless they are certain that their tribe is being eliminated. The kobolds dominate Levels One through Four of the complex. Once alerted, the creatures in Room K2 will send off a messenger each to Rooms K6 and K9, if they can, for more back-up. If things grow dire, kobold alpha-male Tuvtu in Room K13 will send one peon to the goblin-run levels (Five and Six) to inform them that a hostile force has invaded their home. During this time, the kobolds will have more guards about (if the numbers allow) and may have constructed more traps (at the GM's discretion) to deal with invaders.

The goblins have a similar plan if it becomes apparent that the complex is slowly being conquered. Under Ferdal's direction, they will start moving provisions to the deeper chambers so they can hold out longer. Some furniture will be broken up and stacked in corridors to make progress difficult for invaders, allowing more time for goblin volleys to be fired/thrown. Ferdal, between the party's forays, will add his own expertise in trap design to make things more difficult for 'guests.' Rooms G5 and G8a, being access points to the Level Six, will be the most protected chambers during any long-term conflict; make the PCs earn them. If news somehow reaches Ferdal that the PCs are concentrating their efforts on capturing one of those two rooms, Ferdal will definitely assemble a war party (likely from Kelarz's new recruits, see below) to sneak through the other access point to attack the PCs from behind.

The last factor that the PCs have against them is Kelarz. While the party will never encounter this individual in the dungeon (see 'The Goblin Mage' section), Kelarz's influence will be felt in the form of recruitment; this wily, charismatic individual is trying to expand his power-base as much as possible by convincing other humanoids to join his forces. For every week that goes by after the PCs initially enter Shalelock Hill, roll a d6. On a 1 to 3, add three kobolds into room K2. On a 4 to 6, add three goblins into room G1. If the PCs manage to clear out all the kobolds or goblins on their respective levels of the hill, then Kelarz can no longer recruit those creatures. For example, if all the kobolds in Shalelock Hill have been wiped out and a 2 is rolled for that week's recruitment check, then no new creatures are added to the dungeon. If both the

goblins and kobolds are cleared from the dungeon, then stop rolling for recruitment entirely.

Room Non-Specific Encounters of the Hill

As the PCs stomp their way through the complex, they will come across six encounters specific to only certain levels of the dungeons, but not specific rooms. The GM should place these encounters at locations he deems appropriate.

Level 2: The party stumbles onto a kobold in the middle of relieving himself on the floor. The kobold's back will be to the PCs, so that they won't be spotted right away. If the PCs manage to startle the creature, it will hurriedly crab-walk away (at half speed).

Level 3: Two kobolds grumble to one another as they scrub the filthy floor of the dungeon. They have a wooden bucket filled with gray water and two scrub brushes. Upon spotting the PCs, the kobolds will hesitate for a moment and look at one another before they throw their scrub brushes to the floor. The two fall down to their hands and knees, knocking their heads against the ground and generally groveling in the PCs' direction. These kobolds are the lowest of the low in their tribe and have no duty other than cleaning up after their packmates. Between the daily abuse they endure from their fellows and the monotony of their unremarkable lives in general, these two odd kobolds have decided that they would rather be underlings in a different outfit. The two creatures will do their best through pantomime (if no PCs speak kobold) to inform the PCs that they would like to start sidekicking for them. The kobolds will do whatever is asked of them, though when they are first found they have no weapons, armor, or items of any kind. In combat against their former packmates, the kobolds use the aggressive attack combat maneuver exclusively. Their former packmates have set the bar very low in terms of what is considered ill treatment, so PCs will have a hard time inadvertently driving them off.

Level 4: Ijhyshau, an imp dispatched by the goblin wizard Kelarz to spy upon the complex, is flying among the tunnels. If aware of the PCs before coming face-to-face with them, Ijhyshau will shape-change into a large spider and remain motionless on the ceiling (a successful Observation check [Difficult] is required to spot). The imp will be curious about the

party and will attempt to report their position to creatures in a room nearby. The imp is a notorious informer and has made no friends amongst the other creatures in the lair. Only kobold alphas and goblin leaders will take the time to pay any attention to it (as they are answerable to its master). If Ijhyshau is able to inform one of these leaders, then the leader will move out with his retinue to intercept the PCs or attempt to ambush them. If hostilities break out, Ijhyshau will employ his stinging attack to incapacitate enough of the party members to make his escape. The encounter will keep happening until the imp has been killed or the dungeon has been cleared of kobolds and goblins.

Ijhyshau the Imp (242 EP): LE imp; HP 15; Init -4; Spd 2; Rch short; Att +5; Dmg 3@ 2d3p-3 (claw, claw, bite) or 1 (tail*); SD flying; immune to fire, toxins, & diseases; regeneration (1 HP/ 10 seconds); silvered weapons reduce DR by 9; Def +6; DR 13; ToP n/a; Fly 20 feet/second, Jog 5 feet/second (ground); Tenacity: Nervous; Size Tiny

{* - An imp's barbed tail injects a painful paralysis-inducing poison. A PC must roll a successful Constitution save versus d20p+5 to avoid paralysis for 2d12p hours.}

Relevant Skills: Hiding 40, Language (Dwarven 45, Merchant's Tongue), Sneaking 38

Quirks/Flaws: Nosy, Scratcher

Level 5-Two kobolds are on an errand for Ferdal. The dwarf has ordered them to fetch him dinner. The two beasts work together to carry a large, covered platter. The platter is laden with dark rye bread, cooked sausages, sliced yellow onion, and a brace of aromatic mushrooms. Anyone with Cooking/Baking mastery will immediately notice that this is not food usually eaten by savage humanoids. Any dwarf or PC with knowledge of dwarven culture will be able to identify the food as typically dwarven fare. The kobolds will attack intruders upon sight but will attempt to retreat if one of them is slain. The kobolds are armed with daggers.

Level 6- A ghostly, beating heart flies out of the wall, being chased by an equally incorporeal, disembodied right hand holding a warhammer. Both disappear upon reaching the other side of the chamber. Nothing can harm or affect these apparitions. Only certain events conducted within Room G13 will end this occurrence.

Level 7- Some big spiders decided that this was a perfect corridor to put up some webs to capture some

prey. The webs of this variety of spider are so fine that a PC would need a successful Observation check (Average) to notice the strands, even with light sources. The arachnids will drop from the ceiling on anyone who disturbs the webs. If the PCs actively avoid the webs once spotted, the spiders will let the party pass unmolested.

1d3+1 Spiders, Big (25 EP each): HP 4 each; Init -4 (-1 die); Spd 10; Rch short; Att -2; Dmg 0 (+ virulence 5 poison that causes -1 to Attack, Defense, and Damage for 2d6 hours on failed save); Def +4; DR 2; ToP n/a, Jog 5 feet/second; Size Tiny; Tenacity: Nervous

Timed Encounters

The purpose of these two encounters is to give texture within/around the dungeon. These events will occur when the PCs fulfill certain prerequisites during the unfolding of the dungeon-delve. The first encounter occurs as the PCs are creating a power-vacuum within the area. The second can happen at any time prior to the party entering LC7 in the Lower Catacombs, adding a sense of macabre to the journey the PCs are undertaking. Again, the GM is encouraged to add his or her own encounters to add to the atmosphere he or she is presenting.

Power Vacuum

Encounter: Six kobold warriors (102 EP) and the kobold alpha male Kelkik (50 EP)

Prerequisites: Party has killed kobold Alpha Male Tuvtu (Room K13)

Potential Yield: Kobolds - 8 shortswords

Kelkik – Mace, short bow, hunting arrow quiver (with 12 arrows), copper bracers (set value 4 Denari)

Potential Story Award:

☐ Using Kelkik (100 EP)

Kelkik, a swarthy, 4.5' tall kobold chieftain of a neighboring tribe of the humanoids, hates Shalelock's kobold alpha, Tuvtu, with a passion, both for the other alpha's lofty, defensible lair and the insult he has done Kelkik's tribe by settling in the area without paying homage to Kelkik. One of the chieftain's loyal spies has informed Kelkik that Shalelock Hill has been invaded (by the PCs) and that Tuvtu's forces were being pushed

into the lower levels. Kelkik quickly formed his elite guards and went to investigate. His frustration with his longtime rival will cloud his judgment, however, when it comes to battle tactics. If his group stumbles across a conflict between the party and the dungeon's denizens, he will likely attack BOTH the enemy kobolds/goblins along with the PCs instead of waiting for one group to weaken the other.

Kelkik's tribe recently enjoyed a successful caravan raid and was able to secure some short swords, which they are employing here. These kobolds will have white warpaint on their foreheads and cheeks to differentiate themselves from the plain-faced brethren living in these catacombs. Kelkik has no problem shooting into melee, even when his comrades might be in danger from a misplaced volley. The PCs may have a slight chance to convince Kelkik to join forces - if they can ever get him to stop shooting arrows/ attacking with his mace.



A few months ago, Kelkik's tribe waylaid a halfling on the road to Tiwidu. This particular halfling was, in fact, a member of the Razeska family (the proprietors of the Shaky Salamander Shack), on her way to take up a job in Tiwidu. She was captured by the kobolds and forced to work as their slave, preparing food and cleaning their den. Kelkik assigned his least favored guard to keep an eye on the slave during the duration of her stay and he learned some basic Kalamaran just through exposure to her. Unfortunately, she later died of exhaustion and disease from her terrible living conditions. Any communications with Kelkik will have to be conducted through the Kalamaran-speaking guard (Language (Kalamaran) 17), now considered a prize asset.

Smart PCs may try to learn why these kobolds are attacking their kin, and with a bit of diplomacy, may convince the white-painted kobolds that the two groups would benefit from helping each other. These kobolds singularly focused on their blood feud with Tuvtu and will work with the PC's only until the enemy alpha is killed or Kelkik dies in the effort. The kobolds will fight fiercely if pressed, but will mostly let the PCs take the worst of the damage, preferring to save their strength for the final confrontation with their rival. Any threatening actions against them by the PCs will break the deal and the kobolds will go their separate way, trying to find their way to Tuvtu on their own.

Kelkik (50 EP): LE Kobold Alpha Male; HP 24; Init +3; RoF 12 (short bow); Spd 11 (mace); Rch 2'; Att +4; Dmg 2d6p (arrows) or d6p+d8p (mace); Def +8 (medium shield); DR 2; ToP 10 /6; Jog 5 feet/second; Tenacity: Brave; Size Medium

Relevant Skills: Language (Kalamaran 23, Kobold 68), Listening 40, Observation 20, Resist Persuasion 26

Quirks/Flaws: Braggart

6 Kobolds (17 EP each): HP 16 each; Init +3; Spd 8 (7 jab); Rch 1'; Att +2; Dmg 2d6p-3 (short sword); Def +8 (small shield); DR 2; ToP 7 /4; Jog 5 feet/second; Tenacity: Nervous; Size Small

Bad Dream

Encounter: One PC has a nightmare

Prerequisites: Party has gained access to Level 5. Dream must occur before party reaches LC7.

Potential Yield: Insight that the future gnoles attack on Tiwidu may be a distraction from the real threat

Potential Story Award:

Proper interpretation of the dream (100 EP)

This event should happen to the most influential PC of the party or to a dwarf if one is within their ranks, especially if the PC originates out of Tiwidu and lives with a grandparent. If multiple dwarves make up the party, the GM could just use his or her best judgment as to who receives the dream or, of course, just roll a die for the result. Once the target PC has been picked and the party stops to rest at some point (whether back in town or in the dungeon), take the player running the character aside, and read or paraphrase the following:

☞ The exhausting events of the last few days mean that sleep comes with merciful quickness. Slumber overtakes your weary body not long after you close your eyes. Soon you are fully entrenched in the ether of dreams...

At first, the images are of the normal fare -- your parents calling out to you, urging you not to be late for supper. The whole family is at the dinner table tonight, including aunts, uncles, some annoying cousins, and even your grandparents. The bounty on the table is plentiful and the aroma tantalizing...

Just as everyone begins to grab their utensils and gets ready to dig in, a curious noise hits your ears. It is low at first, but as time stretches on, the disturbance becomes more defined. A yipping laugh, clearly originating from a bestial throat, is coming from the outside, beyond the walls of the village. Soon the solitary, fiendish laugh is joined by other, maniacal voices. A chorus is formed, as if a band of malevolent jesters has united their efforts in gaining an audience, but not for mirth...

You are not the only one who has heard the commotion. Most of your family has gotten up from the table, the knives and forks in their hands turning into swords and shields.

☞ They rush towards the windows, looking about for this possible threat. Strangely, you and your grandfather can't seem to remove yourselves from your seats. As you watch your family peer out of the house and shake their swords, you feel the presence of something cold and ancient approaching you from behind. Your grandfather turns his gaze at you with fright in his eyes, but neither of you can seem to turn your heads and look at the approaching horror.

Short, stubby fingers wrap around your arms and shoulders, their grip like iron iced over. You and your grandfather call out to your family, but they don't seem to hear, too consumed by the foul laughter to take notice of your plight.

Both your chairs are being dragged away, further and further from your loved ones until they become specks in the distance. Teeth clamp down on your neck--

You wake up, your body bathed in sweat, your heart pounding in your ears.

The affected PC -whether he or she received this dream from his or her subconscious, his or her deity, or from Gurkaft Tuklom himself- will likely be on the lookout for clues as to how to interpret the images he/she experienced. The bestial laughter represents the gnoles that will attack Tiwidu, while the cold presences are the dwarven zombies that will shamble out of the in-town crypts after the events in LC7. The player, likely having a great imagination, may find him-or-herself drawing the wrong conclusions with the information given (i.e. clamping teeth may be interpreted as a vampire attack). The PC may also share the dream with the other party members to get a better grasp of the information. The GM needs to be the neutral referee here, as always. Only when the PCs are back in town during 'Gnoles Problem Here' can the GM see if the player(s) puts two and two together and rush to defend the right location ('Bagen's Farewell Party').

Shalelock Hill Levels One Through Four: The Kobold Levels

The levels occupied by the kobolds are the most trashed in the complex. Offal and graffiti cover the walls (mostly in Kobold with a smattering of Goblin here and there) while light debris (rags, small bones, etc.) lie on the floor. The air is rank but breathable. The

doors are made of solid oak. Due to their fine dwarven craftsmanship, closed chambers do not allow sound to escape to other rooms, so combat will not be overheard. This does not, however, prevent an escaping kobold from warning his or her fellows.

Before the PCs can brave the dungeon, they must climb the knoll. Shalelock Hill, while a bit on the narrow side, is weathered enough to provide decent handholds for the PCs to scale, requiring about thirty minutes to ascend the rise.

The GM should keep the tension up during the PCs' ascension. A mention of increased winds, passing birds of prey, and a small stream of dirt and pebbles falling from above goes a long way.

Unless otherwise noted, all kobolds in the dungeon possess the following skills:

Language (Kobold 65), Listening 40, Observation 25, Resist Persuasion 10

Level 1 – Entry Level

K1


Encounter: Two kobold sentries (34 EP)

Potential Yield: one dented, brass cowbell with the initials 'W. F.' on the inside


Potential Story Award:

Learning the name 'Tuklom' (10 EP)

When the PCs are within ten feet of the disc door, read or paraphrase the following:

 Your muscles strain as you hoist yourself up to the last ledge on the hillside ascent. Taking ragged breaths, you collect yourself and can't help but notice an opening in the rock face ahead. An upright disc of gray stone seems to act as a sort of door. It is currently standing slightly ajar, exposing a narrow, two and a half foot passageway leading into the hill itself. The disc is around eight feet in diameter and would blend in perfectly with the surrounding rock if it were not already open.

If a PC takes a closer look at the disc door read the following:

 Closer inspection of the peculiar disc reveals that runes were once etched into its rugged surface, but whatever message had once been inscribed here has been almost completely worn away by the unceasing forces of erosion.

Anyone who is literate in Dwarven can derive that the extremely faded runes in the stone are of that language, but nothing further can be ascertained from the marks other than the name 'Tuklom.' A person versed in the histories of Kalamar or Karasta (any period within the last 500 years) can attempt an Ancient History check (Average). If the check is successful, that PC will know that a noble dwarf named Gurkaft Tuklom disappeared nearly a century ago. If PCs try to do some research on the matter back at Tiwidu some villagers will point them towards Mel'banar ('Tiwidu – Village on the Verge' - Area 106) who remembers the name from his boyhood. He will inform the PC's that 'Tuklom' was a noble dwarf of stout bearing who lived nearby with some of his folk and cousin, a dwarven mage named 'Kairnduk.' Any information gleaned from the rest of the village will mostly be tainted by racism.

The pair of kobolds guarding this entrance are sitting on the inside of the disc, dozing. The two sentries take a -40% penalty to their listening checks to detect the approach of the PCs. If care is utilized, the kobolds can be slain/knocked out before they can alert their fellows in K2. Even if the pair is engaged in combat, only at Count 30 will one of the curs remember the cowbell on the floor hugging the wall. The ringing of the bell will automatically rouse the kobolds in the next chamber. Be sure to check the Listening skill (40) of the K2 kobolds for every ten seconds of combat. The sentries are each armed with a dagger and a small shield.

The initials on the cowbell stand for 'White Foot,' a lost pig belonging to Penny Razeska ('Tiwidu – Village on the Verge' - Area 40). The pig was eaten several weeks ago and there is no sign of it.


Kobold Sentries: HP 14 each; Init +3; Spd 7 (5 jab) dagger; Rch 0; Att +2; Dmg 2d4p-3 (dagger); Def +8 (small shield); DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

K2

Encounter: Four kobold guards (68 EP) and two giant centipedes (28 EP)

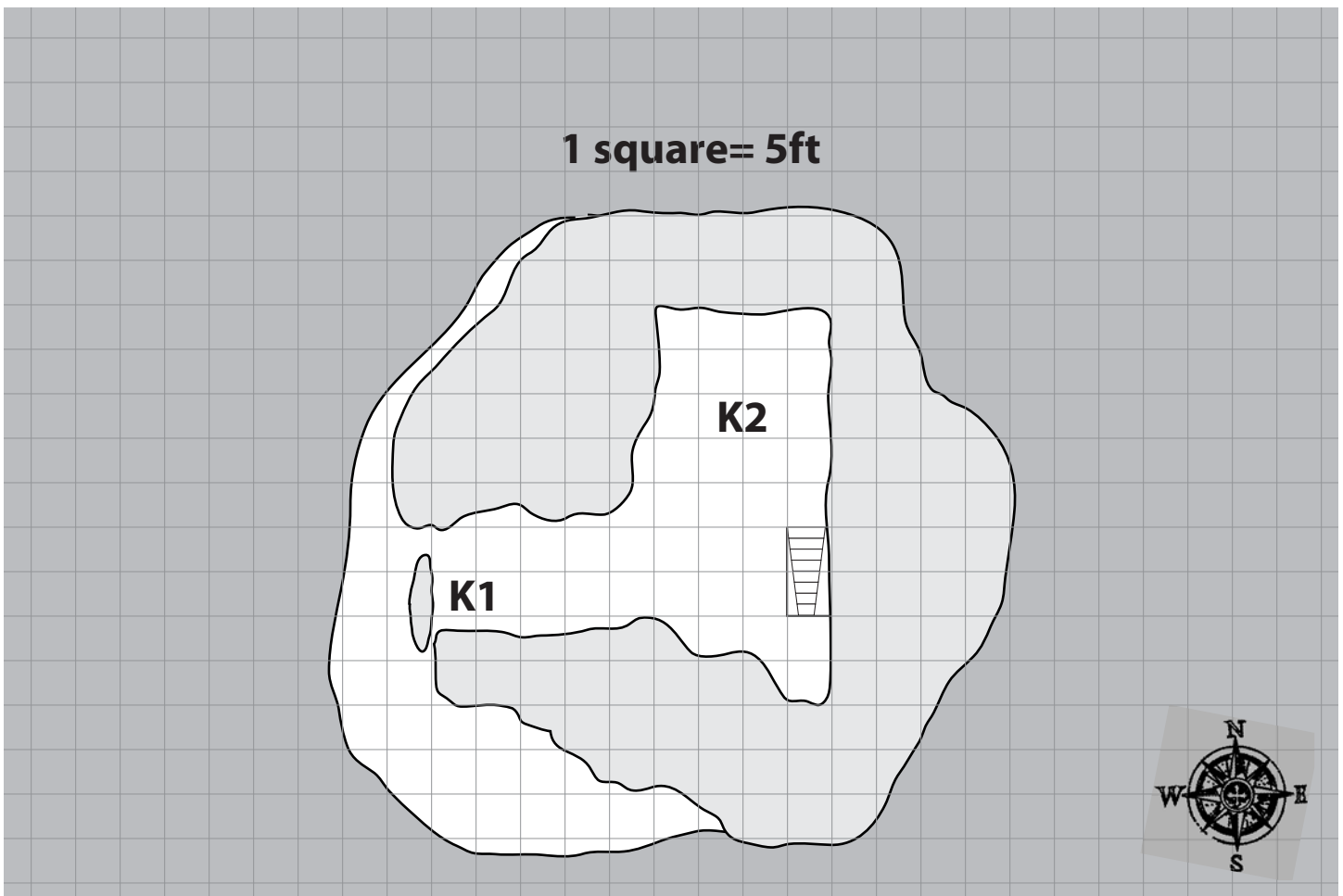
Potential Yield: 2 yew buckets with copper inlay, 3 empty wineskins

If the PCs took out the sentry pair in K1 with little to no noise, the occupants in this room will be going about business as usual here (munching on jerky, digging for fleas, etc). Read or paraphrase the following as the PCs gain entrance to the room:

 This large chamber is, by no means, a natural cave. The dying coals in a small fire-pit near the east wall give the rest of expanse an eerie, red glow, showing you the straight lines of the corners and ceiling that could only be rendered by a carefully-applied chisel. Near the light source are about a half-dozen piles of rags or hides that seem to serve as bedding. Two wooden buckets covered by small, flat boards are set a few feet away from the fire-pit. Along the back wall of the chamber is a set of stone steps going down. Small, bipedal shapes are moving about the room.

Two of the four kobolds will be napping, resting up for their shift. However warned/roused, these two guards will need about $d10p + 10$ seconds to be ready to join in combat (grabbing weapons and shields). The other two, once aware of intruders, will snatch up a bucket each and throw it in the direction of the PCs (6 seconds total for this maneuver). Inside each bucket is a giant centipede, along with some damp, rotting wood fragments (nesting material). Once unleashed, the centipedes will attack anyone - PC or kobold - close by. At Count 60 of the conflict - whether it started at K1 or here - a kobold closest to the covered trapdoor in the southeast will break away from combat to try to warn the rest of the tribe down in lower levels (stopping at K5 first). Each kobold has a dagger, two javelins, and a small shield.

The buckets and trencher sets (the latter comprised of a platter with an iron fork and knife) were items recovered from an old farmhouse. The three empty wineskins are buried deep within the closest mounds to the fire-pit, and it will take an Observation check (Easy) to find each one. Otherwise, the wineskins will be mistaken as other rags making up the kobolds' bedding. The liquid holders will smell quite rank



because they previously held the fungi ale the diminutive humanoids are so fond of, and it will take a few washings to get the stench out. No merchant will take the wineskins off the PCs' hands until the stench is dealt with.

4 Kobold Guards (17 EP each): HP 14 each; Init +3; Spd 7 (5 jab) dagger; Rch 0; Att +2; Dmg 2d4p-3 (dagger); Def +8 (small shield); DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

2 Centipedes, Giant (14 EP each): HP 3 each; Init -1; Spd 5; Rch 0; Att +0; Dmg poison (VF 5 poison, failure is d6p points of damage at a rate of 1 hp/10 seconds until damage is reached); Def +1; DR 0; ToP n/a; Jog 5 feet/second; Tenacity: Cowardly; Size Tiny

Level 2: Brigand Level

K3

🔍 The staircase descends ten feet into almost the center of a wide chamber. An oak door lies in the center of the north wall while another is in the northwest corner leading west. A barred, 4'x4' rectangular opening two feet off the ground lies in the southwest corner in the west wall.

This chamber was a foyer of sorts to the human brigands who worked with Tuklom's clan. The humans were expected to pass along their weapons through the bars to the dwarven attendant in K4 before heading to their quarters at K5 or deeper into the complex. Both doors leading out of the chamber are unlocked. PCs who attempt to bend the bars leading into K4 must pass a Feat of Strength (vs. d20p+15).

K4

Potential Yield: Mage scroll containing the spells Pepper Spray and Doze

For PCs who take the time to look at the north door that leads to this location, read or paraphrase the following:

🔍 This ironwork door is only five feet in height. There are large marks along the right side of the frame around the doorknob.

PCs who succeed at a Scrutiny check (Easy) can derive that the marks on the door are from heavy boots. The brigands broke into this room to retrieve their stored weapons when Tuklom and his kinsmen began

to kill all the humans in the complex. The brigands kicked out the lock, rendering it useless. The goblins and kobolds do not possess the knowledge to repair the lock, and Ferdal has his mind on other things.

Whether the PCs are looking into the room from the doorway or through the bars from K3, read or paraphrase the following:

🔍 The small room holds a low stool and a large, long footlocker along the south wall. The lid to the footlocker has been smashed open.

Once the bandits breached the door, they stormed in and busted open the footlocker to retrieve their swords. In the aftermath of the accursed night, everyone forgot that the footlocker had a false bottom, and no one has discovered the hidden space since. During the heyday of the complex, Kairnduk's apprentice used to watch over the brigands' weapons and utilized the hidden space for scroll storage in case the brigands ever got rowdy. PCs who take the time to investigate the footlocker (Scrutiny Check - Average) will discover one of the wooden boards along the bottom of the locker pops off. Inside the hidden space is the scroll.

K5

Encounter: Six kobold guards (102 EP)

PCs may find the door to this room open due to the events in K3. Whatever the case of entry, read or paraphrase the following:

🔍 This room is dusty and foul smelling. Six human-sized cots – three on the west end of the room and a like number to the east – are in various stages of ruin with cracked frames and torn straw mattresses. Near each of these cots is a kobold.

1d4 of the six kobolds here will be napping unless warned about intruders, in which the case all the curs will be awake. Sleeping guards will need about d10p +10 seconds to be ready to join in combat. If combat goes against the kobolds, they will try to back up to the edges of the room so one of their number can run past PCs to warn their brethren in K7 and K8 before heading off to K9. Each kobold has a dagger, two javelins, and a small shield. In the northeast corner of the room are three wooden cages that the kobolds liberated from a successful caravan raid. The kobolds plan to use the cages to capture and hold weasels for future taming.

Kobold Guards (17 EP each): HP 15 each; Init +3; Spd 7 (5 jab) dagger; Rch 0; Att +2; Dmg 2d4p-3 (dagger); Def +8 (small shield); DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

Level 3 – Brigand Leader Level

GameMaster’s Note: Once the PCs descend the 10’ flight of stairs, roll to see if the dogs (Listening 90) in K6 hear them. Two of the dogs inside that chamber are always lying down, hugging the east wall to see the coming and goings of their masters, the kobolds. Any kobold activity in the corridor (i.e. running from attacks above) will alert all the dogs. The dogs will rise to all fours once the PCs round the corner to the main corridor. Multiple raids by the PCs will cause the kobolds to utilize the dogs in a more proactive role if the dogs are not slain outright.

K6

Encounter: Four mongrel dogs (88 EP)

Potential Yield: 1 human-sized large shield

When the PCs round the corner, read or paraphrase the following:

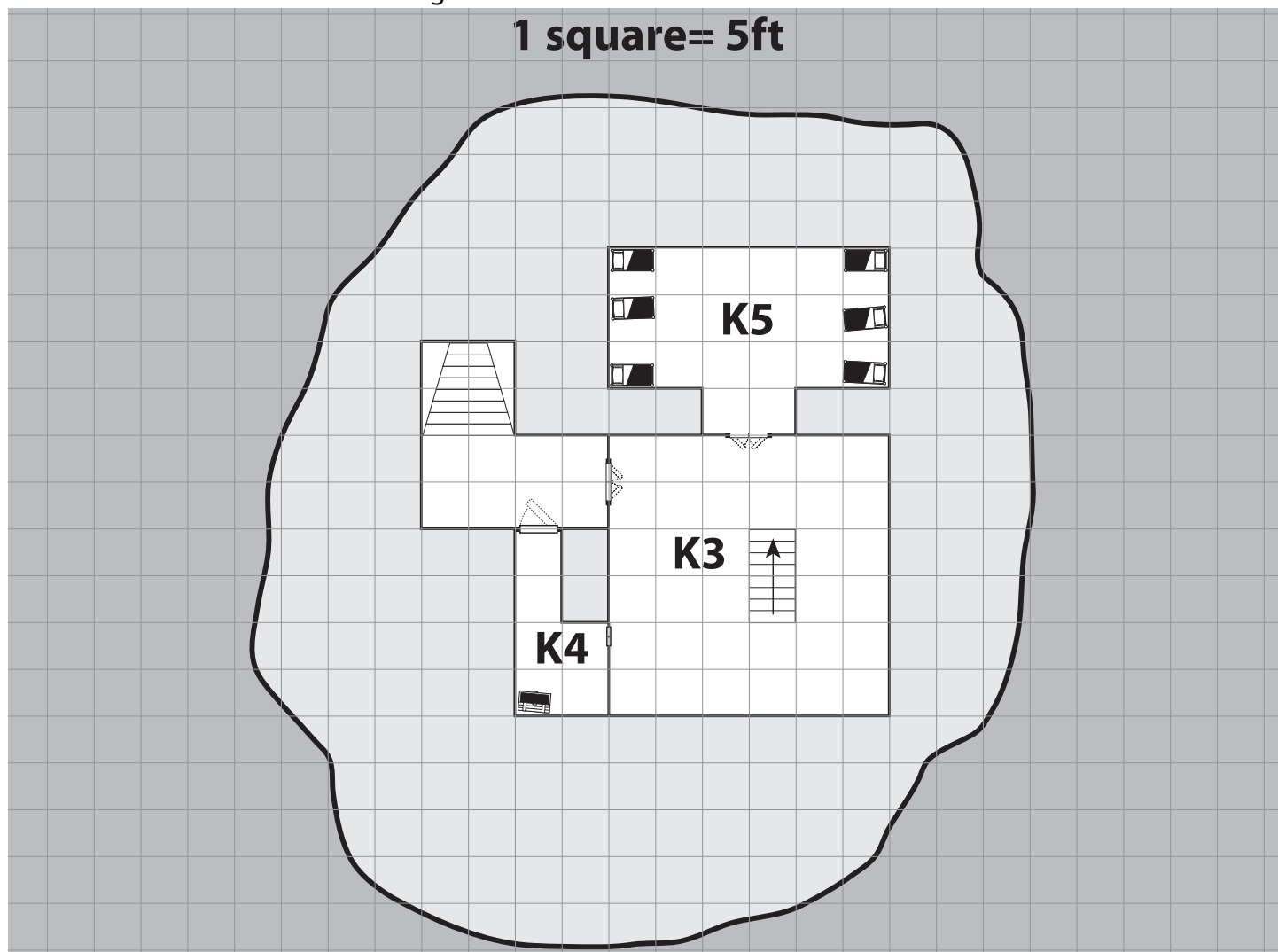
👁️ The corridor turns south. While another hall opens up on the east side of the corridor, it’s the open room at the end of the passage and the two pairs of red eyes that shine in your torchlight inside the room that rivet your attention.

The first pair of dogs will not attack the party unless a PC reaches the intersection. The second pair (lounging further in the room out of sight) will join in 5+1d4p seconds after the first. Dogs driven off due to wounds (Tenacity: Nervous) will cower in the corners of K6 until the threat has passed.

4 Dogs, Mongrel (22 EP each): HP 22 each; Init -2; Spd 10; Rch 0; Att +2; Dmg 1d4p+1; Def +4; DR 2; ToP 9/ 7, Jog 20 feet/second; Tenacity: Nervous

Relevant Skills (each): Listening 90

Once the PCs deal with the dogs and look into the room, read or paraphrase the following:



👁 This room is littered with torn rags and stinks like a kennel. Over half-a-dozen bowls are on the ground.

The bowls are used for food and water for the dogs and are of no resale value. The shield, propped up against the wall near the northwest corner of the room and too large for the diminutive kobolds to make use of, is used to shove the dogs' leavings to one side. This shield— in brief— reeks. A thorough scrubbing and a liberal application of soap/paint will remove the odor enough for a PC to employ the shield, but until then, the stench is simply too great.

K7

Encounter: Pack Leader Karka (30 EP) and two kobold bitches (34 EP)

Potential Yield: Karka – Short sword, short bow with 6 arrows, leather necklace with jade chip (15 cp)

Lidless Chest – Bone map case (empty), whetstone, three fishhooks

If warned of intruders and given five or more minutes to think things over, Pack Leader Karka will join his fellows in protecting the trapdoor at K8 (leaving his two mates here) or joining his brethren in the upper levels (GM's option). Otherwise Karka will be here arguing with his bitches about who gets the pillow tonight. Without Karka, the two females will feign helplessness, not attacking PCs until their guard is down. Once PCs open the door to this room, read or paraphrase the following:

👁 This room holds a large cot in the northwest corner, the mattress torn and the frame cracked. A lidless chest lies in the northeast corner. Near the middle of the chamber is a trio of small, bipedal curs yipping and pointing at one another.

Nearly eight decades ago, this room once served as quarters to the human brigand leader who allied himself with Tuklom. When kobold alpha-male Tuvtu was given the upper levels of the complex to house his people, he gave this room to pack leader Karka. The pack leader knows that that the move was based on rising rivalry between himself and Tuvtu since the bulk of the tribe resides on Level 4 (Dwarven Commons). Karka does not feel ready to wrestle power away from Tuvtu yet, but a victory against invading PCs will boost

Karka's confidence to do so.

Karka is a respected pack leader who will rally his fellow curs in battle (roll another morale check with a +1 bonus if he joins a group of guards). He had complete heterochromia (two different colored irises), one eye of blue and the other brown. Karka will try to harass invading PCs with missile fire but will refrain from using the bow if his people are in the way. Only when 75% of the kobold troops on Levels 1 to 3 have been destroyed (14 curs) will Karka ask for aid from Tuvtu. Karka is outfitted with a short sword and short bow, both human-made.

Kobold Pack Leader Karka (30 EP): HP 20; Init +3; RoF 12 (short bow); Spd 8 (7 jab) short sword; Rch 1'; Att +2; Dmg 2d6p-1 (short sword) or 2d6p (arrows); Def +8 (small shield); DR 4; ToP 8/ 4; Jog 5 feet/second; Tenacity: Nervous

Relevant Skills: Language (Goblin 40, Kobold 70), Listening 40, Observation 25, Resist Persuasion 20

Quirks/Flaws: Greedy, Merciless

2 Kobold Bitches (17 EP each): HP 14 each; Init +3; Spd 6 (4 jab) dagger; Rch 0; Att +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

K8

Encounter: Four kobold guards (88 EP)

Potential Yield: copper bracelet (9 cp), 3 coils of 50' hemp rope

👁 This pungent room has some mounds of dirt hugging the west wall. A large, wooden trapdoor lies in the southeast corner of the room. Four bipedal curs near the trapdoor turn to stare at you.

These kobolds are under strict orders by Karka (K7) not to leave this room. Two curs will move to engage the PCs while the other pair will try to open the trapdoor. The door is a bit on the heavy side (d20p +4 vs. a Feat of Strength), but up to three human-sized creatures - or five kobolds - can grab onto the large metal ring to open it. The average kobold has a Strength of 6 (FoS -6), but two working in unison on this trapdoor is equivalent to a Strength of 11 (FoS +0). Note that such an attempt can only happen once every 10 seconds, and each attempt gets harder (-1 per roll, cumulative). Usually, all four guards work at opening the trap door when the dungeon denizens want to move between levels. The inhabitants of K9

will not pay attention to any ruckus coming from the trapdoor unless there is a direct call for help from the guards (5 seconds after a successful opening of the door). A PC weighing 50 pounds or over who rushes to and stands on the trapdoor during the kobolds' FoS attempt will prevent the portal from opening (even if not attacking the curs). PCs who work in unison in opening the trapdoor can combine their FoS bonuses during the attempt.

Each kobold has a dagger and a small shield. The ropes and baskets in the room are used to deliver goods/meals to and fro between Levels 3 and 4.

4 Kobold Guards (17 EP each): HP 14 (x2), 15 (x2); Init +3; Spd 7 (5 jab) dagger; Rch 0; Att +2; Dmg 2d4p-3 (dagger); Def +8 (small shield); DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small



Level 4: The Dwarven Commons

K9


Encounter: Eight kobold warriors (136 EP) and four weasels (40 EP)

Potential Yield: Weasels - Furred hide if harvested (max. value 1 sp)

Chamber - an oak box containing twelve wooden eggs painted various colors (12sp for the complete set)

The 10'x10' shaft under the trapdoor in K8 is 40' deep with iron rungs set on the east side. A PC, if he succeeds at a Listening Check (Easy), can hear activity in the room below, such as doglike yips and snarls. Any character who decides to light the way down by foolishly throwing a torch down/hold a light source while descending will alert all of the beasts in the room below.

Once PCs reach the bottom of the iron rungs, read or paraphrase the following:

 You find yourself in the southeast corner of a large chamber. There are a number of bedding mounds that dot the room, a majority on the west side of the expanse. A quarter of these beds appear to be occupied by these dog-like creatures you keep encountering. Four more of these yappers appear to be playing 'Catch' with something to the northwest. Some weasels are gnawing on a humanoid corpse in the northeast corner of the room. Two doors lie in the north wall of the chamber, while another exit exists in the west wall...

This chamber was, at one time, the grand meeting hall for Gurkaft Tuklom and his allies. Now it has been reduced to the main quarters for a majority of Tuvtu's kobolds. Four of the eight kobolds currently in the room are sleeping, while the other half are tossing the decorative wooden eggs they found from a merchant's overturned carriage. If not alerted by combat in K8, the egg-engrossed kobolds will keep playing 'Catch,' only noticing PC intruders on a successful Observation Check (Average). Alerted kobolds will yell out to their sleeping brethren before engaging the enemy.

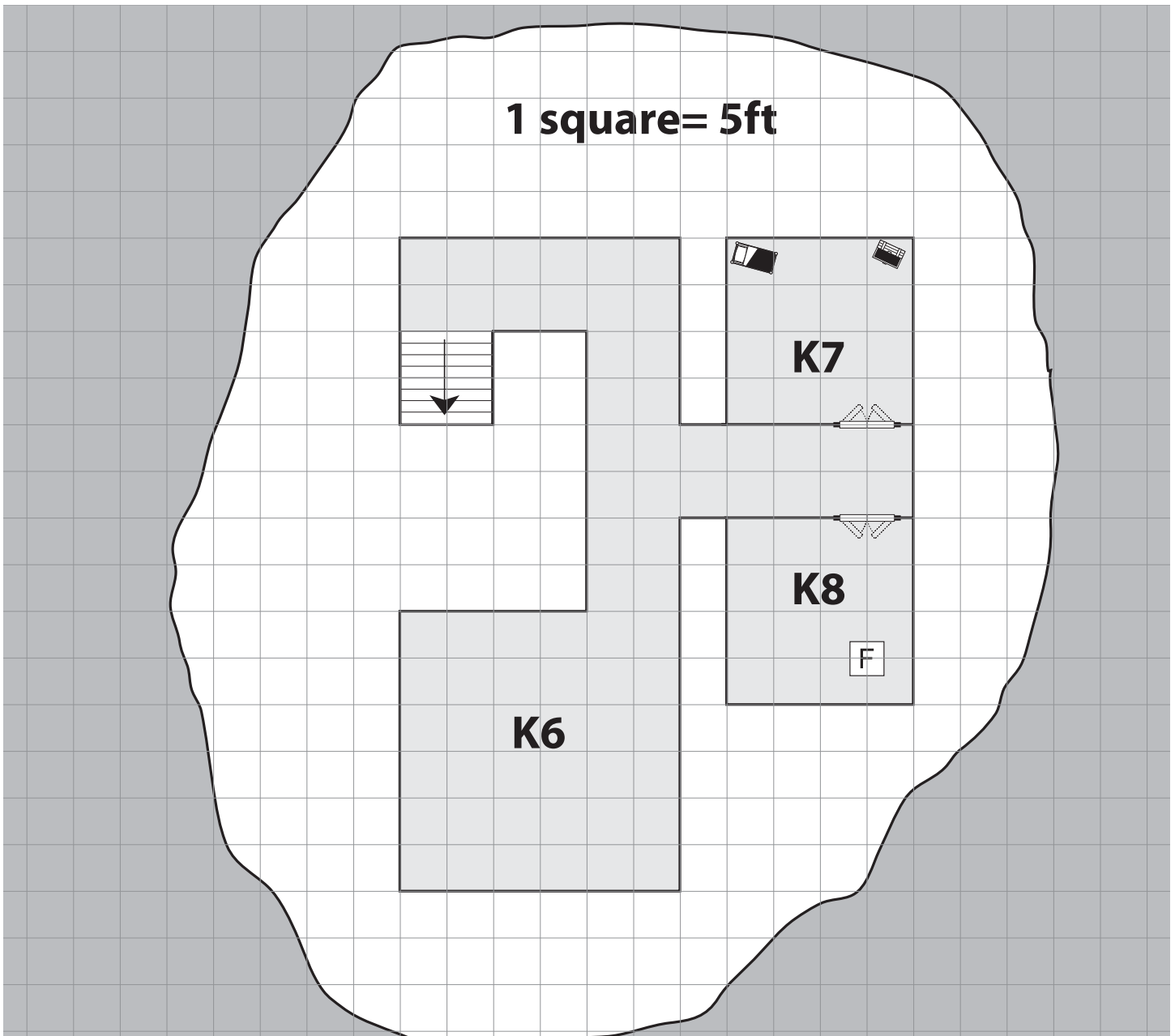
The four sleepers - groggy from partaking in a little too much wine- will need d10p +10 seconds to wake up, plus another 6 seconds to grab their gear and join the fray. The kobolds will try to maneuver/bait the PCs

into moving near the feasting weasels. If combat begins to favor the intruders (over 50% casualties), one kobold warrior will make a run to the litter den (K10) while another heads to warn Tuvtu (K13). The kobold leader bides his time, hoping his warriors and the traps in K12 damage the party enough so he and his bodyguards can finish the PCs off. Each kobold has a dagger and a small shield. The empty bottles scattered on the floor once held Dune-Prayer Blackberry wine. A pile of boots in the corner bear grisly evidence to the numbers of travelers the kobolds have waylaid.

The weasels are feasting on the corpse of a wayward orc that stumbled upon the Base Cave. The rodents are not fully trained to attack enemies of the kobolds but will attack non-kobolds that stray within 10' of their meal.

4 Weasels (10 EP each): HP 8; Init -2; Spd 10; Rch short; Att +1; Dmg d3p; Def 0; DR 1; ToP 4/ 5; Jog 5 feet/second; Tenacity: Nervous; Size Small
 Relevant Skills: Climbing 60, Listening 80, Observation 35

8 Kobold Warriors (17 EP each): HP 14 (x5), 15 (x3); Init +3; Spd 7 (5 jab) dagger; Rch 0; Att +2; Dmg 2d4p-3 (dagger); Def +8 (small shield); DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small



K10

Encounter: Five stout kobold bitches (85 EP), twenty-three non-combative, female kobold bitches, and thirty-seven kobold pups

👁 From your torchlight, you see pairs of pillars running through the center of this long chamber. You see a multitude of the dog-like bipeds - females from the look of them- tending to young throughout the room. Even with the copious amount of space, this chamber seems crowded with the amount of occupied bedding on the floor. Some of the females stand apart from the others. These five don't seem as fearful as the rest of the denizens here. They are watching your every move.

If they see the party about to attack anyone in the chamber, these five females will engage in combat and fight to the death. The five are armed with daggers. The other females will do their best to avoid combat, scooping up all the pups they can (one-to-two per arm), and try to exit the room. Any kobold that leaves the chamber will try to make her way to Tuvtu's room (K13).

If the PCs do attempt to use the females and young as hostages, Tuvtu will not bat an eye. Tuvtu has seen the results of Kelarz's recruitment plan and knows that the numbers of his tribe can be restocked given a couple months. Of course he will still seek revenge against the wholesale slaughter of his people.

5 Kobold Bitches (17 EP each): HP 14 each; Init +3; Spd 6 (4 jab) dagger; Rch short; Att +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

K11

Read or paraphrase the following when the PCs approach the door:

👁 The smell you encounter as you reach for the door handle gives you a good indication of what lies beyond the portal. Sure enough, you discover that the chamber ahead is the latrine. The passage of time, plus the induction of the dog-creatures, has taken a toll on the once pristine nature of the room. Graffiti has been scratched into the ancient tiles, and you feel certain none of it is complimentary. Stone benches equipped with holes line the walls. The wall fountain at the end of the chamber to the west still runs, the water appearing cool and fresh.

This small room is, without a doubt, the latrine for this level. The graffiti, either in Goblin or Kobold, is mostly insulting, particularly towards halflings (i.e. "Them fur feetz, if chopped off, can be used to scrub da floorz real goodz!"). The water coming from the fountain is fresh and will garner no ill effects, if consumed. The holes in the stone benches that line the walls here have seen more use in the last few months, and the troglodyte tribe that makes its home four hundred feet down at the end of the lavatory's shaft system has not been happy about it.

K12

👁 The narrow hall before you is dusty, but covered in dozens of tiny footprints.

Encounter: Two Wall Blade Traps (75 eps each)

Potential EP Award:

- Detecting/Neutralizing Trap(s) (75 EPs each) or Inadvertantly Triggering Trap(s) (19 EP)
- Spotting and reacting to the trap distribution (10 EP)

The hall is a high traffic area. It appears perfectly normal at first glance, if a bit dusty. A Scrutiny check of Easy Difficulty will yield that almost all of the footprints going up and down this corridor traverse the northern half of the hall.

There are two traps in this corridor, one at Point A (south wall) and the other at Point B (north wall). An Identify Trap (Easy) is needed to spot either trap location; the horizontal spaces between the stone blocks seems a little wider at these locations. Each trap is triggered by an adjacent pressure plate, which, when stepped upon, causes a blade (equivalent to a longsword) to swing out of the wall for 2d8p of damage. Avoiding the blade requires a Feat of Agility vs. d20p+4. The trap at Point A is set to come out of the wall at 2.5 feet above the floor, while the device at Point B is set at 4.5 feet (passing harmlessly over any kobold, goblin, halfling, most dwarves, etc). The blades come out of the walls at a three-foot arc. A thief PC could try disabling the mechanisms by passing a Disarm Trap check of Easy Difficulty.

The cutoff device for the traps is located at the west end of the corridor next to the door. A hinged slate near the same gray tones of the surrounding stone can be spotted on a successful Observation Check

(Average). The slate can be popped open with no difficulty, revealing two stone buttons. If pressed once, the buttons will shut off the traps. If pressed again, the traps are reset.

K13

Encounter: Kobold Alpha Male Tuvtu (50 EP), two kobold females (17 EP each), and one giant weasel (84 EP)

Potential Yield: Giant Weasel - leather collar with attached copper bells (3 sp), furred hide (max. value 6 sp)

☐ Tuvtu – One longsword, one medium shield, one suit of kobold body armor, 1 pewter ring with a lion's head relief (5 sp), and one small leather pouch containing four polished labradorite beads (3 sp each) and the brass key to the chest

☐ Chest - cedar chest with brass lock (6 sp), 4 sticks of chalk (1 tc each), one Jar of Healing Ointment (3 uses), and a small pouch containing a cracked opal (7 sp)

GameMaster's Note: If any kobolds from the other rooms retreated to this chamber, Tuvtu will keep the four fittest warriors with him and send the rest down to Level 5. Otherwise, he will make his stand with just his pet rodent and concubines.

🐭 Inside this' chamber is a bipedal cur, taller than those previously encountered, armed with a longsword and shield. At his feet is an exceptionally large weasel that is chomping its teeth in your direction. To the cur's right is a young female of the same ilk. She is armed with a short sword and is snarling at you. Her crooked snout and matted coat grant her countenance an evil cast. There is a sizable pile of moth-eaten hides in the southwest corner of the room, along with a few smaller piles scattered along the walls of the chamber.

Under one of the piles nearest the east door is a kobold bitch armed with a dagger. Because of her concealment, a successful Observation check of Average Difficulty is needed for a PC to spot her, but only if that PC states that he or she is looking at the nearby mound of hides. At Count 30, if still undiscovered, the kobold female will try to Sneak (Skill of 20) behind one of the rear PCs and attempt a rearward strike (vs. d8p Def). After that, she will

continue to attack her target if he/she is still alive. If the kobold bitch manages to slay her target, she'll move on to the next.

Tuvtu's new kobold mate fights as well as any male of her kind and Tuvtu has armed her as such. Tuvtu and his retinue will not entertain thoughts of retreat unless the weasel and one of the females has fallen. The alpha male himself will not attempt to flee unless he has been knocked down to less than 10 hit points. If he does manage to get away, the party will likely encounter him in LC7 with Ferdal.

Under the massive mound in the southwest corner of the room is a small cedar chest about one foot tall and two feet wide with a Poor quality lock on it. The chest is covered in unusual curling designs. An Observation check (Easy) is required to spot it. The brass key on Tuvtu opens the lock. cursory inspection of the bottom of the box reveals that there are a series of what look to be small holes lining its base. Each hole is about as big around as a man's thumb. These holes serve as both air holes and feeding apertures for the giant centipede inside the chest. The centipede, clinging to the underside of the lid, will spring out of the chest to attack anyone who opens it. Fiddling with the lock or the chest will alert the creature to an intruder's presence. Treat the centipede as having d4 initiative die. The chest itself could fetch 6 sp if sold to the right dealer with its decorations and built-in lock.

Tuvtu used to have over one hundred curs in his clan, but larger predators in the area have been feasting upon the kobolds with great frequency. The goblin mage Kelarz, whose own tribe had suffered losses from many of the same predators, convinced the kobold leader to join forces. Tuvtu realizes his tribe is positioned in the upper levels to take the blunt of any invading force but has not raised any complaints because Kelarz has just recruited a trio of bugbears (LC6) and Kedgar the Ogre (LC2), larger humanoids that have no problem adding kobolds to their mealtimes. Tuvtu bides his time, hoping that his tribe's numbers will swell enough so the balance of power begins to favor him for once. Tuvtu is outfitted with a longsword, a medium shield, and studded leather armor, all of which are human-made.

Kobold Alpha Male Tuvtu (50 EP): HP 26; Init +3; Spd 9 (7 jab) longsword; Rch 3.5'; Att +4; Dmg 2d8p (longsword); Def +2 studded leather (+8 with medium shield); DR 4 studded leather (DR 4 medium shield); ToP 11/ 6; Jog 7.5 feet/second; Tenacity: Brave
Relevant Skills: Language (Goblin 44, Kobold 71), Listening 40, Observation 25, Resist Persuasion 20
Quirks/Flaws: Lusty, Miserly

Weasel, Giant (84 EP): HP 29; Init -2; Spd 10; Rch short; Att +3; Dmg 2d4p+2; Def +3; DR 2; ToP 12/ 7; Jog 15 feet/second; Tenacity: Steady
Relevant Skills: Climbing 45, Listening 80, Observation 35

Tuvtu's Mate (17 EP): HP 14; Init +3; Spd 8 (7 jab) short sword; Rch 1'; Att +2; Dmg 2d6p-1 (short sword); Def +8 (small shield); DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

Tuvtu's Hidden Mate (17 EP each): HP 15, 16; Init +3; Spd 6 (4 jab) dagger; Rch short; Att +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/ 4; Jog 5 feet/second; Tenacity: Nervous; Size Small

Relevant Skills (each): Hiding 15, Listening 40, Observation 25, Resist Persuasion 10, Sneaking 20

Centipede, Giant (In Chest) (14 EP each): HP 3; Init -1; Spd 5; Rch 0; Att +0; Dmg poison (VF 5 poison, failure is d6p points of damage at a rate of 1 hp/10 seconds until damage is reached); Def +1; DR 0; ToP n/a; Jog 5 feet/second; Tenacity: Cowardly; Size Tiny

K14

🕸 A raised, metal portcullis is here. Thick cobwebs hang like fragile, miniature stalactites off the bars.

The portcullis has an operation lever in both G2 (Goblin Guards) and G15 (Ferdal's Quarters). The guards will not think to throw their lever if/when they investigate the stairwell trap going off (G1). PCs who are attempting to escape the goblin guards will cause one of the humanoids to run back to G2 to throw the switch to trap the invaders. The portcullis is comprised of iron bars 2" thick and weighs a total of 1,100 pounds. The pulleys and counterweights are in a hidden chamber above the corridor, sealed up by the dwarves during their exodus. (Kelarz sent a spindly kobold into the lower levels to raise the portcullis when the goblin mage's forces first arrived at the complex.) The bars are spaced 6" apart and have a value of 15 in regards FoS attempts to bend.

PCs who have raided the complex could see this

location as a choke-point, turning the lower levels into a prison where the opposition can slowly starve. Ferdal, having the back-up lever in his quarters, will keep raising/lowering the portcullis as the situation warrants. If the levers are somehow rendered inoperable, Ferdal will direct the bugbear (FoS +11) and/or the ogre (FoS +16) to bend the bars enough to render the barrier useless. All goblinoids carrying missile weapons will come up to provide discouraging volleys whenever they can prior to those FoS attempts. Also note that Kelarz will keep recruiting humanoids to help his dungeon allies. Ferdal will only be slightly interested by the intruders since his goal is so close (LC7).

K15

🕸 An iron spiral lies in the middle of this room. A red stain partially covers the top step and part of the handrail.



The red stain is the result of Ske'Tra's (G3c) attempt at escaping his goblin captors. Ske'Tra, a lizard man, tried to make a break for the surface here and got a nasty cut on his back for his efforts. Descending this staircase leads to G1.

The Kobold Levels Aftermath

Clearing the kobold levels of kobolds will mean that Kelarz can no longer recruit new kobolds to bolster the ranks here.

Shalelock Hill Levels Five and Six: The Goblin Levels

The two levels occupied by the goblins are only slightly cleaner than those held by their kobold counterparts, mostly due to Ferdal's influence. The goblin mage Kelarz has been able to curtail his people's propensity for making a mess, confining their trash mostly to G8b. The air is stale yet less pungent than the levels above. Due to solid dwarven doors, closed chambers do not allow sound to escape to other rooms, so combat will not be overheard.

Level 5 – Kitchen/ Detention Level

G1

🌀 An iron staircase spirals down into the darkness.

Encounter: Stairwell Trap, 2 goblin guards

Potential EP Award:

- ❑ Detecting/Neutralizing Trap (133 EP) or Inadvertantly Triggering Trap (33 EP)

The iron spiral staircase leading down from K15 is comprised of thirty steps. The fourteenth step down is trapped, requiring an Identify Trap check (Easy) to spot due to its slight tilt. A successful Scrutiny check (Easy) will also draw attention to the step. Once the trap is discovered, the party can simply bypass the step by walking over it. If a PC elects to render the stair harmless, a successful Disarm Trap (Easy) is needed to get the job done. If the party does not find the trap and triggers it, EVERY step on the staircase will shift down at an angle to form a slide. All PCs on the staircase have to succeed at a Feat of Agility roll versus $d20p+5$ in order to maintain a grip on the handrail to keep themselves from being dumped into the room below.

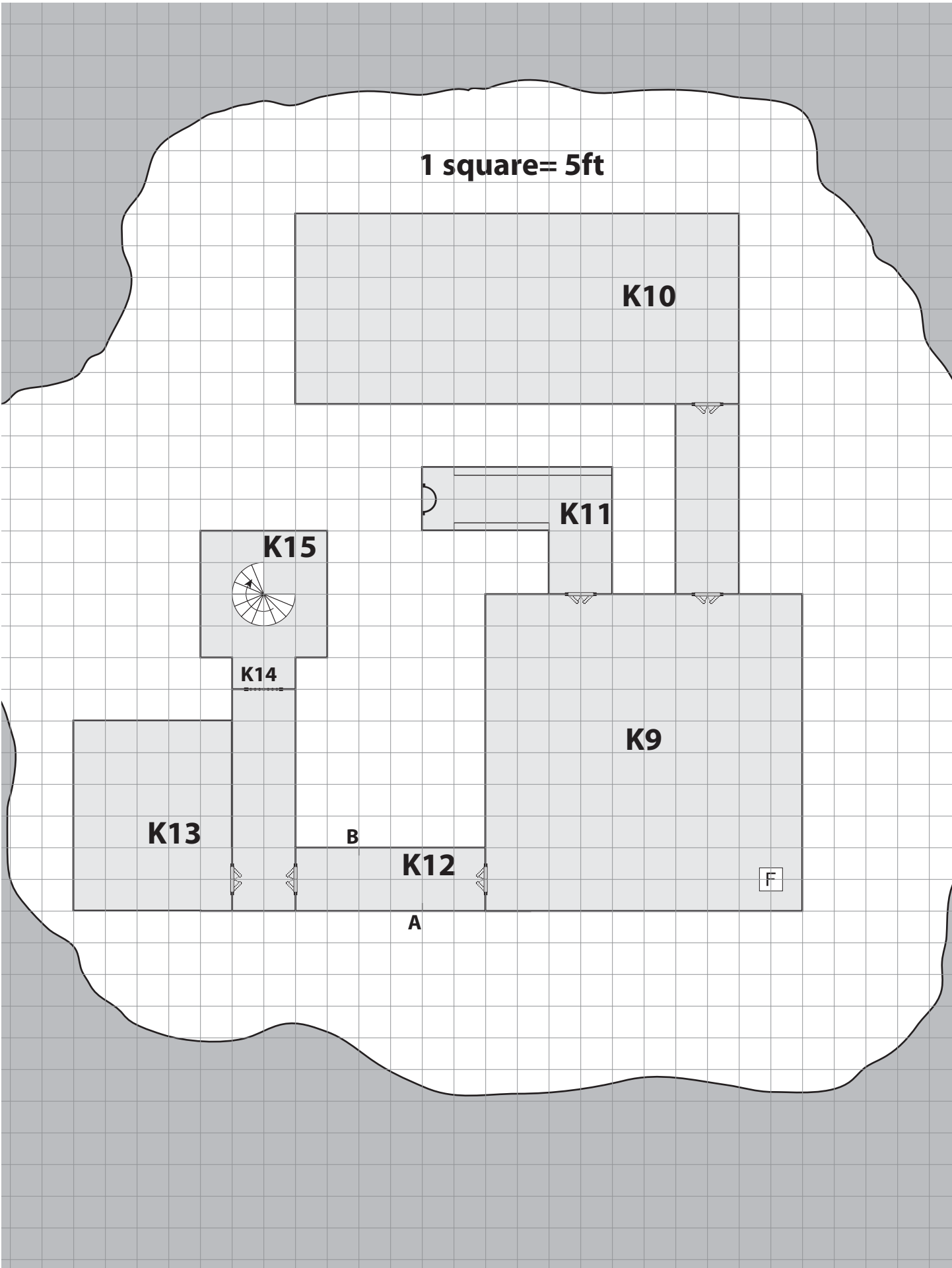
Any character who manages to grab hold of the railing can scale down at half of his movement rate to get to the floor of the room.

If any members of the party fall own the staircase turned slide, read the following aloud to them.

🌀 As you tumble down to the floor, you barely have time to react before you are set upon by two short, greenish brutes swinging long knives!

PCs who tumble to the ground will suffer a $d4p+2$ Initiative penalty, whereas the attacking goblin guards will roll d4s for their initiative. PCs take three seconds to regain their footing and until they stand up, the goblins are able to attack at half weapon speed. PCs who purposefully slide down the stairs take one second to reach the bottom and take only two seconds to stand up.





The two goblin guards will take advantage of any PCs who have fallen to the ground to get in any attacks they can. If they feel as if they are losing the fight, or if their morale breaks, then they will make a run to the goblin guardroom in G2 to alert their fellows.

Read the following aloud to PCs who make it to the bottom of the stairs without alerting the goblin guards.

👁 This room appears slightly cleaner compared to the chambers in the prior four levels. A door is set in the south wall and two short, green and brown brutes sit on the floor cracking their knuckles and yawning.

Once the PCs are discovered (and if the goblin guards don't have the advantage of attacking prone enemies), both humanoids attempt to run back and warn their counterparts in G2. The quartet of goblins will then attack the PCs in force.

PCs who pass an Observation check (Easy) will spot a 15' iron pole hugging the north wall. The goblins use this pole to reset the trigger step. The PCs could also succeed at a Climbing/Rappelling check (Easy) to get back upstairs.

2 Goblin Guards (22 EP each): HP 21, 20; Init +3; Spd 8 (7 jab); Rch 1'; Att +3; Dmg 2d6p-1 (short sword); Def +6 (small shield); DR 2; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

G2

Encounter: Four goblin guards (88 EP)

Potential Yield: Goblins - one scourge, two whetstones

Chamber – Morning star, lizardman body armor, and medium shield (all belonging to Ske'Tra), six feet of heavy chain, ring of iron keys to the cells in G3

Depending on the outcome of the events of G1, this room could be empty of monsters. When the PCs open this room, read or paraphrase the following:

👁 This chamber has four small cots near the southwest corner and a door in the north wall. A large iron lever is set in the northwest corner of the room in the west wall. Some greenish-brown-skinned creatures are in the middle of the room, playing tug o' war with a scourge.

The goblins, if not alerted, are fighting over a scourge. The scourge will be dropped during combat as the goblins seek to employ their blades. The goblins are outfitted with short swords, leather armor, and small shields.

The lever raises and lowers the portcullis at K14. A ring of three iron keys to the cells in G3 hangs off an iron spike set in the wall next to the north door. Ske'Tra's morning star, armor, shield are being stored under one of the turnkeys' beds-- Observation check (Very Easy) to locate. The armor is made from cured tortoise leather and the shield seems to be a shell from the same animal. The 'morning star' is a stout branch whose knotted head is pin cushioned with shards of flint. The armor is too bulky and unwieldy to be used by a non-lizardman.

4 Goblin Guards (22 EP each): HP 19 (x2) 20 (x2); Init +3; Spd 8 (7 jab); Rch 1'; Att +3; Dmg 2d6p-1 (short sword); Def +6 (small shield); DR 2; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

Relevant Skills (each): Language (Goblin 68, Hobgoblin 40), Listening 18, Observation 18, Resist Persuasion 10, Torture 32

G3

There are a number of holding cells here. GMs who deem that the goblins and kobolds want to capture the PCs can have the party brought here (specifically to cells G3b and G3d). Any gear stripped off the PCs will be kept in G2. The bars of the cells are spaced 6" apart and have a value of 15 in regards of FoS attempts to bend. The cell doors are equipped with Good quality locks.

G3a

👁 This long hall may run north, but at this point you have lost all sense of direction. There are three cell doors set along the right-hand side. Hugging the northwest corner of the hall is a large, wooden barrel.

The 50-gallon barrel is used to hold water and is currently only half full. While the dwarves of old made sure prisoners at least got fresh water, the goblin guards delight in drinking or spilling water in front of their parched captives.

G3b

🌀 This cell contains a thin straw mat and a cracked, heavily stained bucket.

There is nothing of interest in this room.

G3c

Encounter: Lizard Man Warrior Leader Ske'Tra (36 EP)

Potential Yield: A potential ally (see below), Onyx Brooch (5 sp)

Potential Story Award:

Having Ske'Tra join the party (30 EP)

🌀 This cell contains a thin, dungy straw mat, a stool, and a cracked, heavily stained bucket. Sitting on the stool is a hulking lizard man looking at you.

The lizard man, Ske'Tra, originally from L'Finidu Valley, was captured by the goblins one week ago when he was traveling back from the outskirts of Ka'utavidu where he has a hermit tutor schooling him in Kalamaran. Ske'Tra hopes to help his tribe in the upcoming talks his chieftain wants to hold with Tiwidu (see Entry #9 of 'The Rumor Table' in 'Tiwidu – Village on the Verge'). Both Kelarz and Ferdal hope to 'talk sense' with Ske'Tra, so he can entice his tribe to ally with their forces and the lizard man has not been tortured.

If the PCs approach him in a non-threatening manner, Ske'Tra will say in broken Kalamaran, "Goblinzzzzz dead?" Ske'Tra will be overjoyed if released and ask the PCs their names and where they are from so he can remember them. If the PC speaker can overcome the lizard man's Resist Persuasion score (10), Ske'Tra will join the party for the duration of their cleansing of the dungeon or until the party leaves,



whichever comes first. Upon his departure (if he was treated with respect), Ske'Tra will give the party a gift in the form of a small onyx brooch shaped like a stag beetle. He will ask for the return of his gear if he sees it in the hands of the party. If the gear is nowhere to be found, he will ask for suitable replacements. Not being offered arms will cause Ske'Tra to leave for home. If attacked by the PCs, Ske'Tra will try to escape back to his tribe.

The GM can use this encounter as a catalyst for Tiwidu's future meeting with Ske'Tra's tribe. Whatever treatment Ske'Tra receives at the hands of the PCs will directly inform the lizardman's opinion of the people of Tiwidu (even if the PCs are not necessarily from there). If he was treated with the respect due a warrior, then Ske'Tra will report back favorably to his village and trade will eventually begin between Tiwidu and the Lizardmen. If Ske'Tra is abused by the PCs or otherwise used as cannon fodder, then he will report only on the base cruelty of the humans and the lizardmen will instead raid the lands surrounding Tiwidu for what they want rather than trading for it. If he is slain, then it will be some years before the lizard men try to contact Tiwidu again.

Lizard Man Warrior Leader Ske'Tra (36 EP): HP 37; Init +1 (-1 die); Spd 5 (alternating between two claws and one bite); Rch medium; Att +3; Dmg 2d4p+2 (claw) or 2d6p+2 (bite); Def +0; DR 2; ToP 15/ 6; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Language (Kalamaran 23, Lizard Man 75), Listening 11 (-20 to Listening Checks), Observation 11, Resist Persuasion 10

G3d

Potential Yield: Thin silver necklace (5 sp)

When the PCs look into this cell, read or paraphrase the following:

☞ This cell contains a thin straw mat and a cracked, heavily stained bucket.

At first sight, the cell appears void of anything of interest. PCs who enter the cell and employ the Scrutiny skill (Average) will discover a silver necklace covered in the grey dirt lining the back wall. The last occupant of the cell – a bandit from seventy-eight years ago – hid this item from the dwarven turnkeys during his imprisonment before he was unceremoniously slain just after the zombie uprising.

G4

Potential Yield:

Chest – hobgoblin body armor, whetstone, small leather pouch containing 1 lb. of rock salt (17 cp), small leather pouch containing 1 oz. of pepper (57 cp), 6 sp (for buying spices), Cherrywood Pipe (3 sp), Brass Tamper (1 sp), Tobacco Pouch (1 sp)

This chamber is locked (Good quality) and Zegal (G5) has the key (iron).

☞ This chamber has a cot in the northwest corner and a wooden chest in the northeast corner. The room is free of dirt, and the blankets on the cot are folded with precision.

This is the quarters of Zegal the hobgoblin cook. The chest is locked (Average) and Grongak has the key (brass). In the chest is a dwarven made pipe with a brass stem and a cherrywood bowl shaped to look like a ram's head. Aside from this interesting objet d'art, there is also a brass tamper shaped like a ram's horn and ram leather tobacco pouch.



G5

Encounter: The hobgoblin cook Zegal (30 EP) and his four goblin assistants (56 EP)

Potential Yield: Zegal - 12 throwing knives, iron key to do door of G4, brass key to chest in G4

Chamber - 5-lb. bag of salt (85 tc)

The PCs are likely to enter the room via the hallway east of G4 or up the stone spiral staircase from G12. Regardless of how the party enters, if the alarm has not been raised, read or paraphrase the following:

👃 The aroma of the room is probably the first pleasant thing you encounter in this dungeon. The smell of leeks, spices, and meat hits your nostrils, instantly making your mouth water. Four goblins are at the north table, tenderizing some sort of pony with stout clubs while a taller figure near the center of the room -- a hobgoblin with deep-set, red eyes and wide shoulders -- is pulling the white intestines from a cleaned boar carcass. A lit fire-pit is hugging the east wall and a large iron pot hangs suspended above it by chains anchored in the ceiling. Above the pot is a hole where the smoke from the fire is funneling up. A door leading out of the room is set in the north wall.

If the alarm has been raised, Zegal and his crew will have arranged the tables and themselves into the most advantageous positions in order to defend against any invading party.

This is the kitchen. Zegal is the first hobgoblin to join Kelarz's forces, and the goblin mage was overjoyed to find out that the (then) new addition had some excellent cooking skills. The hobgoblin was quickly put to work (despite protestations from Ferdal). Zegal is assisted at times with food preparation by different shifts of goblin guards. He is quite content down here, but his warrior-side has long been repressed. Luckily, the PCs walked in...

Once Zegal and his crew are aware that PCs are in the room, they will start hurling invective at the party, jeering and taunting the invaders. Zegal channels his inner action hero and will taunt the strongest-looking PC into facing him one-on-one. If one of the PCs takes him up on his dance offer, Zegal will pick up his cleaver (treat as a hand axe -1) and get next to the iron pot and the hanging chains that are used to lift it. Once the PC(s) is(are) within the shaded square on the map

in front of the pot, Zegal will unfasten one chain (one second), causing the pot to spill the hot stew within, so it will splash on any PC within the affected square. A PC splashed by the stew will take 1d3p hit points of scalding damage (no DR), unless he succeeds at a Feat of Agility check vs. d20p. Zegal and his servants will fight to the death.

Once the room has been cleared of hostiles, the PCs can search the room. The funnel hole above the fire-pit narrows after a few feet, then turns at a forty-five degree angle before opening out on the side of the hill. PCs ascending the hill would mistake the small cavity as a rabbit hole, and actively looking for this vent would still take a Scrutiny check of Difficult Difficulty due to fog and cover. A crate next to the far end of the north table contains ten trencher sets. There are various pots and pans strewn about the room, but if PCs spend 1d10p minutes in the room, they can assemble three complete sets of serviceable cookware from the mess.

Also, set in the north table is a sink with running water, so the PCs can refill their skins if they wish. The iron pot, once emptied, weighs roughly forty pounds. The other bowls, containers, and utensils are just too banged-up or of poor quality to resell. Overall, there are some valuables in the room, but the mass of the items (not including the noise) will likely be a detriment to the PCs if they continue further into the dungeon. If the PCs insist upon carrying the clanging cookware further down the catacombs, just lower the Initiative Die of future encounters. The clattering pots play a ballad of foolishness - and likely a swan song.

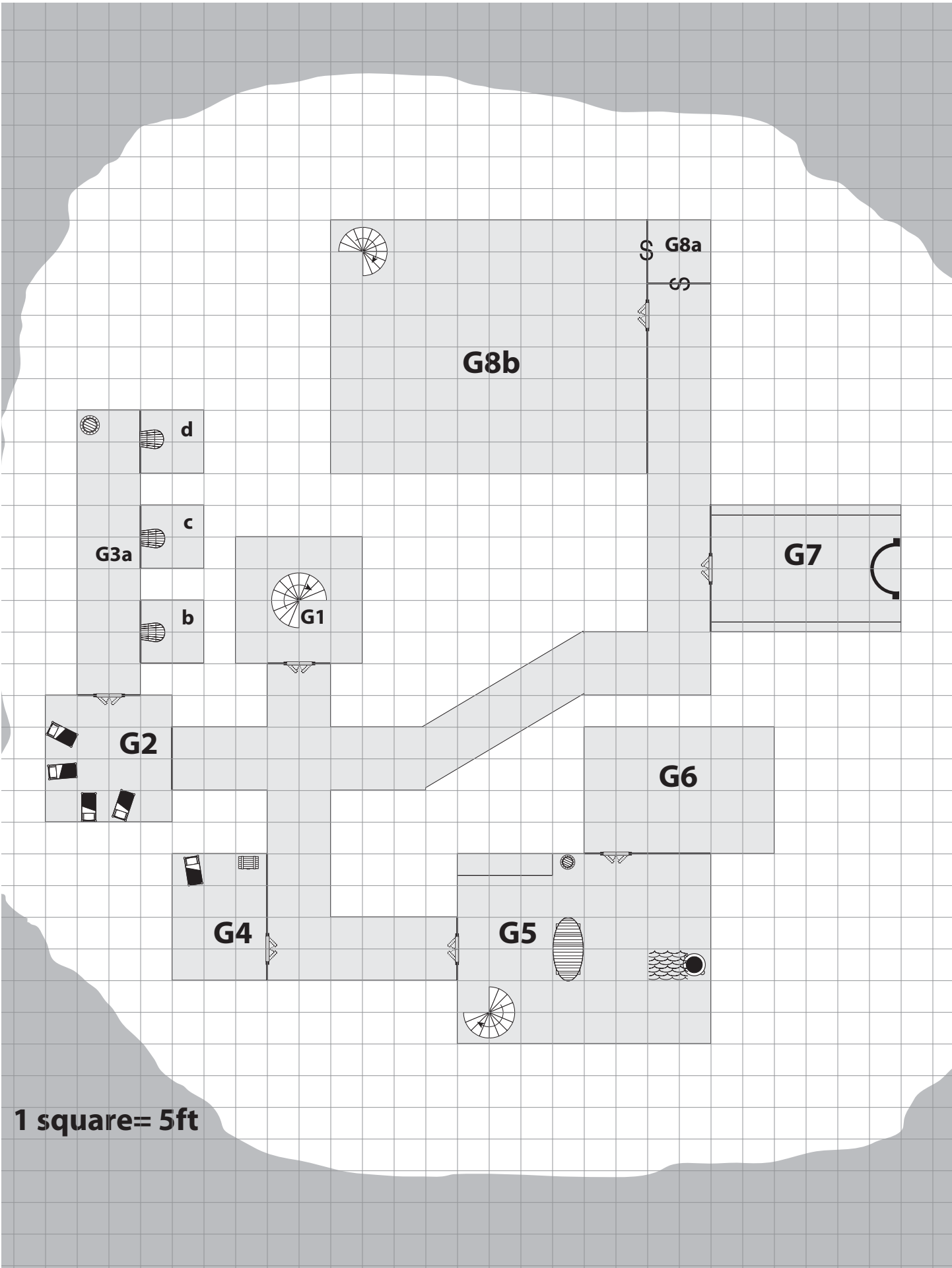
Zegal (30 EP): LE Kors Hobgoblin Cook; HP 30; Init +2; Spd 7; Rch 1.5'; Att +4; Dmg d4p+d6p+2 (meat cleaver); Def -2 thick leather apron; DR 1; ToP 12/ 8; Jog 10 feet/second; Tenacity: Brave

Relevant Skills: Cooking/Baking 48, Language (Kalamaran 46, Kors 73-literate), Listening 11, Observation 11, Resist Persuasion 11

Quirks/Flaws: Clean Freak, Quick-Tempered

4 Goblins (14 EP each): HP 19 (x3) 20 (x1); Init +3; ; Spd 9; Rch 1'; Att +3; Dmg d6p+d4p-1 (clubs); Def +2 leather armor; DR 0; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous (Brave if Zegal is present); Size Small

Relevant Skills (each): Language (Goblin 65, Hobgoblin 40), Listening 18, Observation 18, Resist Persuasion 10



G6

Encounter: Larder

Potential Yield: 4d4p days of standard rations per PC, six jars containing 12 pickled frog legs each

Potential Story Award:

Identifying the name 'Kairnduk' (30 EP)

Deriving the history of Kairnduk (35 EP)

Read or paraphrase the following to the players upon entry to the room:

🗨️ As you open the door, you feel a wave of coldness issue forth from inside. In the room ahead you see over a dozen crates lying helter-skelter. Some bodies of livestock hang from the ceiling on iron hooks, two of them obviously bipedal. On the far wall just above the crates is a line of runes, too small to read from here...

The players have discovered the larder. An underground spring runs close to the stone in this chamber so that the room is several degrees cooler than its surroundings. This naturally lower temperature makes this room an ideal larder in which to store the complex's perishable supplies. Since taking over the dungeon, Kelarz has returned the chamber to its original purpose. Ferdal, the more practical of the two, hopes to keep it stocked well enough to fend off a prolonged siege.

GameMaster's Note: If the PCs gain control of the larder (and the kitchen), Ferdal will send out a war party to reclaim this chamber. This party of humanoids can be comprised of any goblins/kobolds not yet met in the hill.

Should the PCs take the time to thoroughly search the room, they will find a very old crate half buried beneath some old sacks in the back of the larder. The crate is constructed of sturdy oak planks, though it is covered in dents and scratches where goblins once tried to pry it open. The crate is sealed with the spell Wizard's Lock and holds 6 large jars containing one dozen pickled frog legs each (to serve as material components for the spell Springing). A skilled carpenter with access to his tools could disassemble the crate (and thereby bypass the Wizard's Lock) if he succeeded on an (Average) Carpentry/Woodworking check. The top of the chest is enscribed with some

blocky, slanted dwarven runes reading "Property of Kairnduk—Do Not Eat."

Anyone schooled in the proper time period of local events (the last one hundred years) can perform an Ancient History check of Average Ability to remember that a dwarven mage of that name roamed this region around eighty years ago. Some of Tiwidu's elderly (Mel'Banar in particular – 'Tiwidu – Village on the Verge' - Area 106) will remember the name, if mentioned, and will point in the direction of the cemetery at the two plain crypts standing nearly alone among the rows of burial plots. The oldster will state that a 'stout folk mage' bearing that name erected those sepulchers. If the name 'Tuklom' is mentioned after 'Kairnduk,' the village elder questioned will recall that a dwarf of noble bearing was a cousin to the mage and that the two kinsmen lived nearby, visiting Tiwidu now and again for a few months before disappearing entirely.

There are a total of three cows, two goats, one horse, and two humans suspended on hooks within the room. The GM could use the humans as links to further adventures beyond this one, but there are no explicit clues that explain their presence. The crates contain various foodstuffs – vegetables, choice cuts of meat, and the like – but are unlabeled. Two of the crates are filled with the remains of human and elven travelers from one month ago. A PC with the Cooking/Baking skill who succeeds a check (Average) would see that the 'meat' in these crates did not originate from livestock. PCs can use the resources of this room and the kitchen to restock their own stores, but rest assured, whenever the PCs go back to town, the goblins that remain in the dungeon will spare some troops to guard this area, or at least take whatever food is left and down to the Grand Hall (Level 6).

G7

Read or paraphrase the following when the PCs open the door:

🗨️ Two rows of stone benches hug the walls. At regular intervals in the benches are holes that pretty much indicate the function of this room. A running fountain of clean water is at the back wall of the chamber.

The party has discovered the latrine for this level. The chamber is relatively clean compared to its

counterpart on Level Two (K11). Ferdal does have some pride when it comes to his people and insists that the goblins keep this lavatory in, at least, good condition.

G8

The guards (the goblin sergeant and stout females) of this pair of rooms will work in concert to take down the party if and when the opportunity arises.

G8a

Encounter: One goblin female (32 EP)

Potential Yield: One shoddy heavy crossbow with nine bolts


This 10'x10' secret room, once discovered by Ferdal, was quickly converted into a lookout point for this level in case intruders had penetrated the dungeon complex this far. The room has a loaded light crossbow and eight extra bolts in the room so that a goblin female from G8b can rush in and take up a post to fire on invaders. Both secret doors require an Observation check (Average) to locate. Each door has a peephole (Observation check (Difficult) to spot) that the goblins periodically look out of. If the PCs have alerted these goblins to their presence, then the secret room will already be wo-manned by one of the goblin females, ready to fire. If not, it will be empty.

In combat, she will try to reload her crossbow and shoot multiple times if she can find an isolated target, all the while not endangering the other females or the sergeant with her volleys. Note that the peepholes are too small to shoot a bolt through accurately, so she will pop open the secret door to fire. If she has time, she will attempt to shut the door against the PCs. Once a PC charges at the crossbow wielder, she will drop the missile weapon and draw her sword. If the PCs leave the other females alone, the crossbow-wielder will report to Ferdal if she is able. If her path is uninterrupted, she could be encountered in LC7.

Goblin, Female (22 EP): HP 19; Init +3; RoF 20 (light crossbow); Spd 7 (6 jab); Rch 1'; Att +3; Dmg 2d6p (bolt) or 2d6p-1 (short sword); Def +0; DR 0; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

Relevant Skills (each): Language (Goblin 65), Listening 18, Observation 18, Resist Persuasion 10

Once the PCs gain access to the secret room, read or paraphrase the following:

 This hidden room is quite small and smells of mildew and urine. A mound of mangy hides lies in the northeast corner.


The hides were cut with an amateur hand to begin with. After weeks of serving as bedding to the greasy goblins, the hides have been rendered worthless.

G8b

Encounter: Eight stout female goblins (176 EP), fifteen non-combatative female goblins, and eighteen goblin children and toddlers

Potential Yield: 4 pewter miniatures of bronze, pewter, copper, and silver, One dwarven beard clasp (6 sp)

Regardless of how the PCs enter this room (either by the east door or the stairwell), read or paraphrase the following:

 This large chamber appears to be the common room for the tribe of goblins you have been encountering on this level. Over two scores of the smelly creatures are wandering about the room - clearly the females and whelps of the clan. Eight of the females here are armed much like their male counterparts, their short swords and throwing axes within reach if trouble breaks out, but with one clear difference. Each of these stout females is sporting an outlandish wig of some sort. Blonde, Red, Black, Powder White, Purple, Pale Blue, and Brown wigs adorn the scabby heads of these goblin females.

The female guards (unless the PCs have been incredibly sneaky) have been informed that intruders are about. The guards will not attack the PCs right away if approached in a non-threatening manner, hoping to put themselves in a position to flank the intruders. The guards will help the goblin crossbow-wielder (G8a) if they hear her engage the PCs. One of the guards will make a break to warn the goblins in G10 if the opportunity presents itself.

Goblins, Stout Female (22 EP each): HP 19 each; Init +3; RoF 7 (throwing axe); Spd 7 (6 jab); Rch 1'; Att +3; Dmg d4p+d6p (throwing axe) or 2d6p-1 (short sword); Def +0; DR 0; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

Relevant Skills (each): Language (Goblin 65), Listening 18, Observation 18, Resist Persuasion 10

The non-combative goblin females can (Resist Persuasion 10) be convinced to abandon the dungeon if the PCs are diplomatic/threatening enough. This goblin tribe has a sense of superiority over the kobolds, and may be reticent to heed the PCs since they have been relatively unchallenged in their dominance of Shalelock up until now.


The unusual wigs of the female guards were looted from a caravan destined for Balelido some weeks ago. Wigs that may once have capped the crowns of haughty nobles have now been soiled by the body odor, oils, and flakes of goblin scalps. The wigs themselves are worthless, but the red wig has been bound into a ponytail with an antique dwarven beard clasp. The clasp is tarnished bronze and overlaid with interlocking geometric patterns.

If the PCs explore the mounds of bedding in the northwest corner of the room, an Observation check of Average Difficulty will uncover a cloth pouch containing four 25mm tall figurines depicting human various warriors wielding longswords. The four figurines are made of bronze, pewter, copper, and silver and can be used as catalysts in the *Conjure Warrior Avatar* spells. These were recovered from a caravan raid prior to Shalelock Hill's occupation and are used as special toys for the young from time to time. Other than the figures and the beard clasp, there is nothing of value in the room. A stone spiral staircase leading to G9 is in the northwest corner of the chamber.

Level 6 – Grand Hall

G9

When the PCs enter this room, read or paraphrase the following:

 This room has doors in each of the south, east, and west sides of the chamber. An open, spiral staircase of stone leads to the level above.

This room may hold some guards at the GM's discretion if the dungeon denizens are alerted about the intruders, especially if multiple raids have occurred. Any humanoid creatures that hears combat from above (G8b) will be waiting for the descending PCs.

G10

Encounter: Four goblins (88 EP) and two giant rats (24 EP)


Potential Yield: Chamber – Crowbar, empty metal flask

Pit – Prayer beads, 6 sp

Potential EP Award:

Detecting/Avoiding the Pit Trap (33 EP) or Inadvertantly Falling into the Pit Trap (8 EP)

When the PCs open the door to this chamber, read or paraphrase the following:

 This chamber has a series of mounds hugging the west wall. Standing near the mounds at the back of the room are four more of the goblins you have been encountering.

The goblins, whether they are warned of intruders or not, will stick near their current positions, goading the PCs with taunts and thrown axes to traverse the room over the pit trap. The 8'x8' pit hatch will open when any weight is placed on it. PCs who pass an Observation check (Average) will see the outline of a hatch in the floor. The pit is 10' deep (1d6-1 points of damage) and will not close once activated (needing to be reset by the goblins via use of the crowbar). Two giant rats gnaw on the bones of a robed human skeleton at the bottom of the pit. The rats will be quite stunned by any new addition (d12 initiative die). The goblins are each armed with short swords and three axes.

The crowbar is on the goblin's mound in the southwest corner along with the flask while the six Denari can be found among the trash of the pit. The prayer beads in the pit skeleton's right hand resemble a string of 13 six-sided dice covered in numeric symbols that can be detached from their string and used before being restrung. An (Easy) Divine Lore check will identify the prayer beads as a holy symbol of The Church of Chance. Apparently, this devotee's luck finally ran out.

4 Goblins (22 EP each): HP 21 (x3) 22 (x1); Init +3; Spd 7 (6 jab); Rch 1'; Att +3; Dmg d4p+d6p (throwing axe) or 2d6p-1 (short sword); Def +0; DR 0; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small
 Relevant Skills (each): Language (Goblin 68, Hobgoblin 40), Listening 18, Observation 18, Resist Persuasion 10

2 Rats, Giant (12 EP each): HP 7 each; Init +0; Spd 10; Rch short; Att +0; Dmg 1d4p+1; Def -1; DR 1; ToP 3/7, Jog 5 feet/second; Tenacity: Cowardly; Size Small

G11

When the PCs enter this room, read or paraphrase the following:

☞ This chamber is dominated by a descending stairway. There is a door in the north wall as well as another in the south. Both portals hug the east side of the chamber. A row of pegs – three feet off the floor – runs the entire length of the west wall.

The dwarven and human miners used to hang their cloaks and other personal effects here before going to work in the lower chambers.

G12

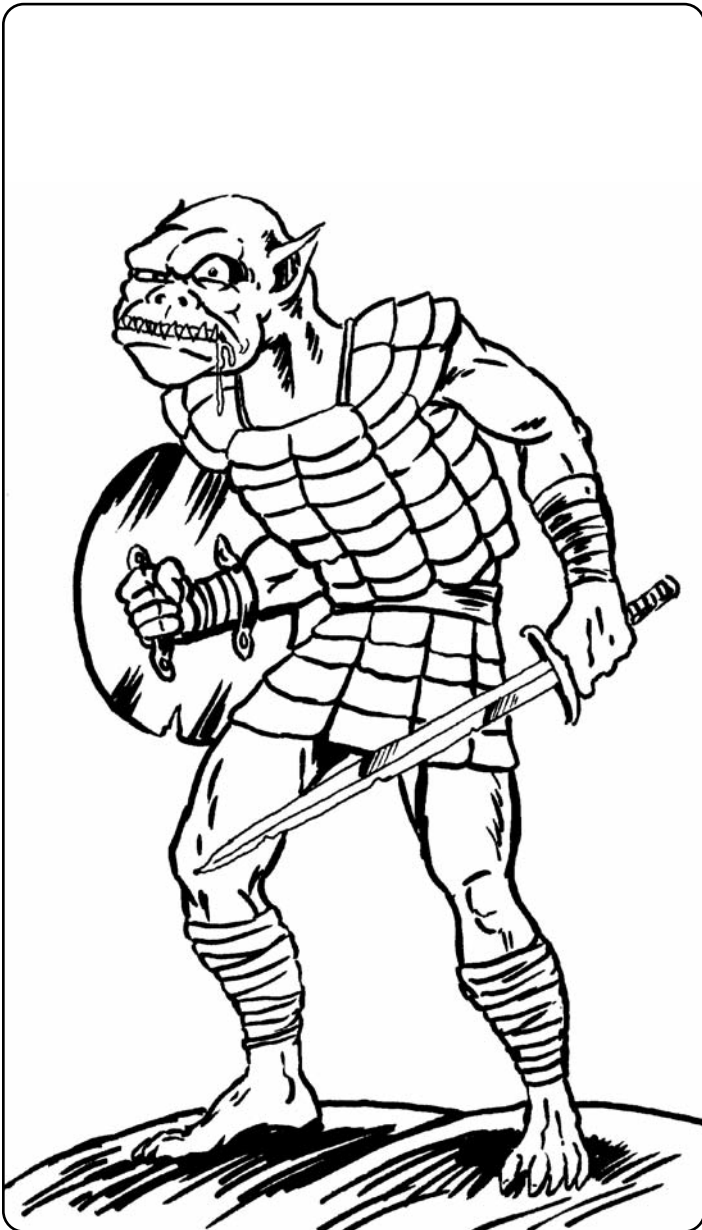
Encounter: Six goblin warriors (132 EP)

Potential Yield: Silver ring (on one goblin's pinky toe – value 4 sp), brass spittoon (18 sp)

Upon entry, read or paraphrase the following:

☞ This chamber is evidently the mess hall. Several stone tables and benches carved right out of the floor dominate the space of this room. A group of goblins are eating a meal in the northeast corner of the chamber.

These goblins are extremely unlikely (Listen check-Very Difficult) to hear combat from G5. Once aware of intruders in the room, the goblins will try to utilize the tables as best they can, expending all their throwing axes before engaging in melee. Any PC who decides to jump on the tables (2.75' in height) to get at the goblins will find most of the missile fire aimed at him. If the opportunity arises, one of the warriors will try to break off from combat and flee to G10 or G14. Each goblin has four throwing axes. An Observation check of Easy Difficulty applied to the southwest corner of the room will yield the brass spittoon. The spittoon is blackened with layers upon layers of goblin phlegm and it will take a great deal of buffing to find the valuable metal beneath. A Scrutiny check (Average) is needed to locate the silver ring on one of the goblins.



6 Goblins (22 EP each): HP 21 (x4) 22 (x2); Init +3; RoF 7 (throwing axe); Spd 7 (6 jab); Rch 1'; Att +3; Dmg d4p+d6p (throwing axe) or 2d6p-1 (short sword); Def +6 (small shield); DR 2; ToP 9/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

The secret door located in the west wall has not been discovered in all the months Kelarz and his minions have set up shop here; the craftsmanship that went into concealing this door has even kept Ferdal from noticing it. An Observation check of Difficult Difficulty is needed to discover the portal. Once revealed, the stone door can be opened with a Lock Picking check of Average Difficulty.

G13

Encounter: Gurkaft Tuklom's tomb - Four human skeletons (268 EP)

Potential Yield: Skeletons - 4 shoddy scimitars, 1 journal

Tomb - 1 suit of dwarf-sized scalemail, 1 medium shield, 1 silver-capped warhammer, and a silver key (value of 5 sp) to LC3

Potential Story Award:

Finding out some of the history of Tuklom (50 EP)

Once the PCs have follow the corridor into the chamber, read or paraphrase the following:

🐿 The hall widens into a large chamber. Thirty feet ahead is a large block of stone four feet high with what appears to be a lid on top. You think it may be a tomb, but your attention is diverted by the four stationary figures surrounding the block. They are armed with scimitars caked in grave dust. The cobwebs begin to tear away from the bone as empty eye sockets turn towards you and the four skeletons shamle forward.

The undead were originally the last of the human brigands allied with Tuklom's forces. The one surviving dwarven cleric of the complex animated the corpses of the bandits to act as guardians for her fallen leader. The skeletons will chase the party out the door and, if their targets are eliminated will return to their tomb.

The skeletons encountered in this room are clad in moldering rags for the most part, but one of them also has a decaying satchel slung over its shoulder. Inside the satchel is a small journal wrapped in an oilskin. The

pages are incredibly delicate, but legible having been preserved through the long years by the cool, dry air of the tomb. Written in broken Kalamaran, the journal details some of the day to activities of one of the bandits employed by Tuklom and Kairnduk. The bandit was not especially literate, so the journal is littered with spelling and grammatical errors. Most of the pages crumble if a PC picks up the journal, but a few passages survive. Read the following aloud to any characters that are Literate in Kalamaran.

🐿 "I was told that a good way to practice my writing would be to keep a journal. So here we are. Rudveg and I ~~squarrel~~ squarrelled away some good brandy from a caravan raid last week. We drank the whole bottle and I was a bit sick, but otherwise it was a pretty good time."

🐿 "Durgan said we was going to start a cushy new job. Working for dwarfs. They seem totally useless, dont even gather their own supplies need us to do it for them. Weird lot of beardos. Seem like theyre hiding in up Shalelock. Oh well, I do what Durgan says he is the boss after all"

🐿 "Deal with the beardos is working out. The caves are a great spot to hide out nobody knows we are up here. Durgan says the beardos are going to pay us extra to help with some digging. Figures. Beardos dont like to do anything for themselves, but I like money so ill dig if its for cash."

🐿 "Dig. Dig. Dig. Whatta chore. Too tired to write."

🐿 "Been a good week. Digging the tunnel is tough, but the beardos have good coin so I do not mind the job. Ready to be done though. Would rather get back to something more interesting. Its nearly spring and soon the caravans will really start moving again. So easy to get em if they get stuck in the spring mud. Anyway tomorrow is just more digging. How boring."

🗨️ "It was bad business. The cave wall came down and the smoke ?? came out. Durgan and Rudveg are dead. They breathed the smoke. I was taking a break when it happened. The past three days have been hell, chopping them down whenever they stand back up. I tried to Rudveg to stop, but he bit me on the hand. One of the beardos chopped his leg off and Rudveg just kept crawling for me. I smashed his head in with a hammer. My hand really hurts. Too tired to write."

4 Skeletons (67 EP each): HP 30; Init +0; Spd 9 (7 jab); Rch 3.5'; Att +0; Dmg 2d8p-1 (scimitar); Def +1; DR 3 for crushing, 9 for hacking and 13 for piercing; ToP nil; Will Factor 1: Jog 10 feet/second

The tomb lid has an inscription in Dwarven chiseled into the stone. Those learned in the tongue will be able to read the following:

🗨️ "Here lies Gurkaft Tuklom, Warden of P'Shal Hill. A darker path he trod as his line turned towards greed. Upon a sword he fell, the new burden too great."

As with the door at K1, a person versed in First Kingdom of the Seven Clans (Karasta) history who passes an Ancient History check at Easy Difficulty can recall that Tuklom was a dwarf noble who disappeared around a century ago. Another successful skill check (Average), invoked by the second line in the inscription, will reveal that Tuklom had a pair of sons who robbed other clans by secretly mining those clans' staked claims.

A further check (Difficult) will impart the information that the elder Tuklom fell in with local bandits eight decades ago. The third line -- in reference to Gurkaft's demise and the weight of his slain, infected kinsmen -- doesn't ring any bells, no matter how good the roll. The dwarves who buried their leader all those years ago did not tell anyone what happened.

The lid of the tomb can be lifted off (Feat of Strength roll vs. $d20p+10$), so the PCs can get at Tuklom's weapons and armor. GMs should be aware of the party members' alignments if the PCs proceed to rob a tomb. If the tomb is pillaged, the ghostly heart that had been chased by the similarly incorporeal warhammer (#4 on Shalelock Hills' Room Non-Specific Encounters of The Hill) will float into the

chamber and disperse in a burst of light that will blind the PCs for $2d10p+10$ seconds. The PCs will also suffer -1 to all dice rolls for the next $1d3p+1$ days.

If the PCs put down the zombie threat in Tiwidu and revisit this chamber, the same thing will happen, but this burst will be comprised of a harmless, warm light that imparts a blessing of +1 to all of the PCs' dice rolls for the next $1d3p+1$ days as Tuklom's soul is finally released of the burden of such a potent weapon. Note that it is quite possible for the PCs to receive both the blessing and the curse from this chamber. Taking the dwarven-made swords and shields from the skeletons produces no ill effects.

G14

Encounter: Four goblin guards (88 EP)

Potential Yield: Miner's lantern

When the PCs open the door to this room, read or paraphrase the following:

🗨️ This room holds eight cots in various states of disarray. Four goblins occupy the room, pulling a live chicken apart.

These goblins just got done with patrol duty. The other four goblins that are quartered in this room are currently out on patrol. A miner's lantern, a leftover from one of the human laborers during the days of Tuklom, rests in the southwest corner of the room.

4 Goblins (22 EP each): HP 19 each; Init +3; RoF 7 (throwing axe); Spd 7 (6 jab); Rch 1'; Att +3; Dmg $d4p+d6p$ (throwing axe) or $2d6p-1$ (short sword); Def +6 (small shield); DR 2; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

Relevant Skills (each): Hiding 10, Language (Goblin 68), Listening 18, Observation 18, Resist Persuasion 10, Sneaking 13

G15

Encounter: Three big spiders (75 EP)

Potential Yield: Chest - Carved orc-bone flute (8 cp), malformed pearl (12 sp), 7 sticks of chalk, small leather belt pouch containing 3 sp, 13 cp, 16 tc

This is the goblin mage Kelarz's quarters. He keeps his quarters locked (Good quality lock built in the door). If the PCs somehow gain entry to the room, read or paraphrase the following:

🕸 Whoever calls this room “home” is of a strange nature indeed. The walls, floor and ceiling have all been painted a dark purple hue, and several weird symbols -- some that strain your eyes to look at for too long -- have been drawn in chalk over every surface. A cot with a small, brown sack on it lies in the northeast corner of the room while a chest hugs the corner to the southeast. On the opposite wall is a chalk drawing of a door opening. Staring in from the edge of that door are your own faces...

Kelarz's sleep is plagued by visions, and during his last nap here, Kelarz dreamed of the PCs breaking into his room. Since that night, he has made a point not to be in this room any longer than he has to. The goblin mage has not left much in the way of treasure in the room. The premonition of the PCs' arrival has caused him to travel with most of his valuables. Anyone with the Arcane Lore skill can derive that the occupant of this room is a practitioner of the magical arts.

If the sack on the bed is opened, a PC will find dozens of broken-off locust legs inside. Anyone who passes a successful Agriculture check (Easy) will derive what type of insects these legs belong to since they are a periodic problem to the region. Kelarz gathers these and other insects to feed his little guardians (see below).

The chest in the corner has a built-in, Good quality lock, but the coffer is not trapped, at least in the traditional sense. Kelarz has three big spiders that he keeps as pets within the chest that will immediately attack anyone who opens the lid. They drained their last locust days ago and are quite hungry. The chest contains a few worthless goblin robes, the items listed above, and a collection of very old parchment sheafs which Kelarz had been using as toilet paper.

The sheafs of parchment are mostly itemized lists of supplies written in Dwarven, but there is also a bi-lingual contract written both in Dwarven and Kalamaran. The contract is signed with an “X” by the leader of the human bandits who aided the dwarves in their excavation of the hill.

🕸 I, Durgan, by signing this document do hereby agree to supply Gurkaft Tuklom and Kairnduk Tuklom with supplies and labor in exchange for a monthly allotment of 100 silver coins to be divided seen fit between said contracted laborers. The agreed upon duration of services rendered to last until the Spring thaw or until such a time as excavations of P'Shal Hill have been completed.

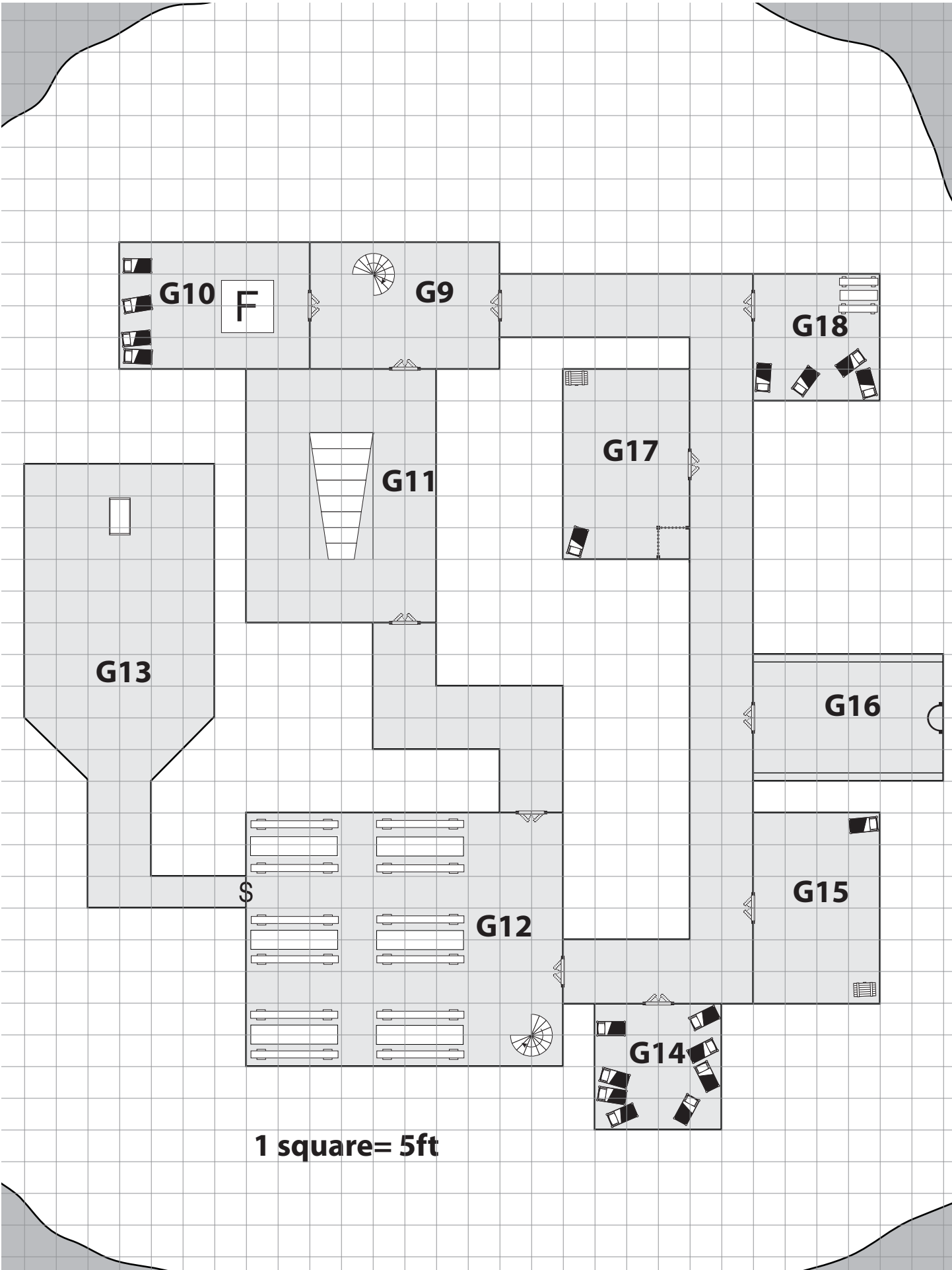
X --Durgan
Gurkaft Tuklom
Kairnduk Tuklom

3 Spiders, Big (25 EP each): HP 3 (x2), 4 (x1); Init -4 (-1 die); Spd 10; Rch 0; Att -2; Dmg 0 (+ virulence 5 poison that causes -1 to Attack, Defense, and Damage for 2d6 hours on failed save); Def +4; DR 2; ToP n/a, Jog 5 feet/second; Size Tiny; Tenacity: Nervous

G16

🕸 Two rows of stone benches hug the walls. At regular intervals in the benches are holes that pretty much indicate the function of this room. A running fountain of water is at the back wall of the chamber.

The party has discovered the latrine for this level. The chamber is visually identical to its counterpart on Level 5 (G7). It is, however, far less clean. Anyone who makes use of these facilities will expose himself or herself to the disease Flux (Communicability -2; Severity 4). Those who suffer from the Minor Effects of the disease (1d4+1 days after exposure) will experience a -4 penalty to Strength and Dexterity, a condition that will last 2d3p days. PCs under the Full Effect of the disease will be incapacitated for 2d4p days and will require complete bed rest. Once this stage of the disease has run its course, the PC's condition drops back down to Minor Effects (2d3p days) before a full recovery. Symptoms include nausea, abdominal cramping, frequent watery defecation, vomiting, and loss of vitality. Note that the water coming out of the tainted fountain also carries the disease.



G17

Encounter: Caged beetle trap, two giant fire beetles (50 EP), pressure-plate-dart trap

Potential Yield: Footlocker - axe-hammer, tinderbox, whetstone, brass signal mirror, hemp rope, backpack

Chest - whetstone, mess kit, stringless lyre (2 sp), iron-trimmed drinking horn (3 sp), brass weight and scale set (5 sp), 2 spiral candleholders of polished marble (12 sp each), large leather belt pouch with 13 sp, 21 cp, and 14 tc inside

Miscellaneous - iron cage

Potential EP Award:

- Detecting/Neutralizing the caged beetle trap (25 EP) or Inadvertantly Triggering the trap (6 EP)
- Detecting or Neutralizing the pressure plate dart trap (30 EP) or Inadvertantly Triggering the trap (7 EP)

Once the quarters of Gurkaft Tuklom, this chamber now serves Forgrum Ferdal. The door to the room is locked (treat as Good quality). A successful Identify Trap check (Average) will reveal that the doorknob has an unusual amount of tension on it, as if wired to something (which is the case).

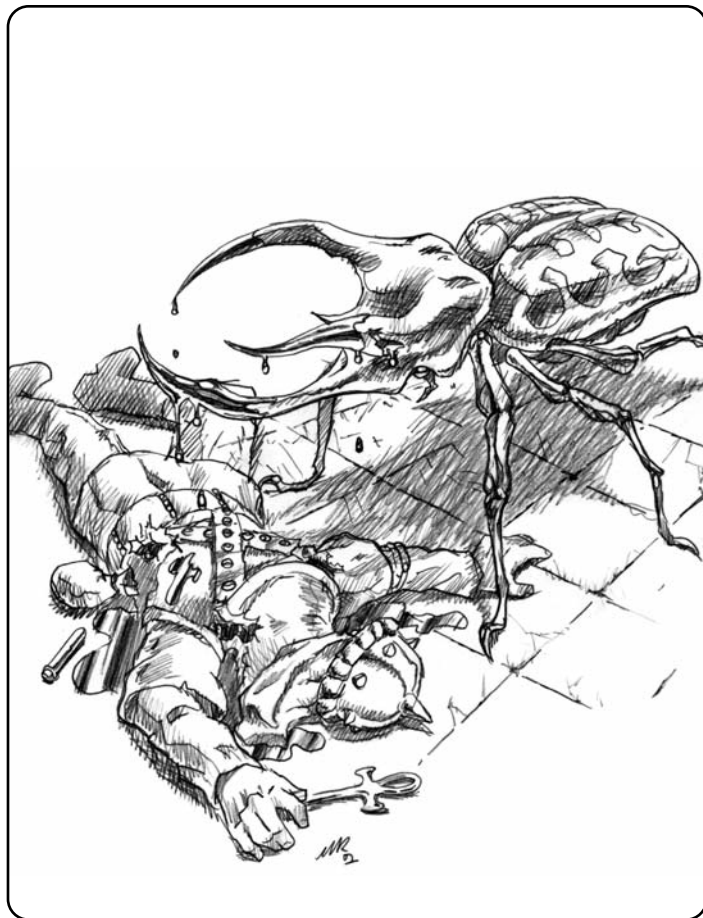
A successful Disarm Trap (Average) will pop the doorknob into the room, effectively keeping the cage holding the two fire beetles closed; failure means the beetles are free to attack. Those PCs who look through the empty socket will see a curious orange-yellow glow illuminating the room. Once the PCs gain entry to the room (and after they had to deal with the giant insects if the creatures were released), read or paraphrase the following:

🕒 This room appears to be the quarters of someone small in stature. There is a 5'x5' cage to your left in the corner constructed out of thick iron bars. In the southwest corner of the room is a sturdy cot with a companion footlocker. Nearby is a heavily repaired practice dummy that appears to have taken a few stab wounds as of late. The northwest corner holds a chest. In the northeast corner is a large iron lever. The owner of the room seems to be a meticulous soul. The bed sheets are folded snugly over the cot, and the floor has been swept clean.

If/after the beetles have been killed, their glowing glands (two on the back and one on the abdomen per beetle) can be harvested, providing illumination (10' radius) for 2d4p days. The cage is far too big to fit through the doorway, but if a PC has the Blacksmithing/ Metalworking skill and a good amount of time on his/her hands (1d6p+6 man-hours), that PC can break down the cage with a successful check of Average Difficulty. He/she will need another skill check (Average) to reconstruct the cage properly for use/resale. If the reconstruction is botched, the party could possibly sell the pile of metal for 8 sp.

The footlocker has a built-in, Good quality lock. All clothing within is fitted with a dwarf in mind (Observation check - Easy). The wounds on the practice dummy, if examined closely (Scrutiny check - Average), can be determined to be from throwing knives.

The chest also has a built-in, Good quality lock. Just north of the chest is a 10'x5' pressure plate that can be discovered with a successful Observation (Average). The plate can be disarmed (Average Difficulty). If the floor section is tripped, four darts (+2 attack to anyone on the pressure plate for 1d3p points of damage) will



fire out of the north wall. A successful Observation check of Difficult Difficulty is needed to notice the dart holes because Ferdal uses cobwebs to camouflage the irregularities in the wall.

A successful Scrutiny check (Average) applied to the floor just east of the chest will reveal that the box has been dragged over this section several times. The chest does have leather handles, and Ferdal just drags it to the side to avoid setting off the dart trap whenever he needs to get to it. The PCs can employ several methods of getting around this trap (i.e. block the dart's path, drag the chest, etc.). The chest, with its current contents, weighs fifty-five pounds.

The lever, like its sister device in G2, raises and lowers the portcullis at K14.


2 Beetles, Giant Fire (25 EP each): HP 22, 20; Init +2; Spd 12; Rch short; Att +1; Dmg 4d4p; Def -2; DR 3; ToP n/a; Jog 5 feet/second; Tenacity: Cowardly; Size Small

G18

Encounter: Four goblin archers (88 EP)

Potential Yield: One human-quality short bow

There is a 5% chance one of the archers inside will be peeking out the door as the PCs approach. If this is the case, the goblins will have their bows notched, ready for the PCs' intrusion. Otherwise, read or paraphrase the following:

 This squalid room is reeks with a putrid stench. In the northeast corner of the room is a stone bench that appears to have been carved right out of the floor and wall. Two goblins are sitting down here, about to engage in an arm-wrestling contest. On the south side of the room are four grungy cots. Another pair of goblins is examining arrows near the berths.

These goblins are the archers of the tribe, responsible for some of the hunting and scouting operations of Shalelock Hill not undertaken by the kobolds of the Base Cave (see **Strangers on the Trail**). If the PCs are suspected to be hiding in one of the complex's many chambers, these are the goblins sent out to find them. The goblins are outfitted with short swords and short bows (with 12 arrows each). Only one of the bows is of human-quality, a fact revealed upon a successful Appraisal – Armor & Weaponry check (Average).

4 Goblin Archers (22 EP each): HP 20 each; Init +3; RoF 12 (short bow); Spd 7 (6 jab); Rch 1'; Att +3; Dmg 2d6p-1 (short sword) or 2d6p (short bow); Def +2; DR 2; ToP 8/ 6; Jog 5 feet/second; Tenacity: Nervous; Size Small

Relevant Skills (each): Hiding 10, Language (Goblin 66), Listening 18, Observation 18, Resist Persuasion 10, Scrutiny 10, Sneaking 13, Tracking 21

The Goblin Levels Aftermath

Once all the room of both Levels 5 and 6 have been cleared of goblins, Kelarz will no longer be able to recruit new goblins to defend the dungeon. Ferdal will be concerned about the PCs, and will, therefore, be in LC7, ready to initiate his master plan. The monsters in the Lower Catacombs are too isolated/ not numerous enough to organize a pursuit of the PCs, so the party might get a much needed breather.

Shalelock Hill Level Seven: The Lower Catacombs

Before leaving the complex, Tuklom's remaining clansmen filled a majority of the tunnels with rubble and debris to prevent looters. Under Kelarz and Ferdal's direction, the new forces of Shalelock Hill have cleared out nearly all those halls, at first dumping the stones into the chasm at LC5, then into LC4 when the spiders became too much of a hazard. All of the halls and chambers are covered with a thin layer of sand. Most of the tracks in the sand on this level belong to goblins, bugbears, and one creature wearing stout boots (Ferdal). The air is dusty but not to the point of seriously hampering the PC's breathing. As with the other levels, the doors are of solid dwarven construction, so noise will not travel if the portals are closed.

LC1

Encounter: Stone block trap

Potential Yield: Hidden compartment – One Minor Healing Potion

Potential Story Award:

Detecting or Neutralizing Trap (48EP) or Inadvertantly Triggering Trap (12 EP)

When the PC reach the bottom of the staircase, read or paraphrase the following:

🌀 This rectangular chamber has a thin layer of dust and sand covering every conceivable horizontal surface. A door is set in the center of each of the north and south walls. Another door is set in the southwest corner of the chamber leading west.

PCs can readily (Observation – (Easy)) see footprints in the sand on the floor. A successful Tracking check (Difficult) will reveal that the fresher tracks have been traversing through the north door of the chamber. PCs who investigate around the door in the southeast corner that pass an Observation check (Very Easy) will notice a gargantuan set of tracks (belonging to Kedgar the Ogre in LC2).



A secret compartment (Scrutiny– [Average]) is set inside the back wall of the staircase facing the north door. Once found, the door to the hidden space (3'x3'x2') is easily opened. Inside is a minor healing potion covered in a thick layer of dust. A successful Identify Trap check (at -45 to the check) will reveal that there is a sensitive pressure plate underneath the potion that will trigger if the weight is removed. Switching the minor healing potion out for a similarly weighted object (such as a glass bottle of water or a wineskin of liquid) can prevent the trap from triggering.

Disarming the latch requires a Disarm Trap check (Easy Difficulty) If the trap is not disarmed or detected to begin with, a 50-lb. stone block will drop from the roof of the secret compartment immediately upon removing the potion. A character with his limbs within the hidden compartment at the time must pass a Feat of Agility (vs. d20+10) to avoid d4p+1 points of damage. Note that if the trap goes off, the healing potion will be smashed.

LC2

Encounter: Kedgar the Ogre (175 EP)

Potential Yield: Kedgar - Large leather belt pouch containing 6 sp, 16 cp, 30 tc, and a dagger+1

Mound – 13 candles, sling, small quartz statuette (8 sp), and a longsword (bottom of the pile)

🌀 After ten feet, the corridor opens up into a wide room. All along the edges of the chamber are the severed heads of humanoids, in various stages of decomposition. On top of each of the corner heads sits a lit candle. At the back of the chamber is a large mound of furs where an immense, heavily muscled humanoid is sitting up, rubbing his forehead.

This is the lair of Kedgar the ogre. He drank an entire keg of ale last night and is now paying for it. Kelarz managed to convince the ogre to join his forces after the goblin mage first found the disc door. Kedgar was able to open the door at the cost of permanently jamming it open. Since then, Kedgar has lived a lazy existence in the hill, kept around solely in case of invasion.

Not a fan of the dark, Kedgar demands that the lesser humanoids bring all the candles they can find here. The 8' ceilings of this level (with the sole exception of LC5) keep the ogre from standing upright and affect his prowess in combat slightly (-1 to Att/Def). 1d3p hours time after being initially encountered, Kedgar will be fully recovered (Init +2, Spd 8) from the hangover's effects. Only in chambers that allow Kedgar to stand his full 9' of height can the ogre employ his full Movement (Jog 15/second). In combat, Kedgar uses a large club that he keeps at his side at all times. The furs and hides of his mound are too past their prime to be of any value. The 6" statuette in the mound is that of an owlbeast.

Kedgar the Ogre (175 EP): HP 44; Init +4*; Spd 7*; Rch 4.5' (large club); Att +4*; Dmg 2d10p+6 (large club); Def -2*; DR 3; ToP 18/ 9; Jog 10 feet/second*; Tenacity: Steady; Size Huge

*- Stats reduced due to combination of a low ceiling and a hangover.

Relevant Skills: Intimidation 40, Language (Goblin 19, Ogre 64), Listening 9, Observation 9

LC3

Encounter: Magical Pools

Potential Yield: Twenty pewter drinking tankards (5 cp ea), one decorated stein (4 sp)

As the PCs approach the rubble-filled corridor outside LC3, read or paraphrase the following:

🐉 The side passageway is choked with rubble and fallen support beams. As you pause before the blocked up tunnel, you hear a faint hum in the distance.

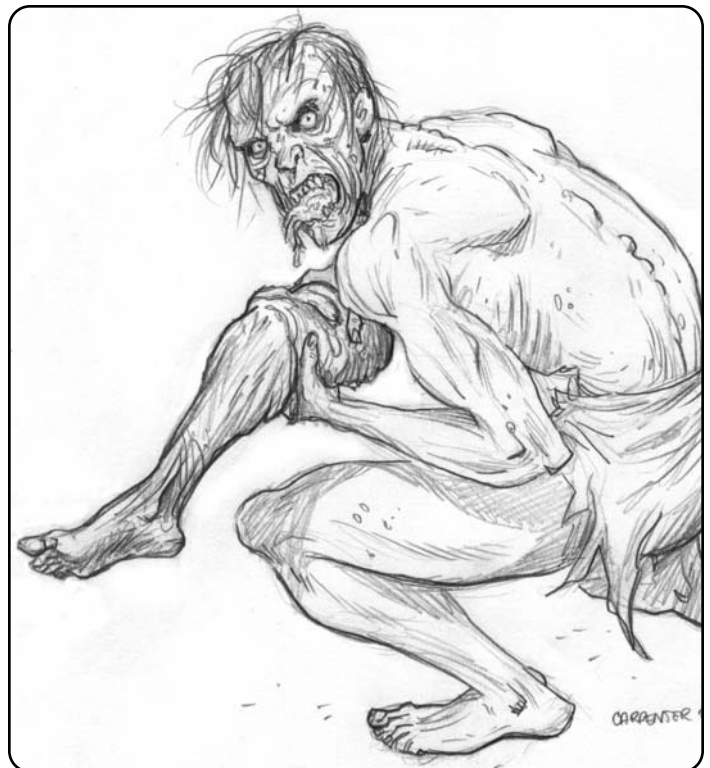
The hum is coming from the arcane pools beyond the door. Anyone passing an (Easy) Mining check will be able to tell that the passageway's ceiling has not fully collapsed and that it would be possible to clear the debris given time. The task will take 5-man-hours to complete, but if multiple PCs with the laborer proficiency work together, these hours can be split among them. Any character without the laborer proficiency will be unable to help split up the man hours required, as they merely get in the way or do a negligible amount of work. If there is a character without the laborer proficiency trying to help clear the gravel, do not let him know that he is not helping. Midway through the process of clearing the

passageway, (if there is a non-laborer participating) call for Feat of Agility checks from the party. Let anyone with the laborer proficiency pass automatically (even in the case of a natural 1), but have any non-laborers roll their FoA against an unmodified d20. Any non-laborer who fails to pass the check is struck by a falling rock or beam of wood for d4p-2 points of damage (no DR).

Note if Ferdal is still alive while the party tries to excavate this corridor, he will organize a warband from whatever forces that remain within the dungeon and send it out to deal with the party. Also keep in mind that the materials being cleared from the tunnel will have to be moved somewhere.

Once the passageway has been cleared, a formidable stone door (FoS vs. 1d20p+20) will be exposed. The lock in the portal is of Very Good quality and can be unlocked by Tuklom's silver key from G13. Once the party has opened the door, read or paraphrase the following:

🐉 Opening the heavy door reveals a large chamber. The room shines with eerie intermingling lights of many colors and two dozen steins and tankards lie scattered on the floor. Five glowing pools - red, blue, green, orange, and purple - are set in a pentagon pattern in the stone floor, the liquid contents of the pools churn and steam slightly in the cool air.



The pools are the result of some of Kairnduk's magical experiments. This room was once his personal lab, but he removed all of the equipment, save the abnormalities in the floor. This chamber was also a place where the dwarves would come to go on extreme benders when Kairnduk was off on errands, drinking themselves into a stupor from the orange pool before assuaging their collective hangovers with cool draughts from the blue pool. The tankards and stein scattered across the floor are the only indicator of this chamber's raucous former use. The stein lying amongst the tankards is decorated with interlacing geometric patterns depicting pickaxes, shovels, and grim-faced dwarves (obviously beautiful women to any dwarf PCs).

The pools are 10' in diameter, 2' deep, and are constantly rippling due to their magical nature. An Arcane Lore check (Average) can reveal that such pools can be a benefit -- and perhaps a curse -- to those who drink from them.

PCs, naturally, are likely going to try to sample the liquid the pools are holding. Each pool has unique properties. If any liquid is removed from the chamber, it will lose its magical properties. Once a non-dwarf drinks from a particular pool, that pool will lose its magical properties within six hours and spill onto the floor as normal water. The properties of the pool according to color are:

Red – This pool smells of a bit of cinnamon and beeswax. A drink from this pool tastes a bit spicy and renders the PC totally mute for d6 hours.

Orange - Anyone drinking from this pool will be surprised to find that, despite the odd color (and acrid smell), the liquid is actually a particularly flavorful and potent ale. Any PC who drains a single mug of this ale will become *sloshed* (+1 Morale, -15% Resist Persuasion, +3 Initiative, -3 Attack & Defense, +1 Speed). Drinking a second mugful will immediately render the PC *wasted* (+2 Morale, -25% Resist Persuasion, +6 Initiative, -6 Attack & Defense, +2 Speed). If he drinks a third mug, he then passes out.

Green – This pools smells (and tastes) strongly of sulfur and ground coffee beans. A drink from this pool acts a minor healing potion, restoring 2d4p hp on each PC's first sip. Further sips by a character, however, deal 1d4 damage each.

Blue - A drink from this pool tastes exactly like icy spring water and smells like strong tea. Imbibing this liquid immediately sobers a PC up, removing any negative effects from drunkenness or hangover.

Purple – This pool is the result of a failed experiment by Kairnduk and acts as a poison to any PC who drinks from it. Ingested liquid is a poison equivalent to a venomous asp bite (Virulence Factor 9 – Failed saves have -2 to Att, Def, and Dam for 2d12 hours; a 'nat 1' is instant death). This pool smells like overripe and pungent berries.


LC4

Encounter: One ghoul (292 EP)

Potential Story Award:

Navigating the room and escaping the ghoul (35 EP)

The east door to this chamber is ajar while its western counterpart is still closed. Regardless of which entrance is used, read or paraphrase the following:

 This chamber, judging from all appearances, is being used as a dumping ground for rubble. Stones are piled haphazardly to the point that they scrape the ceiling in some places. Three distinct paths to the other side of the room lay before you.

This room has, indeed, served as the dumping ground for the remaining debris on this level. The pathways are actually quite safe if the PCs traverse them at no more than a walk. It is the room's lone occupant who may throw a wrench into such peaceful crossings...

The ghoul here originated out of the pit in LC5, a former brigand cast into the chasm after being backstabbed by a dwarf many decades ago. Due to her undead nature, she did not attract the attention of the spiders. She has only stayed in this room a few days, and she is learning that the humanoids on this level often pass through here. While she is not really picky about what she eats, the scent of human/dwarf/elf/halfling flesh was nearly forgotten until this moment. She'll be hiding in the shadows of whatever little alcove the GM desires her to be in.

If the PCs/ghoul engage in activity more exuberant than walking (i.e. fighting, running), there is a 30% chance that an adjacent pile of rubble will topple over. This chance increases in increments of 5% for every ten

seconds of violent action that happens at that particular location. If a rock pile does fall upon the individual(s), the PC must roll a Feat of Agility versus $d20p+5$ to avoid $1d6p$ hit points of damage from the small boulders (the ghouls' FoA modifier is +5). Another FoA Check (also $d20p+5$) is needed to avoid being pinned by the rockslide. If pinned, the PC can perform a Feat of Strength roll versus $d20p+5$ every ten seconds to free himself from the shifting stones (the ghouls' FoS modifier is +6).

If a PC is trapped by the stones, the ghouls will attack the pinned PC in lieu of other targets unless she is being attacked. She will fight until destroyed but will not leave the confines of the room unless successfully turned. PCs may also try to push the shifting stones to trap the ghouls. Due to the unsteady nature of the rock piles, such attempts are likely to trap the pusher as well (use the FoA and FoS roll values above). Note that PCs trying to Climb (Average Difficulty) over the makeshift walls of stone will likely (60%) bring that section of wall down and again may find themselves

pinned (see above) by rubble. There is nothing of value within the chamber.

Ghoul (292 EP): HP 32; Init -1; Spd 3; Rch short; Att +6; Dmg $2d4p$, 2@ $2d6p$ each; – cause paralysis*; Def +1; DR 3; ToP n/a; Will Factor 6; Jog 15 feet/second; Tenacity: Steady

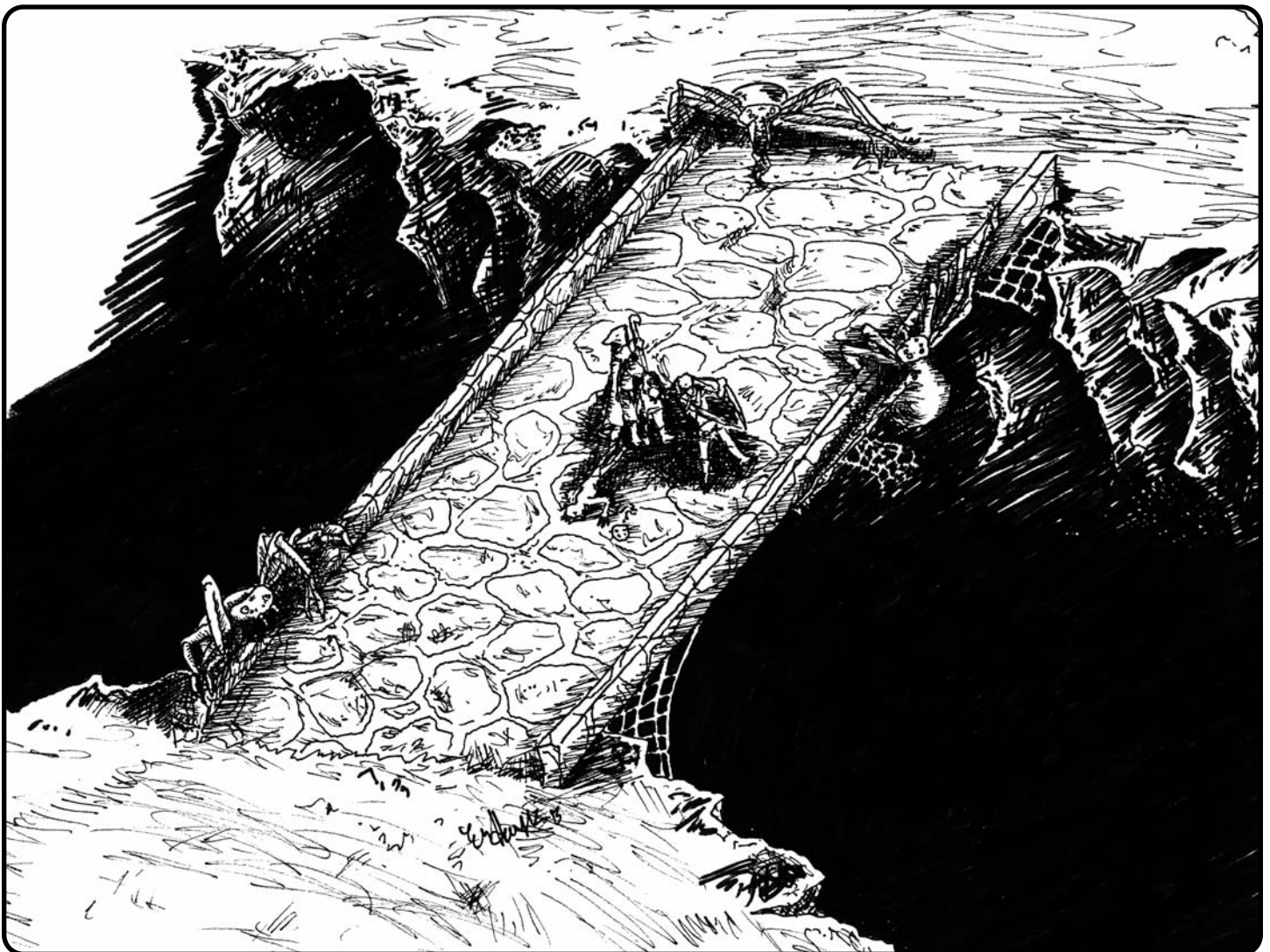
{*- A character touched by a ghoul must make an opposed Wisdom check vs. the ghoul's Will Factor (6) or be paralyzed with fear for $2d4p$ minutes.}


LC5

Encounter: Three very large spiders (300 EP)

Potential Yield: +1 hand axe (dwarf-made), and an auroch leather sheath (4sp)

The west door to this area is locked (Good quality), but the east door was picked open by Ijhyshua to allow the ghoul (LC4) to wander the level. Regardless of which entrance is used, read or paraphrase the following:



 This is a natural cavern. A chasm, thirty feet wide, opens up from the north and south walls. A ten-foot-wide stone bridge edged with two-foot-high siding connects the ledges. In the middle of the bridge is a corpse of a goblin lying on its belly, partially covering an axe. The large gap the span crosses appears to be bottomless...

Those brave souls who look over the edge from the west side, and who pass an Observation check of Average Difficulty, can spot a large, slightly downturned opening approximately thirty-five feet below the eastern edge. This cave serves as a nest to a trio of very large spiders. The creatures are nestled deep within this side chamber, so they won't be spotted... yet.

A further successful Observation check (Difficult) allows the PC to see the faint remains of a small staircase that leads to that opening. This small chamber is where the mysterious, undead-spawning gas erupted from, nearly eight decades ago. The dwarves demolished the staircase leading down to the side chamber, hoping to dissuade any other explorers from searching the cursed location.

Despite what paranoid PCs may think, the bridge is of solid dwarven construction. It is the occupants of the cavern that the party has to worry about. Upon first passing through this chamber, the party will encounter one of the arachnids. This spider is clinging to the underside of the center of the bridge. Once PCs within 5' of the goblin corpse, the lone spider will emerge over the north wing wall and attack the crossers.

The second trip through the room will be more difficult. The two remaining spiders will move to both ends of the bridge when (at least a majority of) the PCs are halfway across the span.

The goblin corpse is the last victim of the spiders. The small humanoid is completely drained of fluid and has been dead for three days. The superiorly crafted hand axe (+1) and its sheath of cured auroch leather are treasures recovered from LC7. This goblin was on an errand to deliver the weapon to Kelarz, who was eating dinner in G12 at the time. The dungeon denizens have been detouring through LC4 (now occupied by the ghoul) since.

3 Spiders, Very Large (100 EP each): HP 15 each; Init -4 (-1 die); Spd 10; Rch short; Att +1; Dmg 1d3p (+ virulence 7 poison that causes -2 to Attack, Defense, and Damage for 2d12 hours on failed save; a 'nat 1' indicates death); Def +2; DR 2; ToP n/a, Jog 5 feet/second; Size Small; Tenacity: Steady

LC6

Encounter: 1 Bugbear (175 EP)


Potential Yield: Bugbear - 1 medium shield, 1 brass key, copper nose ring (8 cp), and one pouch containing 6 Denarus, 12 Sesateri, and 18 tc

Footlocker # 1 - miner's lantern, flint and steel, tinderbox, large belt pouch containing 42 tc

Footlocker # 2 - , 1 pair of winter mittens (gnome-sized), a bellows, and 1 pair of human-sized snake-skin boots

Footlocker # 3 - 9 iron spikes, bamboo salt-and-pepper shaker set (3 tc), 3 large iron skewers, bronze-dipped kobold skull (8 cp), porcelain teacup (extremely delicate, the last remaining from a set of 8, 3 sp)

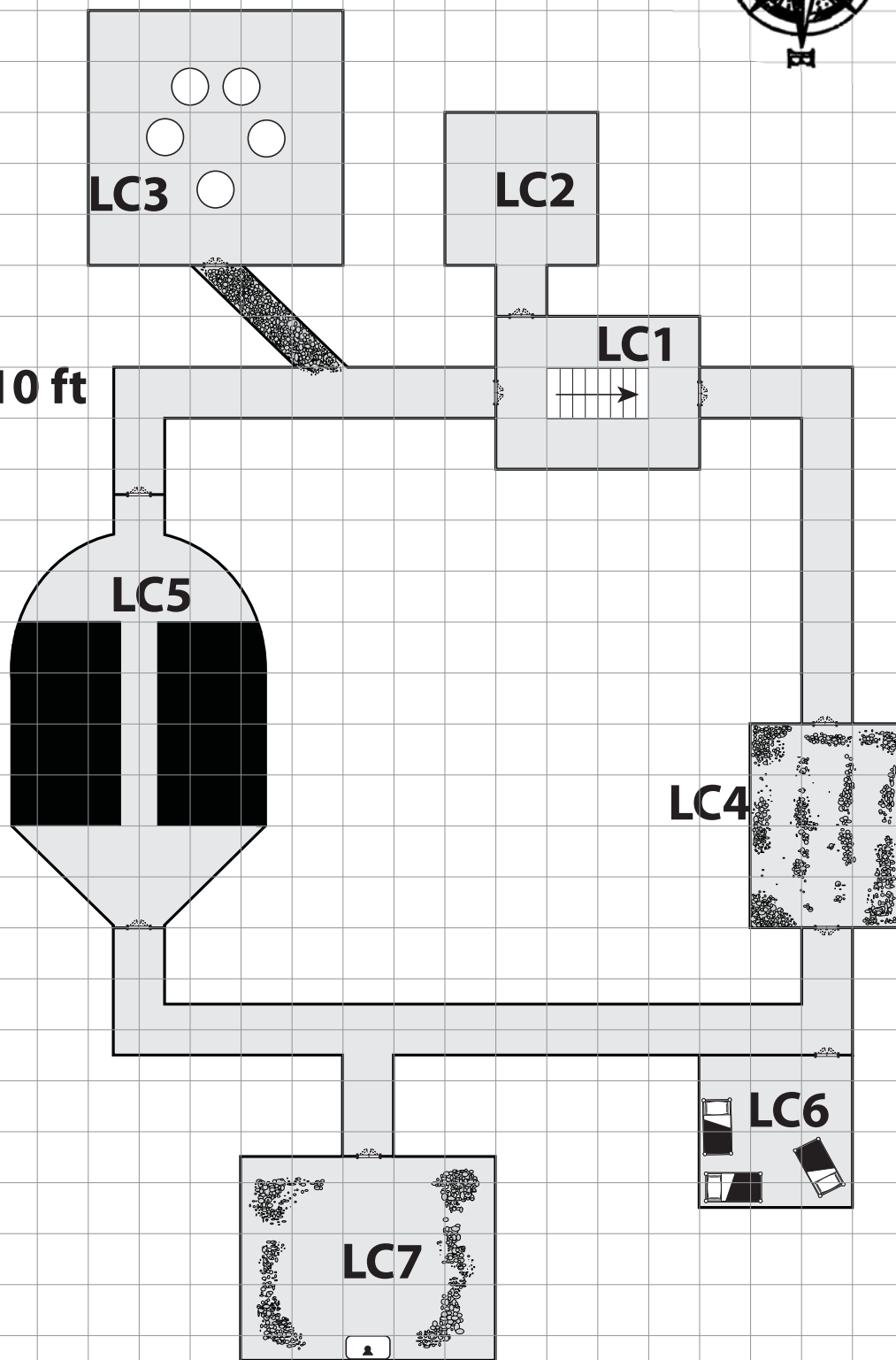
This room is the quarters for Kelarz's bugbear henchmen. The goblin mage initially attracted the brutish creatures to his forces to help compensate for the number of recently lost warriors but is now regretting the move since the bugbears are trying to usurp leadership within the goblin tribe. The mage has managed to get two of the bugbears out of the lair by sending them out to hunt for big game. The GM should keep in mind that the remaining bugbear has an excellent sense of hearing (Listening 40%), so it may be aware of intruders just outside the room. Once PCs enter the chamber, read or paraphrase the following:

 A large, brutish humanoid armed with a morning star is standing near the center of the room. The bearish creature turns in your direction.

The bugbear is not a sophisticated combatant and will focus its attacks on the party's fighters before moving on to the magic users. It isn't currently wearing its body armor, but if it survives the first encounter with the PCs, it will never be caught unarmored again (if allowed to don its armor, its DR increases to 6). If forced to retreat, the bugbear will flee through LC4 (perhaps running into the ghoul) to get to the staircase (LC1) leading to the upper levels and the surface.



1 Square = 10 ft



Note: This very large level is depicted at half the scale of the other maps and is rotated 90° to fit the page.

Once the room is cleared, read or paraphrase the following:

🕸 This room has a foul stink about it, like something - or a trio of somethings, judging from the three, immense, broken cots hugging the east wall - makes its lair here. Each bunk is covered with a variety of furs ranging from canine to rodent, but the quality of the upkeep of the pelts is shoddy at best. Bare patches of skin can be seen in the once pristine hide. A footlocker is near each of the cots. A small pyramid of human and elf-sized skulls lies against the middle of the south wall.

The missing second and third bugbears are currently out wandering the wilderness and will not return to this room for several weeks. The brass key on the bugbear in the room opens up the footlockers. The locks on the footlockers are of Good quality. The items of value within the three containers are among worthless knickknacks (broken combs, bone fragments, etc.). The pyramid of skulls has nothing of interest inside and is of no religious significance, but don't stop the PCs from making wild skill checks (Divine Lore and the like) as they investigate the pile.

1 unarmored Bugbear (175 EP): HP 44; Init -1 (-1 die); Spd 10; Rch 4 ft; Att +7; Dmg 2d8p +4 (morning star); Def +6 (medium shield); DR 3 (from hide); ToP 18/ 8; Jog 10 feet/second; Tenacity: Steady; Size Large
Relevant Skills (each): Hiding 50, Language (Bugbear 67, Goblin 37), Listening 40, Observation 50, Sneaking 50

LC7

Encounter: Forgrum Ferdal (242 EP) and four goblin sergeants (128 EP)

Potential Yield: Forgrum Ferdal - battle axe, leather armor, 6 throwing knives, woolen cloak, healing potion, flint and steel, large leather belt pouch with 17 sp, 14 cp, and 14 tc inside, brass keys to the footlocker and chest in G17, and the Necklace of Kairnduk (see below)

Miscellaneous - miner's lantern, large canvas sack containing 12 copper disks (1 sp each)

Potential Story Award:

☐ Stopping Ferdal from activating the crypt lock (4000 EP)

Once the PCs have opened the door, read or paraphrase the following if Ferdal is prepared for guests:

🕸 This chamber is a bit unusual in the fact that it has a light source within; a lantern burns brightly near the back wall of the room. The illumination the lantern gives off reveals a huddled, cloaked figure - a dwarf by the looks of him - mumbling to himself with his back to you. He is facing a wall covered in a multitude of runes, but they are too far away to be legible. The sides of the room are cluttered with boulders to the point that you can barely see the flanking walls in the darkness. The dwarf half-turns in your direction. As he moves, the red braids in his black beard shine in the light.

Unless the PCs have been astoundingly successful in slaying every possible messenger before they could reach this room, Ferdal will be expecting them. He will have a set of rusty manacles (no value) attached to his feet to give the PCs the illusion that he is a prisoner of this dungeon. Not the best actor, he will refrain from speaking and try to pantomime to the PCs that he is mute. He will point at his manacles and plead for help with his eyes, hoping to lure the PCs at least 15 feet into the chamber. The goblins are crouching among the flanking piles of boulders (along with any other surviving dungeon denizens). If the party has engaged in 'talking' with Ferdal for at least a minute, the impatient goblins leave their positions and strike. Note that Ferdal's knives are concealed under his cloak, and his great axe is located behind a boulder two squares north of his position. Ferdal will employ a Coup de Grace (5 seconds) on any prone character within reach.

IF the PCs have managed to penetrate the dungeon this far without leaving survivors to warn the dwarf and his cohorts, Ferdal and his minions will still be encountered here, but the lantern will be off and he will not be wearing the rusty manacles. The goblins will be flanking the dwarf while he studies the lock. He will order the humanoids to charge the party while he works on the lock.

Once combat is engaged, Ferdal will kick off the manacles (5 seconds) if they are on him, then turn his attention to the magical iron lock set in the wall. With the key attached to the Necklace of Kairnduk, he will attempt to turn the lock. With a successful FoS roll verses a d20p+8, the lock will turn (Ferdal's FoS modifier is +5). Each attempt on the lock will take a full 10 seconds whether successful or not. As with every FoS roll, a cumulative -1 will incur on the same character for each attempt on the lock. If Ferdal is

interrupted while trying to turn the lock, he will defend himself until the threat has been eliminated, then throw himself back at the task at hand. Once the dwarf has successfully turned the lock, he will throw his knives (save one) at any opponent who is not engaged in combat.

If a PC is closing in on Ferdal, the dwarf will fetch his axe and defend himself, but he will otherwise be completely focused on turning the key. Only if the lock has been opened, will Ferdal attempt to escape the room to fight another day (and perhaps harass the PCs in the future). Ferdal will use his healing potion and Luck Points as needed to survive the battle and get away safely. The goblins will flee if Ferdal does.

Though Ferdal will use every trick in his employ to escape from the PCs (including sacrificing the lives of his goblin guards without a second thought to do so), it is still fairly unlikely that he will be completely successful in his endeavor as dwarves may be easily overtaken by other medium sized PC races with faster movement speeds. As such, it is likely that the PCs will be able to force a final confrontation with him. Because Ferdal is a racist, the racial makeup of the party will play an important role in determining what course action Ferdal will take.

If there is a dwarf present in the party and Ferdal has already turned the key, then he will willingly surrender to the group on the condition that remains under the protection of his “countryman.” As with most unhinged souls who have dedicated themselves to sowing terror, Ferdal is eager to relate his manifesto to what he believes will be a sympathetic ear. In Dwarven (and only Dwarven), Ferdal will explain all his motivations for turning the key to release the undead and outline the exact ramifications for the village of Tiwidu with great pride in his voice. After all, in Ferdal’s mind, he is meting out justice for Karasta, plain and simple. If the dwarf PC does not share (or at least pretend to share) Ferdal’s views, then he may become violent, believing the PC dwarf to be a “base traitor.” GMs can use the dialogue below to form the basis for Ferdal’s manifesto.

☞ “Humanity is a plague upon Tellene. Mankind seethes and writhes like maggots across the face of the world devouring whatever they find. At least Elves stay confined to their woods, but humans! Humans want everything and they’ll kill to get what they covet. I was in Karasta when the humans invaded. I saw them overrun the gates. So many people died. I don’t even know if my family is still alive. Do you know what that’s like? I vowed then and there that no revenge could appease me save the destruction of the human race. I claim it. I claim it as *wergild* for Karasta— for our people! And now I’ve taken the first step. Don’t you see, the plans of Kairnduk are coming to fruition—by my hand and his we have condemned Tiwidu to annihilation. Our brothers, hungry in their undeath will spread their contagion and consume that putrid collection of hovels they call a town. And then when they’ve eaten that, they’ll move on to the next hamlet, and the next, and the next... is this not good? I have begun a new chapter for dwarfkind with nothing more than the turning of key.

Ferdal will also be willing to surrender to a gnome, gnome titan, or halfling if character of one of those races offered him quarter. While he will not be as eager to share the details of his plan with non-dwarves, members of these three races can get the information out of him with an (Easy) Interrogation check. The dwarf will attempt to communicate in Dwarven, switching to Kalamaran only if the PC obviously cannot understand his speech. Ferdal will have to be tied up to prevent him from running away at the first chance he gets.

If a party which contains no dwarves, halflings, gnomes, or gnome titans pursues Ferdal then he will under no condition surrender and will have to be forcefully captured or killed. If captured, he will divulge nothing of his plans instead hurling racist invectives unless interrogated with a (Difficult) Interrogation check or tortured with an (Average) Torture check.

If the Party manages to subdue Ferdal before he turns the key then the crafty dwarf will do everything in his power to convince the party to finish the job for him. Ferdal will offer to “split the hoard” with PCs— with a 50% finders fee. If questioned, Ferdal will relate that he and his goblin allies were here searching for a Tuklom and Kairnduk’s lost hoard of ill-begotten treasure, said to be stored behind this very wall. Ferdal’s plan was to use the treasure to raise a small raiding

The dwarf Forgrum Ferdal arrived at a crossroads in life over fifteen years ago at the Battle of Kadir Ridge, Emperor Kabori's successful bid to seize the dwarf capital city of Karasta. Right at the tale-end of his bearding years, Ferdal found himself evading human and hobgoblin soldiers in the tunnels of his ancestral home. Only his knowledge of the extensive labyrinth, and a budding ability to hide in shadows, kept the young dwarf from finding himself at the end of an invader's halberd. As the hours wore on in the underground complex, his wanderings drove him to an exit to the surface world located at a lower elevation from the main entrance. He looked up and wept as he saw the greed-driven humans - with their goblinoid and giant allies - slaying his kinsmen, who had only been trying to defend themselves. His anguish was so deep that he did not hear the trio of lurkers edging around a cluster of nearby boulders. One of the shadows brought out a sap and smacked it down hard on the unaware dwarf's crown, sending Ferdal into unmerciful blackness.

Sometime later, Ferdal woke up in the back of a wagon, manacled in chains and sporting a lump on the back of his head. One human male sat at the tail end of the wagon with a hobgoblin, while another hobgoblin sat in the drover's seat, urging the horse team to keep a steady pace. The dwarf could tell they were traveling next to the E'Korug River from the occasional glimpses he got of the waterway from over the lip of the cart. He turned his attention back to his captors. They were neither dressed nor armed like soldiers of the Kalamaran Empire. Neither did they hold themselves as warriors. After a few moments of uncomfortable silence and darting glances, Ferdal began to panic when the human ordered his hobgoblin companion forward in a language the dwarf did not understand. Ferdal was soon relieved when the creature took the manacles off his wrists. Once the hobgoblin settled back down, the human spoke in the Kalamaran to the dwarf, introducing himself as Durmark. The man explained that Karasta was lost and that Kalamar was now in power. Ferdal's eyes lit with fire at the news. Durmark, wise to the look, informed the dwarf that easier paths than vengeance existed and that the demi-human should consider, at least, a detour before taking his desired route. Not having much choice in the matter, Ferdal heard Durmark out.

Durmark explained that he was a prominent thief in Balelido, the city the wagon was currently heading towards. The man needed someone gifted in mineralogy and metallurgy, since he expected to make some big scores in the future when the Empire started to lug its ill-gained goods out of the dwarves' capital. Durmark mentioned that Kalamaran soldiers would be killed during these forays; something he knew would appeal to Ferdal. After some negotiations, the dwarf found himself under the human's wing. Ferdal could imagine more pleasing arrangements, and the treasures of his people would still be pried from the hands of their rightful owners, but at least some of the humans might pay for their greed in blood.

ADDITIONAL NOTES: 12 remaining Luck Points, Poison Resistance +4, Magic Resistance +4
Experience Point Value: 242

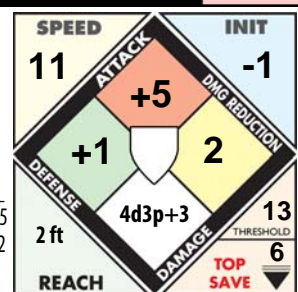
Denizens of Tellene



Forgrum Ferdal

Race: Dwarf
Class: Fighter/Thief
Level: 5
Size: Medium
Movement: 5
Alignment: NE
Hit Points: 35

STR 14/48 **INT** 12/67 **WIS** 11/35
DEX 13/11 **CON** 12/72 **LKS** 09/82
CHA: 08/38



Possessions: Battle axe, leather armor +1, 6 throwing knives, healing potion, 17 sp, 14 cp, 14 tc, brass keys, Necklace of Kairnduk

Proficiencies: Laborer, Etiquette/Manners (Kalamaran), Maintenance/Upkeep

Talents: Attk, Dmg, Parry Bonus (Battle Axe), Charm Resistant, Attk Bonus(throwing knife)

Quirks/Flaws: Merciless, Racist (Humans), Tone Deaf

| Skills | |
|---------------------|----|
| Acting | 22 |
| Climbing/Rappelling | 22 |
| Diplomacy | 21 |
| Disguise | 26 |
| Distraction | 23 |
| Hiding | 31 |
| Listening | 35 |
| Lock Picking | 37 |
| Mining | 27 |
| Observation | 22 |
| Pick Pocket | 24 |
| Resist Persuasion | 20 |
| Scrutiny | 25 |
| Sneaking | 26 |
| Trap Design | 45 |

party to invade the town of Tiwidu, but that obviously he can see that his plans have come to naught. If the PCs take the bait, Ferdal will allow himself to be haggled down on the percentage of the “treasure” he lays claim to, with the goal of incensing the PCs to open the lock. Only after the lock is turned, will Ferdal let out a derisive chortle and reveal what has actually just taken place.

GM’s can use some of the dialogue below to form the basis for Ferdal’s deception, but this is the time for the GM to really show his improv chops and think on the fly. Use false die rolls behind your screen to make it seem like you are losing a bidding war with the players and have Ferdal act supremely put out at the thought of sacrificing his beloved “treasure.”

☞ Alright, I know when I’ve lost. From one crook to another, I must say you’ve bested me. I reluctantly agree to share the treasure hoard with you, with a 50% finders fee, of course.

☞ That’s what I’ve been down here searching for. The lost treasure hoard of Tuklom and Kairnduk, the traitors. They mined out and hid a great deal of wealth before they were exiled from the east and all the signs point to it being buried here... well, *there*. Behind that wall.

The writing on the wall above and around the lock is magical, thus immune to a 'Translate' spell. The runes are written in Dwarven, and have Kairnduk's characteristically blocky, slanted script. Most of the writing deals with this history of the dungeon (see 'The History of the Hill' section of this adventure) during Gurkaft Tuklom's rule but will make no mention of the undead-spawning cloud that enveloped the miners all those decades ago, except in three sentences.

☞ A foul curse befell us as we dug deeper, but our fallen kinsmen will serve us even in death. If the humans grow too strong and bold, use the key I have crafted, and turn it with no guilt. There is no shame in vouchsafing us from such a grave threat..."

The lock itself cannot be picked. Only the Necklace of Kairnduk can turn the mechanism. Once turned, the lock can't be reengaged, but the Necklace can be pulled back out. If the lock is released, read or paraphrase the following:

☞ The ceiling above the strange iron lock begins to glow red, illuminating a bas-relief of what appear to be two crypts carved into the wall. The soft glow brightens into an eerie, pulsating light outlining the doors of the crypts, before dimming back down, leaving only the carving behind.

Of course, this whole scene is likely to play out while combat is happening within the chamber; a successful Observation check (Easy) is needed to even notice the animated blots. If a PC happens to be the one who activated the lock, and the room is free of conflict, a successful Observation check (Trivial) can spot the display. The magical glow lasts 30 seconds. Those PCs who were born in Tiwidu and who pass an Observation check (Trivial) will realize the crypts depicted on the ceiling were those of the village’s cemetery ('**Tiwidu – Village on the Verge**' - Area 128). PCs not from the village, but who have visited the cemetery, may make the same check. If PCs have not visited the cemetery, then they're outta luck.

The copper disks are located in a sack in the southeast corner of the room (Observation - [Average] to spot), next to another set of runes requiring the same Literacy checks as listed above. The twelve disks are 6" in diameter and describe, in Dwarven (Literacy - [Average]), an underground chamber that will open up two crypts in the village of Tiwidu, 'Releasing a curse upon everything nearby.' The runes on this portion of the wall mention and describe the Necklace of Kairnduk, indicating that the item is needed to activate the lock.

Depending on the moral bent of the PCs or the extent of their curiosity, GMs should not be surprised if the party members activate the lock after Ferdal's band is defeated (whether due to his lies or for some other reason). Some parties, with the knowledge that chaos may happen due to their actions, just may unleash this curse and try to make it profitable in their favor. Just go with the flow. Based on their alignments, they should, of course, be rewarded or punished accordingly.

4 Goblin Sergeants (32 EP each): HP 23 each; Init +3; Spd 8 (7 jab); Rch 1'; Att +3; Dmg 2d6p (short sword); Def +7 (small shield); DR 3; ToP 10/ 6; Jog 5 feet/second; Tenacity: Steady; Size Small
Relevant Skills (each): Language (Goblin 68, Hobgoblin 35), Listening 19, Observation 19, Resist Persuasion 11

The Necklace of Kairnduk

This simple iron chain necklace seems poorly designed, considering it has been created by dwarven hands (Appraisal - Gems and Jewelry check [Average] to determine this). The chain is connected by a large barrel clasp. The pendant is key-shaped, three inches long and has the word 'Kairnduk' in Dwarven etched upon it (Literacy check -[Average]). Two curved tines of iron flank the key, but the key hangs loosely between them, so it can be inserted into the lock it was made for in LC7 of the Shallock Hill dungeon. Apart from the ability to turn that lock, the necklace also holds three charges of the *Unlock* spell.

If sold to a merchant of any race other than dwarven, the piece could fetch upwards to 20 Denari. Any dwarven merchant not from the Ka'Asa Mountains would buy the chain easily for twice that. A dwarf from the First Kingdom of the Seven Clans is another matter, however. Upon recognizing the name of a renowned kinsman upon the item, the dwarf would likely ask the PC trying to sell the necklace to come back the next day so the demi-human merchant can collect a proper payment for the item. If the PC returns for the said payment, he or she will be walking into an ambush. The merchant will have plenty of muscle nearby to demand answers as to why such an item would be in non-dwarven hands...

The Lower Catacombs Aftermath

Most of the ramifications of the PCs' actions in the dungeon are discussed in *The Feint* and *Near the Inn, Near the End*, but gameplay can inspire situations beyond the scope of this product. The GM should keep close track of the NPCs the party helped and the characters that escaped or were chased off.

If Ferdal has been taken alive by the PCs, then there are several ways it could play out. In short, the PCs might opt to turn him into the local constable, give him as a prisoner to Fenire Rumele, let him go, or perhaps even join forces with him against Rumele. If Ferdal is in the clutches of the PCs, he will have a few questions as to where they came from or how they knew to come to Shallock Hill in the first place. Ferdal is nobody's fool and it won't take him long to make the realization that the PCs may be working for Rumele—that is if the PCs don't just tell him outright. If Ferdal figures that out, he will inform the PCs that they most likely don't know the true identities of their

employers. If he can get the PCs' attention with this, he will try to leverage that information to try to get some guarantees of safety from the PCs. Whether he is successful in that regard, or whether the PCs use some other means in order to get him to spill his guts, Ferdal will eventually relate to the party that:

☞ "Fenire Rumele and her toady, Birel Rilas are frauds. Worse—they're assassins sent to kill me for liberating a valuable dwarven cultural artifact from their clutches. I'd sooner put my trust in a snake than in those two conniving wretches."

Ferdal will blow the lid off of their covers, but the PCs will not necessarily believe him. Upon arrival back in town, however, (see- *Near the Inn, Near the End*) it will become painfully obvious that Ferdal was telling the truth, due to the appearance of the thuggish enforcers from Balelido. At that point, if any good aligned characters knowingly assist these criminals instead of turning Ferdal over to the proper authorities, assign them all an honor penalty.

Turning Ferdal in to the local constabulary for his crimes will conversely net an honor reward for good characters. Ferdal will be confined to his cell, eventually tried after a lengthy imprisonment, and then hung by the neck until dead outside of the jail. His body will be buried in an unmarked grave.

If PCs simply decide to let Ferdal go, then he will disappear into the wilderness to plot his next move against the human race (and become a great recurring villain, should you choose to use him!).

PCs may also feel that they have been bamboozled by Rumele and Rilas and want to take revenge on the comen. If the PCs choose to ally themselves with Ferdal and fight against their employers, Ferdal will jump at the opportunity to work with the PCs to eliminate a threat to himself, as long as the PCs promise to let him go afterward. If they are successful, then the dwarf will develop a begrudging (but definitely gruff and dwarven) level respect for even human members of the Party and will leave them alone in the future.

The Feint

The PCs are likely heading back to Tiwidu to heal up and/or collect their reward from Fenire Rumele. The GM should use his or her own judgment regarding whether the PCs are fit enough to take on the beasts in their future (delaying the gnole attack by a day and/or having a time-release on the crypt locks if the party is that banged-up). Pushing players towards a quick visit to the village's Merciful Fates may be too much of a clue that bad times are ahead for the PCs, but having Fike ('Tiwidu – Village on the Verge' – Area 101d) attending to some sick children near the gate the party is walking through might be all the incentive the players need to be reminded that their characters have wounds to heal. Rumele could be indisposed the day the PCs return, but Birel Rilas assures them she will be about to reward them the next evening. Of course, the party may be spoiling for some action back at town due to what they witnessed back at Shalelock Hill. If this is the case, do not disappoint them.

Tiwidu's Defenders

The next couple encounters could prove dicey considering the creatures involved. The PC will be in or around town when these events unfold. The GM may determine that the party -perhaps weakened by their efforts within the dungeon- needs a little back-up. If the party is dealing with the gnole threat on the town perimeter, a patrol of three guards will arrive in 4d10p seconds to see what the disturbance is. A second patrol of a like number will arrive 10d10p seconds after the first. If the party is investigating the zombie threat and has come in contact with the undead, a patrol will arrive in 2d100p seconds (if the GM determines that the patrol shows up at all). All guards are armed with spears and short bows (with 12 arrows each). The men are outfitted with leather armor. Each man will have a small belt pouch with 1d4p sp, 2d4p cp, and 2d4p tc inside.

6 Men-at-arms (30 EP each): N Kalamaran human men-at-arms; HP 32 each; Init +4; RoF 12 (short bow); Spd 12 (Jab 8) spear; Rch 10'; Att +1; Dmg 2d6p (arrows) or 2d6p+1 (spear); Def -2; DR 3 ; ToP 13/ 7; Jog 10 feet/second; Tenacity: Steady
Relevant Skills: Intimidation 30, Language (Kalamaran 68), Listening 15, Observation 20, Resist Persuasion 15

The Goblin Mage

Kelarz is more emaciated than typical goblins, little more than a stick-figure under dusky robes. Additionally, his eyes have a greenish cast to them that shine eerily in the face of torchlight. He has a habit of swearing in all the languages he knows after every spell released from his fingertips. His memory is long, and a spark for vengeance -if lit- will never be extinguished.

GameMaster's Note: If the PCs were able to stop the lock from being turned at the dungeon back in LC7 before coming back to town, Kelarz will be hiding behind some shrubbery near the village's defensive wall, encouraging a group of gnoles in their attack on Tiwidu (see Gnole Problem Here). If Ferdal (or the PCs themselves) was successful in opening the crypts by disengaging the lock back at Shalelock Hill, Kelarz will be hiding behind some hedges that border Celebration Field ('Tiwidu – Village on the Verge' - Area 127). In either case the goblin mage will cast spells to help the monsters facing the PCs. If extended combat appears to be favoring the PCs, Kelarz will try to escape and formulate a plan for revenge. He cast 'Disguise' earlier to infiltrate the village, and this is the reason why his Spell Points are not at maximum today.

Kelarz (242 EP): LE goblin mage lvl 5; HP 27; Init +2; Spd 8 (short sword); Rch 1'; Att +4; Dmg 2d6p-1; Def +4 (uses two weapon fighting style – defending with knife); DR 1; ToP 11/ 6; Jog 5 feet/second; Tenacity: Steady; Size Small

Possessions: short sword, knife, thick robes, one small leather belt pouch containing 7 Denari and 15 Sesateri, one small leather belt pouch containing spell components (GM's Option), three empty wine-skins (used to hold the gnole-pheromone concoction), knapsack containing Kelarz's 'Essential Spellbook' (contains all spells from 'Spells Memorized' section below), Wand of Projectiles (19 charges; Command Word - "Dis-Slap-Ya!")

Saving Throw Bonus vs. Spells Bonus: +2 bonus (mage)

Skills: Administration 30, Arcane Lore 14, Current Affairs 25, Diplomacy 12, Disguise 10, Hiding 11, Languages (Goblin 61 – literate (24), Kalamaran 40 – literate (19), Kobold 37, Gnole 22), Listening 20, Monster Lore 29, Observation 27, Oration 12, Recruiting 39, Resist Persuasion 19, Sneaking 13

Spells Memorized: *Fire Finger, Aura of Protection, Bash Door, Disguise, Cheetah Speed, Enfeeble, Panic*

Spells Not Memorized But Known: *Feat of Strength,*

Repair, Springing, Enrage, Perimeter Alarm, Scorch, Sense Magic Aura, Translate, Magic Projectile, Smoke Screen, Cheetah Speed, Rope Charm, Veil of Darkness, Bottomless Pouch, Enfeeble, Transmogrify, Copycat, Disembodied Floating Hand, Heat Seeking Fist of Thunder

Spell Points (left): 370 (out of 430)

Quirks/Flaws: Foul-mouthed, Conspiracy Theorist

Gnole Problem Here

Encounter: Three gnoles (366 EP) and possibly Kelarz (242 EP)

Potential Yield: A medium shield on two gnoles, one quartz crystal (value 8 sp)

Potential Story Award:

Learning that the gnole attack is just a diversion from the zombie threat (200 EPs)

Despite any outcome that happens back at Shalelock Hill, a gang of gnoles is set to attack Tiwidu due to Kelarz's use of his pheromone concoction on the village's wall. The tricky goblin has splashed a trail of pheromone "breadcrumbs" from the gnoles' camp right back to Tiwidu's north gates. Likely, the PCs have never encountered gnoles before. When the PCs have these fiends in sight, read or paraphrase the following:

☞ These tall, hyena-headed bipeds, armed with a spear, clubs, and shields, make a terrible din with their howls, barks, and snarls. Their hides are covered in coarse, sorrel fur, and their red eyes are wide with bloodlust. As these creatures approach the village's defensive wall, their nostrils flare, and their muscles quake. Even though you have never encountered beasts such as this before, you know something has them agitated. Their eyes settle on you, a new focus for their rage...

The bestial humanoids will head for the northern gate with the intent of entering Tiwidu near the spot where Kelarz poured most of the concoction. The scent of a male has incensed the gnoles and made them even more aggressive than normal. All will fight until slain, using only the aggressive attack maneuver. If Kelarz is encountered here, he will try casting *Panic* on the gnoles' opponents or use the Wand of Projectiles. Due to the fact that the goblin mage's wineskins reek of the pheromone they once contained, there is a 20% chance per gnole per fifteen seconds that the canid in question will break off from combat to attack Kelarz. In this case, the goblin mage may direct his spells/wand at the gnoles in the paramount interest of saving his own skin. The gnoles have little in the way of treasure, and wield only clubs and a homemade spear. The unmarked shields were provided by Halas Pargaki (see p. 58 'The Abandoned Farm' for details).



2 Gnole (122 EP each): HP 38, 36 each; Init +4 (-1 die); Spd 8; Rch 3.5'; Att +5; Dmg d6p+d4p+5 (club); Def +2 (medium shield); DR 2; ToP 16/ 7; Jog 15 feet/second; Tenacity: Brave; Size Large

Relevant Skills (each): Language (Gnole 58), Listening 40

1 Gnole (122 EP): HP 37; Init +4 (-1 die); Spd 11; Rch 14'; Att +5; Dmg 2d6p+8 (spear); Def -4; DR 3; ToP 16/ 7; Jog 15 feet/second; Tenacity: Brave; Size Large

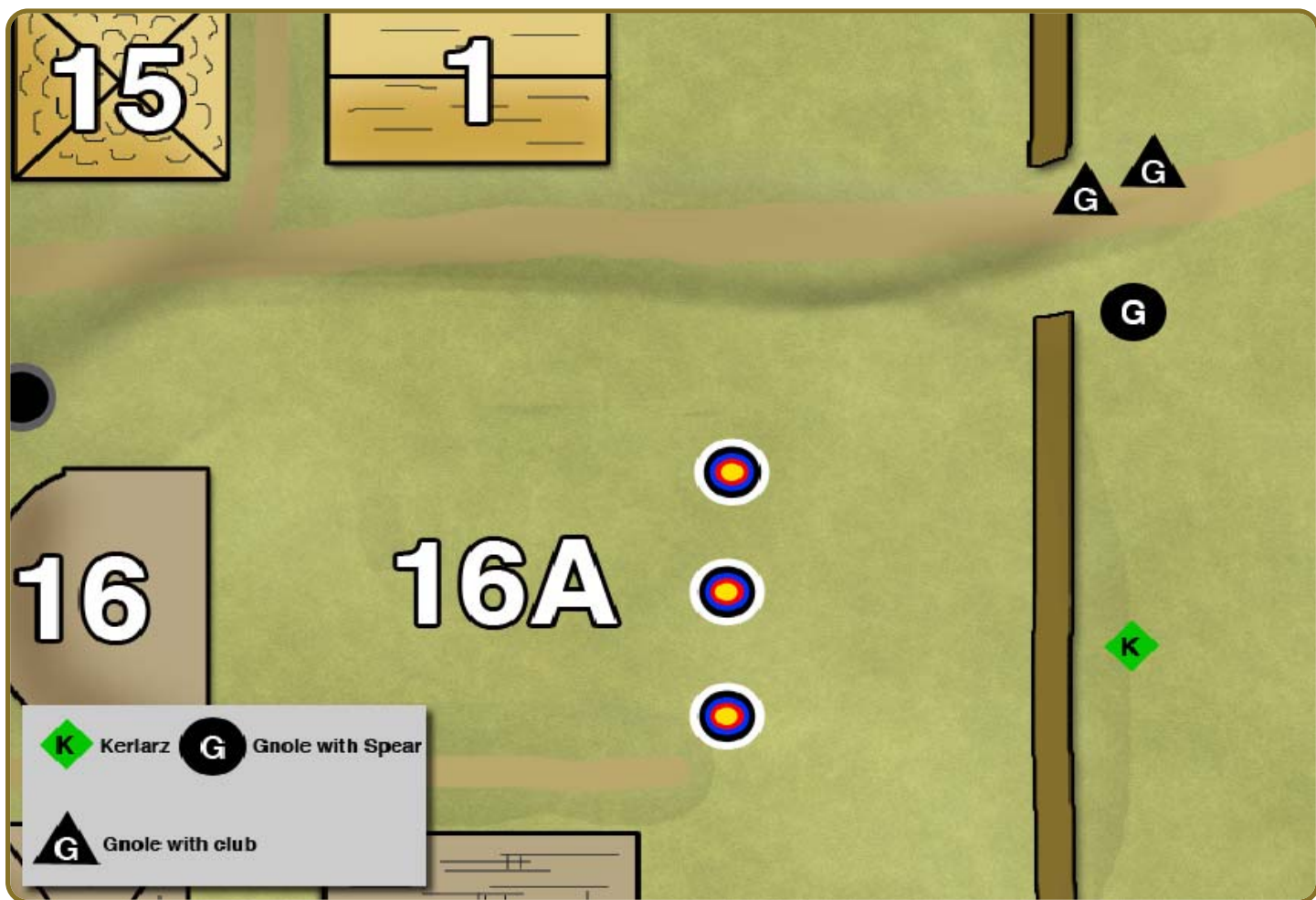
Relevant Skills: Language (Gnole 58), Listening 40

Ebon Smog Zombie Bite

In its infant stages of ruling the Kalamar Empire, the House of Bakar had to deal with a vampire infestation in the city of Rogido. One of the vampires – a powerful Bringer by the name of Hifaro – created an artifact that empowered zombies and skeletons under his command. A small band of knights formed by the House of Bakar took out vampire nest (including Hifaro) but soon realized the artifact was still animating corpses at random. Bakar Court Alchemist Sidula suggested that the artifact - a truncated sphere of metal – be taken to the edge of the Empire, coated with a specialized acid of her own devising, then cast

into a cave. The knights heeded her words and headed east beyond the E’Korug River. Once the cavaliers reached and explored an unnamed hill (Shalelock), they dumped the sizzling sphere into an underground cavern and collapsed the grotto’s entrance. After fifty years, the artifact finally dissolved, becoming a sable, dense cloud of decaying, necromantic magic trapped in an airtight chamber. Unfortunately two centuries later some human and dwarven miners broke the cavern’s wall ...

This disease is subtle in its effects, and carriers are sometimes unaware they are infected. The gaseous form of the disease has a Communicability of d20p+20 and a Severity of d20p+18. The bite-transmitted form of the disease is easier to resist. The strain, delivered this way, has a Communicability of d20p+8 and a Severity of d20p+8. If a PC fails his or her saving throw (d20p+CON) against Communicability, he or she contracts the disease and must check for severity. If this second saving throw succeeds, the PC only suffers the Minor Effect. If it fails, the PC suffers the Major Effect. A contested die check for Communicability and Severity is made for every zombie bite, but the



consequences -- whether minor or major effects -- are not cumulative. Only someone with Advanced Mastery of healing can identify that a PC is infected with the necromantic disease.

Minor Effect: An hour after exposure, the affected PC will be besieged with a migraine for 2d4p hours. The afflicted individual that engages in rigorous activity will suffer a -2 penalty to Attack and Defense (or a -10 penalty to skill checks). Once the allotted time has passed, the PC is free of the disease.

Major Effect: As above, but infected PCs develop orange dots on the irises of their eyes. Also, the skin on the back of their hands is constantly peeling. The migraine will pass, but the strain has successfully invaded the victim's body. The PC will not rise up as a zombie until death (which could mean several adventures down the road). Because of the necromantic origin of the disease, the PC will rise as an undead creature much like the 'zombie' entry on Pg. 358 of the 'Hacklopedia of Beasts,' but its spirit never wanes. An animated corpse from this strain could stagger about for a few centuries (1d4p+1) provided it is protected from the elements (such as a sealed tomb). The period of time a creature rises after death is 2d6p hours. This zombie strain only affects bipedal humanoids. An infected PC cannot pass along the infection via bite while still alive. This brand of zombie will only attack live victims; if a victim has been slain by these zombies, the undead will move onto the next target, usually with a new member of the pack left in their wake. Note that all risen victims have the stats of zombies found in this adventure.

A zombie attacks by grabbing a PC. Immediately after the second successful grab attack, any adjacent zombie (including, but not limited to, any zombies grabbing on) begins to bite the PC for an automatic 1d4p, ignoring any armor (but not natural defenses such as a thick hide, etc.). Every 10 seconds thereafter, each adjacent zombie that is targeting that PC does an automatic 1d4p bite attack and grabs hold as well. Multiple zombies can feed on a grabbed foe, and only two grab attacks are necessary from any combination of the zombies attacking. A zombie that has grabbed a PC can be removed with a successful knock-back or FoS (vs. d20p+12). In this case, dwarven zombies count as Medium creatures. Grabbed PCs attacking with a weapon larger than a dagger/knife are limited to d6p base weapon damage (plus Strength and other relevant factors).

And GMs – in the description of the zombies' actions during the count – do George Romero proud.

The Dwarven Crypts

Encounter: Four (six*) zombies in Crypt #1 and three (five*) zombies in Crypt #2 (100 EP each zombie) {*- if crypts are unopened}

If the PCs enter the cemetery ('Tiwidu – Village on the Verge' – Area 128) and poke around a bit, read or paraphrase the following:

☞ Two massive crypts as pale as old bone lie near the back of the burial grounds. The unadorned, white stone used in the construction of the tomb appears to be expertly cut and shows only the slightest signs of erosion and degradation. The vines you see dominating most of the other stoneworks in the cemetery do not cling to these structures, their absence imparting upon you a slight degree of foreboding...

If the lock in LC7 of the Shalelock Hill dungeon has not been turned, these two crypts will remain closed, keeping the undead trapped safely inside. The stone doors to the crypts can be forced open, but due to the craftsmanship employed in their construction, this option will be extremely difficult to perform (FoS



attempt vs. $d20p+20$) and can be noisy; there will be a 50% chance that a visiting relative of one of the graveyard's (unmoving) inhabitants will hear the PCs' attempts on breaking into the crypts. If this event happens, the relative will report the PCs to the local authorities and accuse the party of grave robbing, even if the 'dead' victims are dwarves.

IF the lock in LC7 has been released, the doors to the crypts will be open with over half of the zombies having wandered out, heading for Celebration Field ('Tiwidu – Village on the Verge' – Area 127) as uninvited guests to 'Bagen's Farewell Party.' A successful Tracking skill check (Easy) will reveal that a number of short, stout individuals (dwarven zombies) have walked out of the tombs and appear to be heading for Tiwidu's almshouse. The PCs can choose to deal with the remaining undead inside the crypts now -- thus giving an increased chance that a few of the elderly at the party are infected with the virus strain -- or leave these undead behind to deal with the more immediate threat. It is up to the GM as to how to employ the zombies here if the party heads to the village proper. Will these zombies follow the PCs... or head for nearby, unprepared residences?

The dwarves who were interred in these crypts were not from well-to-do families/clans and thus, did not

possess armor of any sort (besides) shields. They did all own weapons, and Kairnduk made sure his brethren were buried with them, although the weapons have all rusted to uselessness. Because of their current state, the undead dwarves do not have the knowledge to properly employ the armaments and thus, have left the items on the floor. The crypts were not equipped with proper sarcophagi, as Kairnduk did not want to add another barrier for the undead to overcome.

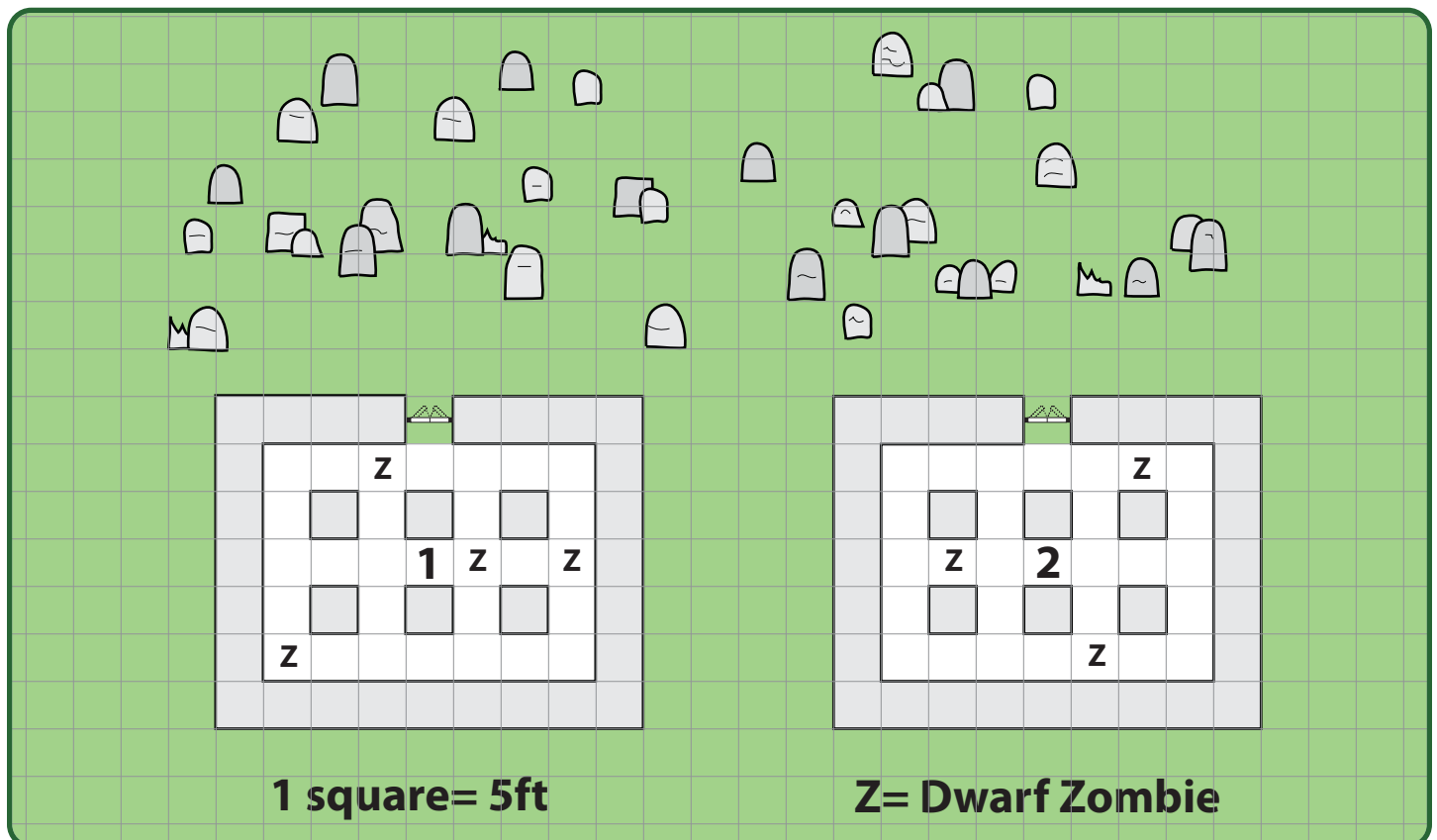
Crypt #1

4 or 6 Zombies (100 EP each): HP 37[^], 36, 34, 32[^], 29, 27; Init +6; Spd 10; Rch short; Att +4; Dmg 0 (grab); 1d4p (bite); Def 0; DR 8; ToP n/a; Will Factor 3; Jog 2.5 feet/second*

Crypt #2

3 or 5 Zombies (100 EP each): HP 39, 35[^], 33[^], 32, 28; Init +6; Spd 10; Rch short; Att +4; Dmg 0 (grab); 1d4p (bite); Def 0; DR 8; ToP n/a; Will Factor 3; Jog 2.5 feet/second*

[*- Slower mobility due to being a dwarf and undead.
^ - Intended party crasher.]



Bagen's Farewell Party


Encounter: Four zombies (400 EP), Kelarz (242 EP), and six-to-seven elderly humans/ demi-humans

Potential Yield: Keeping a zombie plague from sweeping through Tiwidu! (See below.)

Potential Story Award:

- Dealing with/ helping any elderly infected by zombies (40 EP each elderly)
- Preventing all the elderly from being infected by the zombie virus (200 EP)

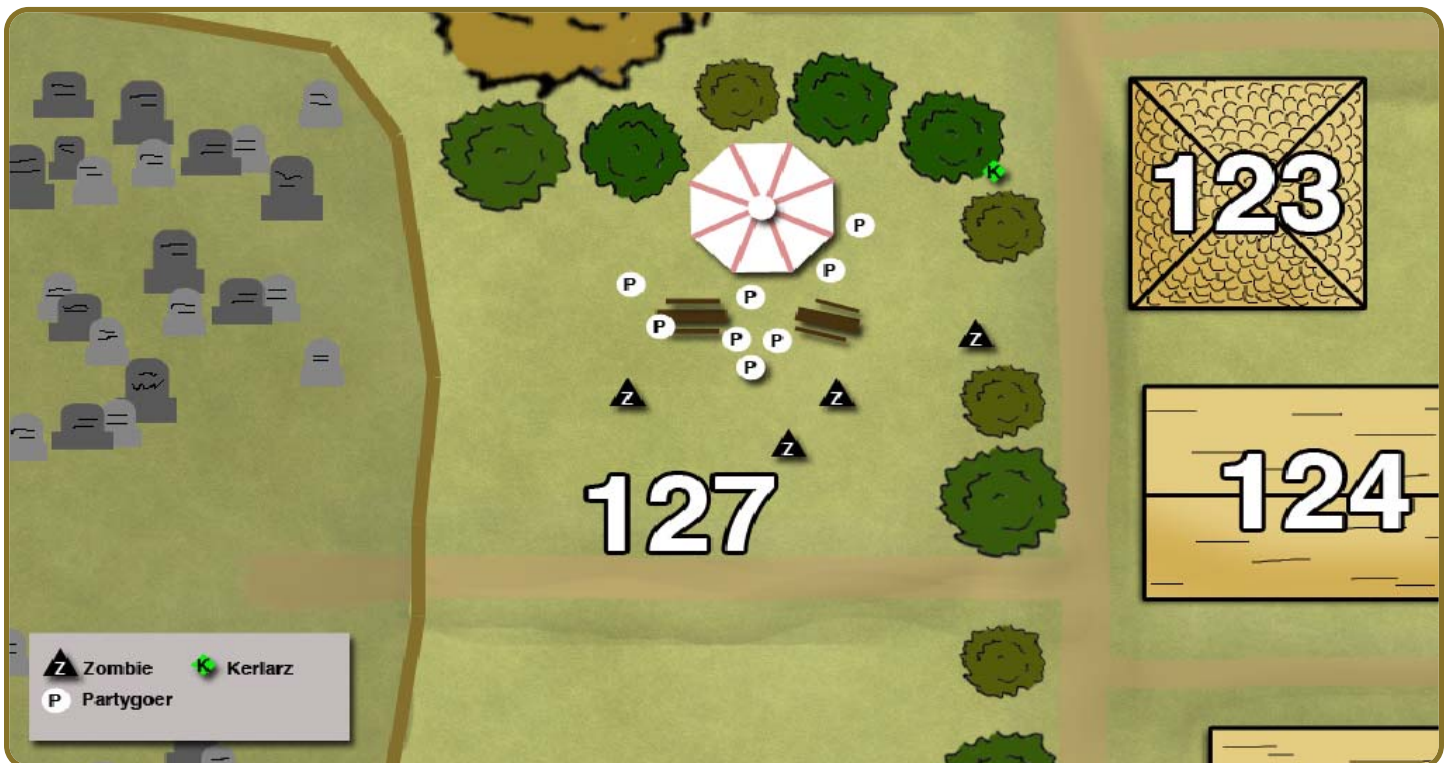
This encounter will occur if the crypts have been opened prior to the PCs' return to Tiwidu. If the party has tracked the wandering zombies from the village's cemetery to this location, read or paraphrase the following.

 The direction of the tracks you have been following from the graveyard has been making your heart skip a beat. The undead appear to be heading straight to Celebration Field where the top of a pavilion tent can be seen poking above the field's surrounding hedges. It chills your heart that zombies may be plodding towards unsuspecting village-folk. After a few more yards, your suspicions have been fully realized. Risen dwarves are staggering after the partygoers, the moans of the undead icing over your soul...

Kelarz has successfully lured the zombies to the retiring leatherworker's farewell party, hoping to spread the contagion among the merry-makers. The goblin mage is currently hiding along the northeast hedge-line. His first action will be casting a 'Deep Sleep' spell on the elderly near the pavilion tent, so the zombies can have a prone meal and to swell the undead ranks. If Kelarz hears the PCs arrive on the scene, he will try to capture some of the interlopers within the spell's 30-foot radius, but not at the cost of easier prey for his 'allies.' He will stick around and utilize his magic until he is certain who the victor is in the fray (PCs or zombies), and then he will try to make his escape. GMs should keep in mind that if Kelarz uses a loud incantation, the zombies might start lumbering towards him.

The zombies will follow no certain plan other than attacking the nearest victim and chomping away. The only incentive a zombie may recognize is that one fleeing target may be slower than another, so the undead will act upon it. That said, dwarven zombies move slower (Jog 2.5 feet/second) than their human-sized counterparts because of their smaller stature. If a live opponent steps up to engage (or distract?) the zombie, the undead in question will reach for the closer meal. Any zombies Turned here will try to head back to the crypts.

The elderly party-goers will be very frightened by the zombies (and combat in general) and will try to escape either by running to the village proper (50%) or head-



ing into the pavilion tent (50%). While the tent is not exactly a death trap, the villagers may be too terrified to think of cutting a new exit into the canvas (with cutlery placed out for the celebration) to escape the encroaching undead (GM's option). Merchant attendees who are saved by the PCs' actions will, from this day forth, sell their specialized goods at cost to the party.

The attendees to the party (along with their point of origin in "Tiwidu – Village on the Verge") are as follows:

Pigel (Area 5)

Bagen B'Pari (Area 8)

Pelasimo (Area 24)

Fedilano (Area 57)

Felapil Ripago (Area 69)

Lorirel Pebara (Area 71)

Puril (Area 78)

One of the PC's grandparents (Optional... and only if one of the PC's families live in the village)

8 Elderly Sedentary Villagers (5 EP each): N

Kalamaran human retirees; HP 23 each; Init +3; Spd 9; Rch 1; Att -1; Dmg (2d4p-2 +d4p-2)-4 (wizened fists); Def -2; DR 0; ToP 10/5; Jog 10 feet/second; Tenacity: Nervous

Relevant Skills (each): Language Kalamaran 70- literate), Listening 10, Observation 10

GMs are encouraged to fashion this encounter however they want - from a minor brush with the grave-dwellers to a full-on outbreak.

The Abandoned Farm

After the gnoles attack on Tiwidu, the PCs may want to follow the humanoid's tracks back to their point of origin. GMs could use this plot thread to set up the party for the adventure 'Mugful of Mayhem' if the PCs were unable to/ failed at saving Barela ("Tiwidu – Village on the Verge" – Area 66a) from the brothel leadership coup. Even if Barela is still alive, the GM may determine that his or her group needs a bit more experience before leaving the village.

The Remnants of the Throat Shredder Band

The once-numerous gnoles band was once a terror to the village of Moridu, but a series of misfortunes befell the humanoids, causing the tribe to teeter on the edge of extinction. Headed by the matriarch Ryowlak, the band subjugated a sizable kobold pack in order to have enough numbers to take on the village's militia, but word had been sent to Balelido. Half a century of Imperial soldiers, backed by the mercenary group known as the Black Soul Band, chased the canids away from Moridu into a small series of gorges. The gnoles and kobolds were able to lose the large posse by holing up in an abandoned mine, but the amount of humanoids pressed together against the ancient timber supports caused numerous cave-ins. Many of the creatures were killed while groups of survivors were cut off from one another by rubble. Starvation set in. Soon the gnoles set upon eating the smaller kobolds, an almost unheard-of act. Gnoles trapped with one another began to slay kinsmen to keep their bellies full. Only the will of Ryowlak brought the band back together. The matriarch organized her gnoles, and the remaining kobolds into digging out their surviving comrades, then a tunnel to the surface. After nearly three weeks, the humanoid band was back on the surface, only a shadow of what it once was.

The Throat Shredder Band traveled east and stumbled upon an abandoned farm. The gnoles, weakened by their imprisonment and now used to the taste of their smaller kin, fed upon the kobolds at their leisure. Some brigands, who used the farm as a bolthole from time to time, discovered that the canids moved in. Halas Pargaki, a human zealot of the Creator of Strife – the very deity Ryowlak and her band worshipped – saw the fierce humanoids as powerful, potential allies to his cause. Halas approached Ryowlak and spoke to the matriarch in her tongue, convincing her to bestow upon him some of her tribe members in exchange of future riches to be had from exploring the ruins of a castle across the E'Korug River. He then gave the remaining members of Ryowlak's tribe new shields. Wanting her band to revert back to normal dietary habits, Ryowlak imparted Halas with her more obdurate warriors. She also sent the kobolds along to remove the temptation of taboo-feasting among her core minions. The matriarch's band was now reduced to only nine members.

Ryowlak had kept in contact with Halas through a series of letters via pigeon. Halas had invited the matriarch to join the bulk of his forces at a hidden compound near the village of Wopidu. Before she could organize her kinsmen for the move, three of the gnoles caught a whiff of Kelarz's pheromone concoction on the wind and ran for Tiwidu. Ryowlak set out in pursuit but was blindsided by a mad boar that was lairing in the ruins of the farm's barn at A1.

The boar killed the matriarch and dragged her corpse back into its lair. The five

remaining gnoles, with the loss of their leader, can't agree on what to do next. A group of investigating PCs might unite the ferocious canids though...




Gnole Idle Threat

The gnoles, extremely shaken over their leader being killed mere hours ago and not being the most intelligent of creatures, have been holding up in the wattle and daub farmhouse at A6 and A9, staring through the windows, trying to catch sight of the boar. A party that approaches the house from the south can escape the humanoids' attention at least to A3. The gnoles will watch any conflict that happens at A1 with interest. If the PCs look to have taken the worst of the battle with the boar (i.e. half the party is down, grievous wounds, etc.), all five gnoles will rally enough to storm out of the farmhouse and attack. The presiding GM should note that these gnoles' Tenacity has been reduced to Nervous. The loss of their leader and the seemingly endless calamities have rocked the gnoles' resolve. All of the doors of farmhouse are unlocked.

A1

Encounter: Wild boar (242 EP)

Potential Yield: Ryowlak's body – flail +1, large shield, large leather belt pouch containing a cracked aquamarine (value 22 sp) and an iron key


 The roof of this large, graying barn has caved in and the swing doors on the east and west sides have fallen off their hinges. Some pigeons have tried to make nests on the warped timbers without much success. You hear the sound of rustling coming from inside.

PCs who succeed at a Listening check (Easy) will be able discern the sound of meat been torn apart. The boar, near the center of the ruined barn, is feeding off his kill. The GM should employ the animal's Listening skill once PCs get within 30 feet of the boar. The key within Ryowlak's pouch is to the chest in A10. The barn has no chance of collapse for the duration of this encounter unless PCs go out of their way to bring down the structure.

Mad Boar (242 EP): HP 40; Init +2; Spd 10; Rch 1'; Att +6; Dmg 4d4p+4; Def +0; DR 4; ToP 16/ 12; Jog 15 feet/second; Tenacity: Steady
 Relevant Skills: Listening 65, Tracking 85

A2

Encounter: 2 rattlesnakes (164 EP)

 This outhouse is past its prime, gray from decades of sun. Small webs hang just under its tiny roof.

The webs may lead PCs to think that spiders may be making the tiny building their lair, but that is not case. There is a small infestation of arachnids along the top of the outhouse but these web-builders are harmless. The pair of rattlesnakes nest here during the day, slipping through the underside of the door to hunt at night. Banging on the building prior to opening will cause the rattles to go off. The gnoles, not versed in bathroom etiquette, do not even bother using the outhouse, so they have no knowledge of the serpents living here.

2 Rattlesnakes, Venomous (84 EP each): HP 5 each; Init -2; Spd 10; Rch short; Att +3; Dmg 1 (+ virulence 8 poison*); Def +2; DR 0; ToP 2/4; Jog 5 feet/second; Tenacity: Cowardly; Size Tiny

[*- Failed saves have -2 to Att, Def, and Dam for 2d12 hours; a 'nat 1' is instant death.]

A3

Encounter: Creaky board

Potential Story Award:

☐ Avoiding the creaky board (25 EP)

👁️ The stairs leading up to the porch are slightly curved with age. The porch itself has several gouge marks on the flooring and the posts. There are two doors leading into the house, one to the west and another to the north.

The gouges that adorn the porch are from the gnoles' toe- and fingernails. One of the boards on the porch just before the north door is ill-set and a successful Scrutiny check (Easy) will reveal it as such. PCs who are unaware of the board will 50% likely step on the plank, causing a creak that will alert the gnoles inside (-2 die instead of the standard -1).

A4

👁️ This small room is a kitchen. Some broken cups and plates have been smashed on the floor. Two splintered wooden buckets lie in the southwest corner of the room just at the edge of a collapsed table. There are two doors in the north wall, one in each corner. Another door lies in the east wall.

This room was trashed by the gnoles, the humanoids having no use for dinnerware. If the PCs try to make their way into A6, one of the gnoles from that room will come through here in an attempt to flank the party. There is nothing of value in the room.

A5

Potential Yield: Small sack containing 12 tc

👁️ This pantry is covered with a fair amount of cobwebs and dust. Two large, frayed sacks lie against the east wall.

The large sacks contain ruined flour and grain respectfully. Underneath the two initial sacks is a third, smaller sack containing some hand-wear and coins. PCs who pass an Observation check (Easy) will spot the third sack prior to moving the first two.

A6

Encounter: Three gnoles (366 EP)

Potential Yield: Three medium shields

👁️ This room has two doors set in each of its north, south, and west walls. What furniture that was in this room has been smashed into pieces. Some large piles of rags occupy the southwest, southeast, and northeast corners of the room. Three large, lupine-headed bipeds – much like those that attacked Tiwidu – peer through the boarded-up windows along the east wall.

As mentioned, these gnoles are still in a state of shock by the loss of Ryowlak. With a Nervous rating in Tenacity, these humanoids may try to escape combat via A3 or A4 (to A3). A third option, the weakly boarded-up window in A9, will be utilized if the former two exits are blocked. The gnoles' two fellows in



A9 will join the fighting here in 10+1d10p seconds once combat is initiated.

3 Gnoses (122 EP each): HP 38, 36, 37 each; Init +4 (-1 die); Spd 8; Rch 3.5'; Att +5; Dmg d6p+d4p+5 (club); Def +2 (medium shield); DR 2; ToP 16/ 7; Jog 15 feet/second; Tenacity: Nervous; Size Large

Relevant Skills (each): Language (Gnose 58), Listening 40

A7

Potential Yield: Gnome titan marionette (4 sp current condition, see below)

👉 This small room appears to have once belonged to a child with the amount of stick-figure drawings that adorn the lower portions of the walls. A smashed cot lies in a heap along the west wall. In the northwest corner is a half-rotten sack. A miniature, red-colored leg sticks out one of the holes of the sack.

This room once belonged to one of the farmer's smaller children. One of the child's prized possessions was left here – an exquisitely detailed marionette of a gnome titan. The puppet is in great condition, but the paint job has flaked away due to excessive play by the

child, then later brigands. PCs who have an Advanced Mastery in Painting (Craft) can restore the marionette back to its former glory (value 10 Denari). Painters commissioned by the party will demand 2 sp for the two-day job. Buying merchants within a 10-mile radius of Tiwidu (including Balelido) have a 30% of identifying the puppet as the work of Sinlaeryn Isalamisnae, a recluse elf who makes his home on the outskirts of the village of Hanidu.

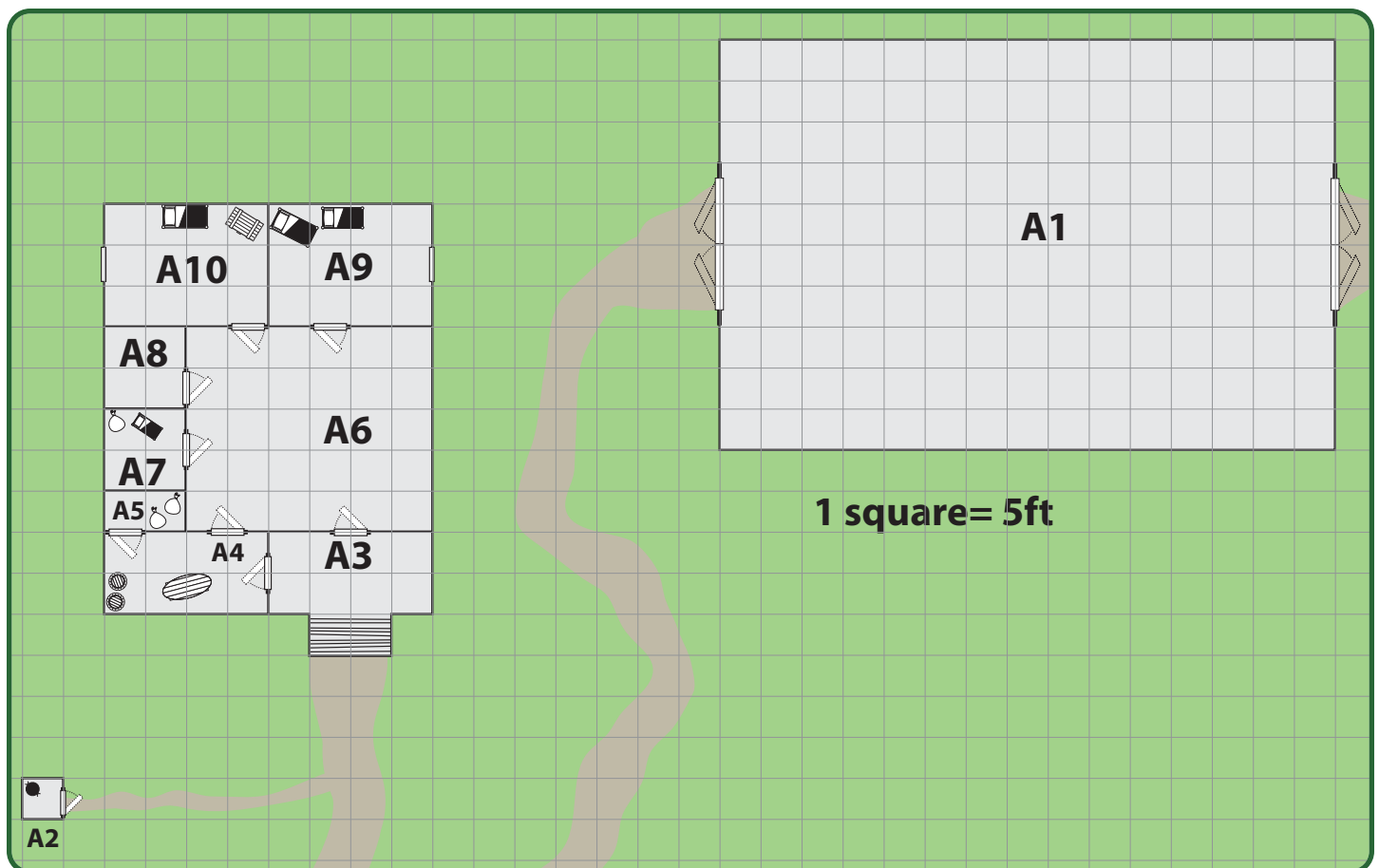
A8

Encounter: Five centipedes (70 EP)

As the PCs open the door, read or paraphrase the following:

👉 This tiny room reeks of the smell of rotting timber. The floorline along the west wall has numerous holes in the bordering, crumbling plank. Some small furniture no longer identifiable lies smashed along the edges of the room.

There are four holes in all. All lead to a nest of centipedes under the farmhouse. PC that come within five feet of the west wall will cause two centipedes to come out of the holes (determine randomly). Another




centipede will crawl forth into the room every 5 seconds until all five arthropods have exited the holes. Stuffing a hole with rags, debris, or the like will cause the next centipede in line to delay its entry into the room by 1d4p seconds. Blocking all the holes will keep the centipedes under the building. Weight of fifty pounds or more will cause the rotting plank to collapse, causing any surviving centipedes to scurry out and attack.

5 Centipedes, Giant (14 EP each): HP 3 each; Init -1; Spd 5; Rch short; Att +0; Dmg poison (VF 5 poison, failure is d6p points of damage at a rate of 1 hp/10 seconds until damage is reached); Def +1; DR 0; ToP n/a; Jog 5 feet/second; Tenacity: Cowardly; Size Tiny

A9

Encounter: Two gnoles (244 EP)

Potential Yield: Two medium shields

 This 20'x15' room has the remains of two cots along the north wall. A strong, musky odor permeates the room. Two large, lupine-headed bipeds are peeking between the cracks of the boarded-up window in the east wall.

Much like their brethren in A6, this pair of gnoles will be staring at the barn where their leader was dragged, unless the farmhouse has been invaded. If combat goes against the gnoles, and the exits are blocked, they will make a break for the window in this room. Busting through the boarded window takes a Feat of Strength vs. d20p+5. Gnoles have an average Strength of 16/01 (FoS bonus +9).

2 Gnoles(122 EP each): HP 38, 36 each; Init +4 (-1 die); Spd 8; Rch 3.5'; Att +5; Dmg d6p+d4p+5 (club); Def +2 (medium shield); DR 2; ToP 16/ 7; Jog 15 feet/second; Tenacity: Nervous; Size Large

Relevant Skills (each): Language (Gnole 58), Listening 40


A10

Encounter: Trapped chest

Potential Yield: Chest – Frayed tiger pelt (50 sp), one small sapphire (value 25 sp), letter from Halas Pargaki

Potential Story Award:

Detecting/Neutralizing the blade trap (40 EP) or Inadvertantly Triggering the trap (10 EP)

 This room has a large straw mattress hugging the north wall. The wooden frame that once held the mattress lies smashed in the northwest corner. One boarded-up window is set in the west wall and a wooden chest lies in the northeast corner.

This was Ryowlak's room. The key to the chest in the corner is still on her body (A1). Those without the key have to pick the chest's lock (Good). A successful Identify Trap (Average) will reveal that a spring-loaded blade (+4 to hit, 2d6p of damage) lies ready to sweep out in an arc from the lid of the chest. A successful Disarm Trap (Average) will deactivate the trap, as will using Ryowlak's key. Along with some bits of treasure, a letter from Halas Pargaki is in the chest. The letter is written in very basic Kalamaran. The missive reads as follows:

 Ryowlak,

Join your fellows at the Bamel grounds. Much meat. Much shelter. Much treasure. Chance to raid. Chance to change your Ill-Luck in His Name. Join.

H.

A successful (Average) Current Affairs of Ancient History (local or other applicable) skill check reveals that 'Bamel' is the name of a noble family once well known in the region. Another successful check (Average) will glean that a merchant named Rogvi Bamel lives in Balelido. Mentioning the name 'Bamel' to any of the Tiwidu merchants will reveal that a tradesman by that name lives in Balelido and runs the 'Sunset Delivery Company.' Rogvi, if encountered (HackMaster adventure 'Mugful of Mayhem'), will have no knowledge as to why a letter to gnoles would have his family name in it, but he will be interested in hiring adventurers for a couple of tasks...

The Abandoned Farm Conclusion

Potential Story Awards:

Clearing the gnoles (1000 EP)

Near the Inn, Near the End

Encounter: Guild Enforcer Vanarin (200 EP), four hobgoblin thugs (267 EP), Birel Rilas* (167 EP) and Fenire Rumele* (242 EP) {*- if still alive}

Potential Yield: Guild Enforcer Vanarin- +1 longsword, shortbow with 12 arrows, ringmail armor, medium shield, and one belt pouch with 11 sp and 16 cp inside

Hobgoblins - 4 longswords, 4 shortbows with 12 arrows each, 4 medium shields, 5 sp and 10 cp each

Birel Rilas* and Fenire Rumele* - possessions covered in 'Meeting at The Shaky Salamander's Shack' section including the PCs' reward money

Potential Story Award:

- Taking up Fenire's offer (100 EP)
- Defeating/Killing the Thugs (850 EP)

GameMaster's Note: If the encounter turns violent, the GM may rule that some villagers from nearby establishments come to the aid of the PCs. The smith Fonodi (*Tiwwidu: Village on the Verge - Area 27*) may come over and whack a few hobgoblin heads. He might even bring his dwarven assistants if things look particularly dire. Of course if the PCs ever shorted him some coins...

This encounter will occur after the gnole/ zombie attacks, happening near 'The Shaky Salamander's Shack.' Read or paraphrase the following:

☞ A group of armed hobgoblins are kicking the dust of the road off their boots just outside 'The Shaky Salamander's Shack.' A blond-haired, grim-looking human male in studded leather appears to be in charge of the surly band. The group is definitely not from around here...

This group of goons is either the reinforcements Fenire summoned or the investigating party from Balelido sent by Fenire's guild. In case of the former, Guild Enforcer Vanarin and his hobgoblin minions will be looking into how Fenire died. Dependent on the PCs' actions during and after the ambush at the beginning of the main adventure, Vanarin may already have descriptions of party members. Fenire was well respected in the guild. Thus, this band is not above spilling blood in the open streets, even if it means attracting the attention of the local constables.

Note: Fenire and Birel are now healed and kitted up for trouble. Their combat stats are notably better than when initially encountered.

Fenire Rumele (242 EP): LE Kalamaran human fighter/thief lvl 5; HP 47; Init +3; Spd 9 (longsword); Rch 3½'; Att +6; Dmg 2d8p+2; Def +3 (*two weapon fighting style*); DR 2; ToP 12/ 7; Jog 10 feet/second; Luck Points 12; Tenacity: Brave

Birel Rilas (200 EP): NE Kalamaran human rogue lvl 4; HP 32; Init +1; Spd 8 (short sword); Rch 2'; Att +4; Dmg 2d6p; Def +1 (*two weapon fighting style*); DR 2; ToP 11/ 6; Jog 10 feet/second; Luck Points 16; Tenacity: Brave

Guild Enforcer Vanarin (200 EP): NE Kalamaran human fighter lvl 4; HP 38; Init +3; RoF 12 (shortbow); Spd 8 (longsword); Rch 3½'; Att +6; Dmg 2d6p (arrows) or 2d8p+5 (longsword); Def +6 (medium shield); DR 4; ToP 15/ 7; Jog 10 feet/second; Tenacity: Fearless

Relevant Skills: Glean Information 31, Intimidation 45, Language (Kalamaran 74-literate), Listening 11, Observation 22, Resist Persuasion 26, Torture 33

Quirks/Flaws: Hacklust, Ornerly



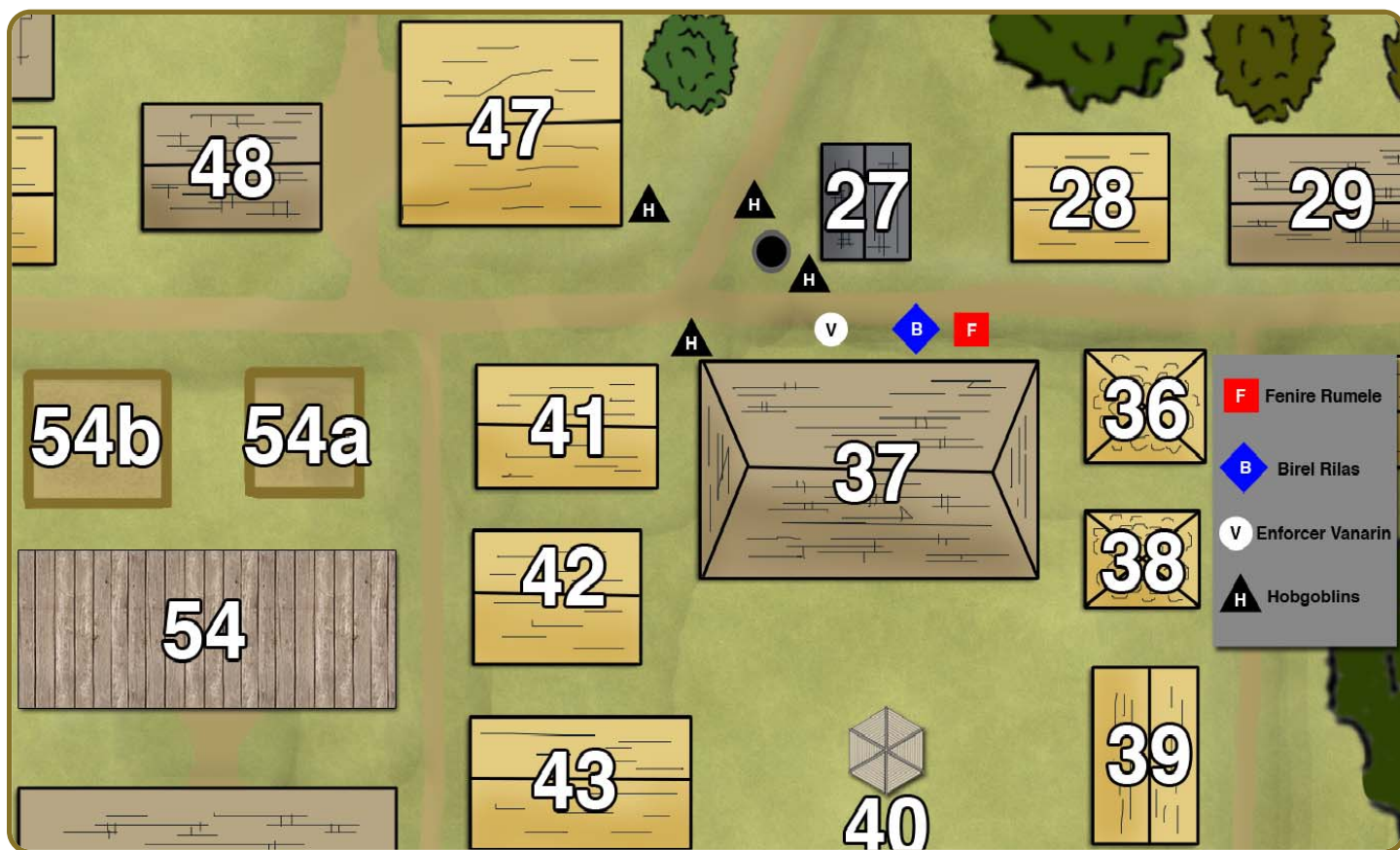
4 Hobgoblins (67 EP each): HP 26 each; Init +2; RoF 12 (short bow); Spd 9; Rch 3½'; Att +5; Dmg 2d6p (arrows) or 2d8p +1 (longsword); Def +5 (medium shield); DR 3; ToP 11/ 6; Jog 10 feet/second; Tenacity: Brave

Relevant Skills (each): Language (Kalamaran 34, Kors 70), Listening 11, Observation 11, Resist Persuasion 16

If Fenire Rumele and Birel Rilas are still alive, the pair will come out of the tavern right after the goons' arrival and welcome their comrades. If Fenire spots the PCs, she will wave them over. This is the point that she will reward the PCs for their work in clearing out Shalelock Hill. If the PCs mention the gnole/ zombie attacks, she will feign concern and congratulate the party members on their bravery during such attacks, but in reality she is only concerned with securing a location for her guild to operate out of. If the PCs lie in relation to Shalelock Hill (i.e. hoping to keep the dungeon for themselves), Fenire will go with the flow of the conversation, all the while mentally weighing the pros and cons of attacking/ kidnapping the PCs outright. The GM could utilize the individuals of this encounter at a later date. Fenire is a savvy leader and is

not one to waste/ risk resources. If any type of combat is to occur between the guild members and the PCs, Fenire will always try to stay out of harm's way unless she can get an effective backstab in. If the PCs look like they are getting the upper hand of the conflict, Fenire (with Birel in tow) will try to hightail her way back to Balelido to her mentor, Durmank, who will periodically send out more groups to hunt down the offenders. Whatever form these groups are in is left up to the GM...

If the PCs have performed their mission with great success (including bringing Ferdal's head and/or the Necklace of Kairnduk), Fenire will hint at more work for the PCs. If Fenire has a good understanding of the PCs' moral outlook, she will give them work that will not offend their sensibilities. If the party is overall of Good or Neutral alignment, she will offer jobs along the lines of transporting goods from place to place. However, if the party is more of an Evil bent, she will give out looting assignments befitting to the PCs' abilities. If the PCs are interested in continuing a business relationship with the charismatic woman, the GM should prepare on how the road ahead will treat his/her intrepid band. Will the journey with the guild be a fruitful endeavor, or is betrayal just around the corner?



If Ferdal has been captured alive, the thugs will be delighted and will want to take the dwarf back to Balelido to “stand trial” (actually, to be tortured and enslaved by Durmank). Fenire will throw in an extra 10sp for turning Ferdal over alive. If the PCs question Fenire in regards to her true identity, she will try to keep up the pretense that the thugs were merely private guards hired by her family.

If Ferdal is alive, he will loudly insult the thieves as “assassins” or “trash” unless he is gagged or knocked out. If Ferdal is still alive, then he has already indicted Fenire and Rilias as criminals. By this point it will become painfully obvious that Ferdal was telling the truth, due to the arrival of the thuggish enforcers from Balelido. If any good aligned characters knowingly assist these criminals instead of turning Ferdal over to the proper authorities, assign them all an honor penalty. Fenire and Rilias will flash with anger if the PCs have turned Ferdal over to the Tiwidu authorities alive, but try to cover their tracks by insisting that they were only disappointed that such a murderer could not have been tried in Balelido instead, but that as long as justice is served then they are satisfied. In reality, they would have preferred to take him back to Durmank, but are sure that the racist authorities in Tiwidu will execute Ferdal anyway.

Conclusion

So what has the party accomplished during the course of this adventure? What major NPCs have been killed? Who has been left alive? What sorts of ramifications are in store for the PCs? Here are just a few situations/questions to consider...

Kelarz -if killed- did not have all of his spellbooks on him. Inquiring party members may wonder why some of the spells the goblin mage cast are not found within

the tome found on the humanoid. The GM could drop the hint that a diminutive figure was seen handing a couple of large books to a robed individual passing through town. Who is this robed person? Where did he or she go? This could lead to interesting times.

Is Ske'Tra, the lizard man, still alive? Is he on friendly terms with the PCs? Will he contact them again before his chieftain approaches Tiwidu? What will the villagers think of the party's association with this 'threat'?

Have Tiwidu's residents learned that a dwarf was one of the evil leaders in charge of the hidden stronghold? In a community where the majority of the population exhibits bigotry against the stout folk, this sort of information may ignite a flame of hatred that might only be quenched with bloodshed. Is there a dwarf in the party? Does that dwarf have any family in town?

Did the PCs eliminate all of the zombies in town? Did the GM allow the town to be overrun with undead? Did the PCs themselves allow the zombies to run (stagger) amok? What type of power vacuum will this create, and who will take advantage of it? Will Balelido's Baron Rewano sweep in as a savior, seizing power along the way, or will Malcoel Cringuld, the secretive cleric of the Overlord ('Tiwidu – Village on the Verge' – Area 31), make his move with Tiwidu at its most vulnerable? And finally, what is Earl Esemar's (Area 65e) opinion in all of this?

These scenarios/speculations -- along with other adventure hooks mentioned in this module and its companion book -- can keep your players entertained for many sessions after the original endeavor. GMs could spin their own ideas with the characters presented within, leading to much intrigue.



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Appendix: Looter's Guide

If your players have not yet outgrown the “Tear out the sinks and copper wiring” form of looting, there are additional items of incidental value that may be salvaged from Shallock Hill. They are listed hereafter instead of in the main description since the presumption is that adventurers of sufficient mettle to tackle this scenario are no longer mere scroungers.

Looter's Guide Items

K5 3 small wooden cages (15 cp each)

K8 3 large baskets (1 cp each)

K9 4 pairs of leather boots (2 cp each), 6 empty glass bottles (3 tc ea)

K13 woolen blanket (2 cp)

G2 one pitchfork (8 cp)

G4 Chamber - 2 wool blankets (2 cp each)

G5 Immense cleaver (4 sp), 3 sets of iron cookware (6 cp each set), 10-gallon iron cooking pot (4 sp)

G17 woolen blanket (2 cp), cot (8 sp), woolen blanket (2 cp),

LC2 Empty keg (6 cp)

LC6 6 woolen blanket (2 cp)

LC7 cot (8 sp)

A5 three pairs of leather work gloves (1 cp ea), one pair of winter mittens

Disposing of these items also presents a challenge. To receive the full value listed, individual buyers will have to be found. Since, presumably, the PCs do not own a store they will have to find buyers in Tiwidu (see Tiwidu—Village on the Verge). Under every merchant's entry is the percentage of the list price from the PHB that the merchant is willing to pay (usually 25%). Some of the merchants also have a limit on the number of purchases they can make before they become overstocked.

After this point, they will not be able to make any new purchases until they have more liquid cash (most likely after several months). The following is a list of merchants in the village that would be willing to buy items that the PCs have found in their travels—up to a point. Obviously, any monster-made items or low quality objects will not be considered for purchase.

Area 2. Mofali's Shoes

Area 3. Clothier's Shop

Area 8. Bagan B'Pari – Leatherworker

Area 9. Naloren's Furs

Area 10. Lisarar's Ropes and Nets

Area 16. Wylnachala Tadralaen

Bowyer/Fletcher

Area 22. Vigel – Bookbinder

Area 26. Garilu the Herbalist

Area 27. Fonodi's Smithy

Area 31. Hoof-Driven Wares

Area 54. Kynthla's Auction Area

Area 61. Milubar – Glassblower

Area 67. Lasare's Spices

Area 68. Bitakir Metak – Hatmaker

Area 83. Lanorir Gamerin – Locksmith

Area 88. Mabina - Lorimer (Bridlemaker)

Area 94. Volaro – Fellmonger

Area 104. Vorogin Bemelo – Jeweler

