
RUINS OF ASHABAT



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Rumours & Hooks:

The *Cerulean Stone*, an enchanted gem of antiquity, is said to be lost in the ruins of *Ashabat*, somewhere in the *Sunstone Ranges*.

The *Crone of Sumpdown* is looking for a band of capable explorers to bring her the head of *Vog*, an ogre living in the ruins of *Ashabat*.

In the Second Age, an enduring human culture known as the *Morghura* occupied the eastern ranges of the Sunstone mountains, vying with human, ogre and dwarven rivals. Faithful worshippers of the moon and stars, the *Morghura* built *Ashabat* atop a high mountain plateau where they could be closer to the sacred heavens.

Throughout the centuries, the city raised many proud warriors, resisting a multitude of invaders, and courted infamy as the birthplace of the *Nezarim*, a fatalistic cult of deadly assassins used to murder and intimidate rivals. Unfortunately for the *Morghura*, such defences were powerless against their final foe.

A deadly plague known as *Slop Bowel*, a horrible wasting disease that ends in digestive and renal failure, took hold of the populace and eliminated half their number in a matter of weeks. Many citizens took their chances in the wilds, only to perish at the hands of predators, while those that remained were slaughtered by the dwarves of *Mor Thûrim*, who exacted vengeance for atrocities committed against their ancestors.

In the present day, *Ashabat* is but a shadow of her former glory; an assortment of stone and mortar ruins, most of which are only partly intact. The city is spread over approximately 1 mile x 1 mile of steep and craggy terrain, connected by a series of timeworn stone steps. Architecture is a mix of squarish buildings with multiple levels, decorated with pillars, arches, domes and spires, once brightly painted but now faded to dull grey.

Any woodwork the *Morghura* employed (furniture, doors, etc) has long since decayed, allowing for easy access to building interiors.



Over time various powers have controlled *Ashabat*, but for the past few years three opposing factions have contested her crumbling walls: the *Naggash* skorn (aka beastmen or halfmen) lairing in the northern ruins, the *Rovog* ogres to the west, and the urgot mutants (calling themselves the *Exalted*) in the east.

The party might become involved in this adventure by (i) seeking out the ruins in search of the *Cerulean Stone*, (ii) being hired as bounty hunters to claim the head of the ogre mage *Vog*, or (iii) happening upon the ruins by chance while exploring the *Sunstone Ranges*.

Mountain Encounters

The ruins are at least 3 days trek into the eastern Sunstones, nestled on a broad flat on the northern face. The air here is cool and crisp, often layered in Moring fog, and dotted with small trees. The higher one travels the more sparse vegetation becomes.

There is a 35% chance of a random encounter every 12 hours whilst climbing the ranges. If an encounter occurs, roll 1d8 (plus 1 during the final day):

1. A hunting party of 3d10 barbarians (as *Berserker* LFG p.114) are waiting in ambush behind nearby rocks. They were expecting beastmen or urgot, and are not sure what to make of the adventurers.
2. A huge pack of 6d4 mountain *Wolves* (LFG p.129) can be heard howling as they close in on the party. They might be appeased with food or driven away with fire. There is a 50% chance they are led by a grey furred *Dire Wolf*.
3. 1d4 *Dire Bats* (if night, LFG p.100) or 1d4 *Giant Eagles* (if day, LFG p.106) issue a piercing shriek before diving out of the sky. They attempt to snatch a single party member and carry them away for eating.
4. *Quake!* Whilst the party are traversing a series of narrow ledges, a localised but powerful tremor shakes the region, causing part of the mountain to slide away. A *Luck* (Dex) save avoids falling/being buried under chunks of stone (3d6 damage and roll on the *Injuries & Setbacks* table).
5. 2d6 *Giant Ants* (workers, LFG p.99) come skittering around the bend, antennae twitching as they smell the air for edible creatures. If combat ensues, there is a 50% chance 1d6 *soldier* ants appear in 2d4 rounds, following the chemical trail of their nestmates.
6. A single *Cyclops* exile (LFG p.103) is camped nearby, talking to himself and weaving a hat of shrubs. He is quite mad, believing himself the prophet of a benevolent, vegan god named *Gonmog*. He refers to himself in the third person as the "*Shouting of Gonmog*" and often mixes up grammar (ala Yoda). The Shouting wishes to recruit others to Gonmog's fold, and might become a staunch ally to the party under the right circumstances.
7. A set of stone cut stairs leads down into a dark and narrow ravine, barely 4 ft wide. At the bottom, a low entrance to a cave may be found, edged with worn runes of judgment and protection. Perhaps an ancient tomb is inside, a tiny clan of dwarven ex-slaves that somehow managed to escape their human masters, or a hibernating *Owlbear* (LFG p.120).
8. 4d6 *Skorn* (see below) are hiding on ledges above a mountain pass, waiting for the party to come within range before peppering them with javelins and rocks. They then scabble down the mountain side, eager to capture the PCs and take them back to their tribe's campsite.
9. The *Ogre Mage Vog* (see p.7) is travelling in disguise, masquerading as a human ranger from the far eastern kingdom of *Shenzu*. He is intrigued to find (non-barbarian) humans this close to Ashabat, and wants to learn more about them. There is a 50% chance Vog's appetite gets the better of him and he tries to eat the PCs afterward.

Ashabat

Ashabat's ruins sprawl over about 1 mile x 1 mile of difficult terrain, interlinked by steps carved into the mountain. The area is often cloaked in Moring mist that rises a few hours after dawn.

Depending on their direction of approach, the party might find signs of skorn (northern skull poles), ogres (large footprints in the west) or odd humanoid tracks (strangely mismatched (mutated) footprints of urgot in the east).

Ruin Encounters

As the party explores the ruins, there is a 30% chance of a random encounter every few hours. If an encounter occurs, roll 1d8:

1. 4d6 Shaggash *Skorn* (see below) are hiding in nearby ruins, hoping to take an urgot or ogre by surprise. A representative Perc (Detection) vs Dex (Stealth) detects their foul stench or shadowy movement before they attack.
2. A nest of 2d4 *Giant Spiders* (LFG p.125) is concealed in a building, waiting for new prey to wander by. Within the building are 1d4 cocooned urgot (50%) or skorn (50%), half of which are still alive and might be (reluctantly) grateful for being rescued.
3. From a tall spire, 2d6 *Harpies* (LFG p.113) are singing their song of beguilement, calling their next meal to them. If the party resist (*Luck* (Will) save), 1d3 urgot will be seen walking into the building in a trancelike fashion.
4. A thick fog rolls across the ruins, reducing visibility to 60 ft and making hiding much easier (advantage). There is a 50% chance 3d10 *Skeletons* or *Zombies* (LFG p.124, 131, even chance), staggering from the gloom, triggered by an ancient abjuration.

5. A storm blows through the city, dropping heavy rain for several hours. Nearby, 1d3 *Ochre Jellies* (LFG p.119) submerge themselves in a rising pool, hoping to ambush their next meal.
6. 2d4 *Rovog Ogres* can be heard throwing large rocks at a beastman they have trapped against a ruined wall. If rescued, the beastman might have useful information or assist in gaining an audience with the Karg.



7. A *Giant Winged Ape* (see Owlbear variant, LFG p.120) has taken up residence in a broken tower, and is growing hungry. It emerges from an archway and spreads its wings, scanning the ground for food.
8. The *Urgozer Slilb* (see below) is sneaking about the ruins alone, seeking solitude to

precipitate a vision. If he spots the party, he hides and observes, considering whether he might somehow use them against his enemies.

Main Points of Interest

A number of points of interest are outlined below for the party to investigate and engage with as they please.

(1) Old Manticore

In the central ruins looms a tall, 60 ft stepped tower with multiple doorways and a flat, rectangular rooftop. The bricks of the tower are particularly fine, but dreadfully worn; there appears to be writing over a central arch but it is no longer discernible.

The interior is dimly lit in the day or dark at night, with ancient stairs leading to four distinct levels. One floor is especially damaged and requires a *Luck* (Dex) save to avoid collapse (dropping adventurers 30 ft). Any furniture here is broken and decayed, but a handful of stone benches and fire places remain. A thorough search unearths 1 x Valuables (LFG p.147) hidden in a cache behind a sliding stone.

The tower was originally home to a noble recluse, but the current occupant is an elderly *Manticore*. The beast is usually sleeping and is considered sacred by the Naggash, who worship him as one

of their totems. The skorn occasionally offer the monster food (primarily captives but also their own sick or elderly).

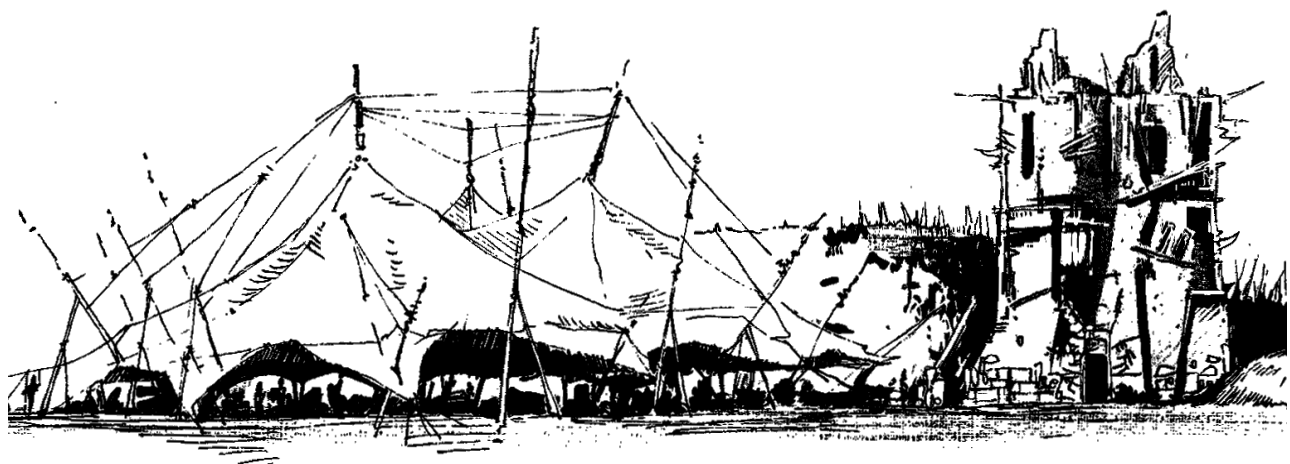
When the PCs visit here, there is a 50% chance of 3d4 beastmen being nearby, bringing the manticore an offering (a captured urgot). Trespassing within the tower by non-beastmen is punishable by death, and they will wake the beast to exact his judgment.

The old manticore is suffering dementia, and does not speak any language. He might mistake the party for beastmen depending on the circumstances. Otherwise however the manticore will be keen to taste new flesh. A search of the bones of left over victims earns 1 x Carry Loot (LFG p.136).

Manticore, AC 13, HD 7, 2 Claws 1d6, Bite 1d8 and 1d6 Tail Spikes 1d6+1, 19: special, S19 D16 C16 I3 P12 W15 Ch6, L5, Mv 60 ft. The manticore may fire its tail spikes up to 180 ft. On a 19+ attack roll, the target is knocked prone or moved 1d4 x 5 ft in any direction (*Luck* (Str) save resists).

(2) Shaggash Skorn

The northern ruins are controlled by 2d100 + 80 beastmen (half of whom are too young to fight), spread over a wide area of individual buildings. Sharpened stakes are dug into the ground in some places to form crude perimeters, and skull poles mark the skorn's territory.



Most important of the halfmen's dwellings is *Karg Torgak's* shelter; a series of tents connected to a ruined tower, their most honoured feasting and sleeping quarters. 4d6 beastmen are present in the Karg's tent at any one time (mostly breeding females), and a similar number in the tower. There is a 75% chance of the Karg present in one location or the other.

Karg Torgak, Boss Monster, AC 12, HD 4 (30 hp), Club 1d6+2, 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists), S17 D10 C13 I7 P12 W8 Ch8, L4, Mv 30 ft. The Karg is a *Boss Monster* with the usual benefits (LFG p.95). Rudimentary dark vision, advantage to sense danger or detect scents.

Skorn, AC 11, HD 1, Club 1d6+1, 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists), S15 D10 C13 I7 P12 W8 Ch8, L4, Mv 30 ft. Rudimentary dark vision, advantage to sense danger or detect scents.



The Karg is a simple creature; he loves to fight, eat, and breed, and his tribe controls the largest portion of the ruins. He despises the mutant urgot, but tolerates their presence as a convenient

food source (he is blissfully unaware of Slilb's spell casting abilities). The Rovog ogres on the other hand he takes very seriously, and battles with the giants are frequent. Torgak hates the sorcerous Vog most of all, and longs to skewer his head upon a skull pole. For now however, Torgak concedes the tribe is not strong enough, and bides his time. PCs inclined to speak with the Karg might find a willing ally against the giantkin.

At the base of the Karg's tower (a ruined temple), hidden beneath a secret door and unknown to the beastmen (covered in thick hides) is the *Well of Bones*; an excavated shaft lined with the skeletons of the ancient Morghura people. The shaft descends many hundreds of feet, and is sprinkled with valuable offerings to the gods (4 x Lair Treasure (LFG p.140) if fully looted, taking many hours if not days).

At the base however is a genuine treasure of antiquity, the *Cerulean Stone*, clutched in the grip of a fragile skeletal hand, mixed amongst piles of other bones (Perc (Detection) check at disadvantage to locate quickly).

The size of a knuckle, sky blue in colour and perfectly cut, the gemstone was enchanted by of Ashabat's holiest clerics. Once attuned, the user may summon a *Genie* (LFG p.108, using the *Conjure Elemental* rules) once per month. If the user commands the genie to use *Forbidden Wish*, the stone vanishes afterwards (reappearing elsewhere in the game world). Summoning the genie automatically generates a *Dark & Dangerous Magic* effect. Whether the stone has any further attunements is for the GM to determine.

(3) The Exalted

The eastern ruins are inhabited by 5d10+40 Urgot; aberrant humans whose bloodlines have been tainted by ancestral pacts made with supernatural powers.

Each tribe is unique, but all display serious mutations, in this case distended skulls and malformed limbs. For the most part, urgot are intelligent, cruel and depraved pack hunters, burdened with insanity and bound forever to inscrutable masters.

The Exalted's progenitors committed themselves to an ephemeral entity known as the *Seeker of Dreams*; a mercurial sentience that drifts across realities, communicating in visions and gathering followers for a purpose known only to itself. The mutants believe that when they die they will merge with the Seeker, forming a glorious and eternal gestalt.

In the meantime however, Urgozer *Slilb* leads the tribe, enacting rituals of sacrifice and appeasement. Consuming the marrow of the urgot's enemies engenders stronger visions, which Slilb takes advantage of as often as possible (primarily skorn and barbarians, but ogre marrow is highly prized). PCs inclined to speak with the urgot might find an ally against either (or both) rival factions.

Urgot, AC 11, HD 1+4, Club 1d6+1 or Bite 1d6+1, 19: as weapon, S13 D13 C16 I7 P9 W12 Ch6, L5, Mv 30 ft. A group of urgot may issue a simultaneous howl or chitter once/day, causing creatures within 20 ft to suffer a minor madness (*Luck* (Will) save resists).

Slilb, Urgozer, AC 11, HD 3+3, Dagger 1d4, 19: as weapon, S12 D14 C16 I10 P13 W14 Ch9, L7, Mv 30 ft. Slilb may cast 3 spells per day chosen from: *Hideous Laughter*, *Levitate*, *Magic Missile*, *Shield* (as 3rd level).

(4) Rovog Ogres

The 3d10+20 Rovog ogres of the western ruins are not unlike most of their kind; 9 ft, powerfully built brutes with limited wits and voracious appetites, but for by one very important fact: their *Ogre Mage* master, *Vog the Destroyer*.

Vog was always clever compared to his siblings, delighting in terrorizing and eating smaller humanoids as much as any ogre. One day he captured a witch, broke her legs, and forced her to teach him sorcery (which she did until he ate her). Shortly thereafter he slew the chieftain and took control of the clan, renaming them *Rovog* ("ruled by Vog").

As far as the clan are concerned, Vog lead them to Ashabat to feed on local beastmen and barbarians. And that is true. But Vog has also heard tell of the Cerulean Stone, and secretly searches for it in the ruins.



Vog has searched large sections of the site, but has not yet had the opportunity to check the old Ashabat temple the Karg has made his home. He is keen to know what, if anything, is inside. Unfortunately for Vog, his shapeshifting powers have not been sufficient to gain him access; the beastmen's acute sense of smell tipping them off each time. PCs inclined to speak with the ogres might find an ally against the skorn.

Vog considers the urgot an unwelcome complication, and is wary of the Urgozer Slilb. He has forbidden his kin from entering the

eastern ruins alone, cognizant that the mutants covet them as sacrifices. Generally speaking the clan complies.

Ogre, AC 12, HD 4+3, Spiked Club 2d8, 19: special, S19 D8 C15 I6 P7 W8 Ch7, L7, Mv 40 ft. When *staggered*, an ogre enters a murderous rage, gaining a free attack against every foe within reach. On a 19+ attack roll, the target rolls on the *Injuries & Setbacks* table (*Luck* (Con) save resists). 10 foot reach.

Vog, AC 15, HD 7+4 (45 hp) , Big Sword 2d8, 19: *Vog* summons spirit warriors equivalent to a *Monster Summoning II* spell, S19 D10 C15 I15 P14 W15 Ch10, L9, Mv 40 ft. *Vog* may cast *Fly*, *Invisibility*, *Darkness 15 ft radius*, *Sleep*, *Charm Person*, *Phantasmal Force* and *Cone of Cold* once per day. May spend an action to assume human shape or shift back to ogre form. On a 19+ attack roll, the target rolls on the *Injuries & Setbacks* table (*Luck* (Con) save resists). 10 foot reach.

If the ogres are defeated, their cave like ruins contain 1 x 4 HD Lair Treasure (LFG p.140).

(5) Tomb of Mor Thûrim

After the *Mor Thûrim* longbeards slew the last of Ashabat's residents, they held a week long feast, celebrating their victory and the restoration of their ancestor's honour. Hundreds of dead were entombed beneath the city's meeting hall, which was repurposed as a tomb, and consecrated with the rune of the *Stone Father*.

The tomb's traps were set off years earlier by skorn (spear, pit and arrow traps primarily), but 1d3 *Grey Ooze* are currently hibernating in the dark tunnels. They awaken ravenous if a humanoid approaches within 60 ft.

Grey Ooze, AC 12, HD 6, Pseudopod 2d4 + special or Emotion Burst, 19: a psychic lash drains the target 1d4 Int (*Luck* (Will) save resists), S18 D16 C16 I4 P14 W16 Ch1, L8, Mv 40 ft inc walls, ceilings. Emotion burst ability

extends up to 120 ft, single target, *Luck* (Will) save or suffer a moderate madness. 40% chance of recharging each hour.

Various dwarven valuables may be looted here (2 x Valuables, LFG p.147) as well as aging shields, helms and similar armaments. In the centre of the tomb is a stone altar marked with dwarven runes. A secret compartment at the base conceals a small niche (Perc (Detection) check at -2 to locate), containing a preserved strip of flesh bearing a dwarven grudge brand (a tattoo referring to Morghura attacks on dwarves millennia ago, flayed from the back of *King Barador* after Ashabat was sacked). The grudge brand is worth 1d6 x 500 gp to the right historian.



(6) Nezarim Monastery

This domed ruin, with a tall and dangerously askew spire, was once the training monastery of the infamous Nezarim assassins. Little remains of

the order's splendour, but sifting through the ruins might turn up 1 x Trinkets & Curios (LFG p.141) and a handful of bronze throwing spikes.

The monastery is not without guardians. 2d4 *Shades* linger here, sacred warriors who dedicated their souls to Ashabat and the Nezarim's path. They silently follow any intruders, hoping to pick off stragglers or otherwise ambush them. The skorn, urgot and ogres are aware of the guardians, and do not enter the monastery.

Shade, AC 12, HD 4, Touch 1d6+1 + Str drain 19: the target's weapon or armour (50%) is transformed into shadow (*Luck* save resists), S-D16 C- I10 P13 W10 Ch7, L7, Mv 40 ft inc walls, ceiling, etc. Shades are *Incorporeal Undead* with the usual benefits (LFG p.94, 95). On a hit, the target loses 1 Str. Targets reduced to zero Str are slain and have a 50% chance of rising as a shade.

Aftermath

If any of the factions is wholly destroyed, the other parties seize larger swathes of territory and/or go to war, perhaps leaving only one faction in control of the entire ruin.

If Vog gets his hands on the Cerulean Stone, he quickly takes over Ashabat, enslaving the Shaggash and purging the urgot. Over time he gathers further skorn to his banner, building a force that could threaten the nearest human city.

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