

Lindrain

A ruined elven outpost, abandoned for almost four hundred years, once the easternmost fortress established by the expanse of Prince Eldred. It overlooks a deep freshwater lake in the middle of the Mauldenwood. Today, the Blackfeet bandits use it as a base of operations.

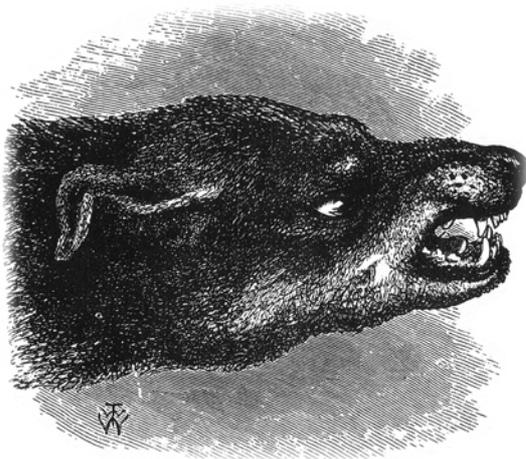
Approach

The ruins are situated against a steep cliff face, and are approached along a 20' wide path with a lethal drop into the cold water and sharp cliffs below to one side. The path leads up to a small open area in front of the main gates leading into the fortress.

The bandits do not bother with guarding any entrances apart from the main gate, due to their inaccessibility, but rappelling down to the fortress from above could be possible with an extremely long rope (at least 100') and scaling the cliff-face to reach an alternate approach is possible, albeit extremely dangerous without heavy duty climbing gear.

Guards

The two guards on duty will keep watch over the approach from area 1 on the Upper Level. Should they detect an intruder, they will rush to one barracks each and stir the inhabitants, who will then mount the defense. The total amount of men in the fortress (see area 6 on the Ground Level and area 6 on the Upper Level) will be divided between the upper platforms (primarily area 1) and the portcullis guard room, using primarily bows but switching to melee when engaged. If given the time, the bandits will sic the dogs from the Breached Guard Room on the attackers, preferably after they have breached the gates or walls.



At night the bandits keep a fire going in the fireplace in both barracks, but keep it at a minimum (it can still be detected from up close, but will be hard to spot from afar).

Ground floor

The walls are weathered and overgrown with thorny bushes, but the fine handiwork of the elven craftsmen can still be seen and they are still covered with a light-grey plaster with a smooth surface in most places. The gates are made from solid oak reinforced with bronze and look magnificent.

1. Portcullis Guard Room

This small chamber still has an intact roof. It is currently used as a storage chamber for bulky goods, holding both crates and barrels.

- Foodstuffs (6 crates)
- Ale (4 barrels)
- Lamp oil and torches (1 crate)
- Horse Feed (3 crates)
- Arrows (2 barrels)
- Water (8 barrels)

2. Breached Guard Room

An obvious soft spot in the fortress' defenses, the bandits have chained three vicious war dogs here. They begin barking frantically at any sign of an intruder.

Dogs (3); HD 2; hp 14, 11, 7; AC 14; 1@+2,D8; ML 8

3. Wall breach

This large gash in the outer wall is generally ignored by the bandits, since the only way to reach it is through a very long and dangerous climb.

4. Courtyard

Beautiful but overgrown marble tiles cover this courtyard.

5. Stables

These stables are a separate wooden structure. The six boxes normally house mules for carrying supplies and loot; the number present depends on the number of bandits in the fortress (up to 4, if all bandits are present). One box also houses Badger's riding horse, which will be present if he is (see area 3, Upper Floor).

6. Lower barracks

These two chambers house a dozen members of the Blackfeet; new members and those lower on the "totem pole". The rooms contain simple cots,

Badger Brown

Badger is an imposing man, 6'3" tall with a bushy beard and a face fixed in a permanent frown. He is also a cruel man, hardened by the loss of his family to the plague 20 years ago, and cares little about anything but avenging a grudge against society and amassing a fortune in coin and valuables.

He will defend the fortress fiercely and will prefer a desperate escape attempt to being taken alive; he knows what fate the authorities have in store for him and also about the price on his head.

Badger has the keys to both the Treasure Vault and the Loot Storage on a chain around his neck.

Badger Brown; Lvl 5 Fighter; hp 32; AC 17 (Mail & Shield); 1@+7,D8 (sword or bow); ML 10

a table for eating and gambling two fireplaces against the southern wall. The room contains 6 shields for the inhabitants to use in defense.

Bandits (12*); Lvl 0; hp 4; AC 14/15 (Leather, shield); 1@+0,D6 (bow) or 1@+0,D8 (hand weapon); ML 8

*2D6 of these bandits are present in the fortress at any given time.

7. Loot storage

This room holds some of the more valuable loot accumulated by the bandits which they have not yet unloaded to their guild contacts. The door is locked with a heavy iron padlock.

- 2 crates of leather-bound books
Blank, 100 books @ 20 SP each
- 3 crates of fine-quality linen cloth
400 SP per crate
- 1 barrel of fine deep-red wine
500 SP to the right buyer
- 1 halberd
- 1 heavy crossbow and 100 bolts
- Sack of spices (300 SP)

Upper Floor

The platforms on the upper floor provide an excellent view of the approach, the lake and the surrounding area, and the bandits normally keep watch from here. The bandits mount their primary defense from these platforms, using their bows as much as possible.

1. East platform

This platform provides an excellent view of the approach. A barrel holding 100 arrows is placed against the battlement.

2. Kitchen

This bare-bones kitchen is used mainly to cook simple stews and store dried foods; the bandits

don't have a good cook among them. There is a fireplace against the south wall for cooking.

3. Badger's Room

This simple chamber houses the infamous Badger Brown, leader of the Blackfeet. The room holds a wooden bed, a small desk with some writing equipment and a simple chest holding clothes.

A secret compartment on the bottom of the desk contains logs of goods traded to a contact in Belyslock designated simply as "S" (a Fingers' man and merchant named Sigurd). Tucked away under the mattress of the bed is a leather pouch holding 13 GP, 112 SP and 3 red rubies worth 250 SP each.

4. Storage Room

This chamber holds the Blackfeet's food stores; enough food to feed 20 men for at least six months, most of it dried or otherwise preserved and very bland.

5. Middle platform

This platform overlooks the gate and courtyard. On the south wall, a magnificent mural is painted, still in very good condition. It depicts a beautiful autumn forest with tall trees with silvered bark and a door set into a hillside (an elf will probably recognize it as an image of the far western elven homeland).

This mural is actually a portal, leading to a small dungeon sealed off far below in the bedrock. The portal is activated by saying "tears guide me home" *in elvish* while walking towards the mural. This will allow passage into the depicted door; stepping through teleports a character to area 1 on the Dungeon level.

6. Upper barracks

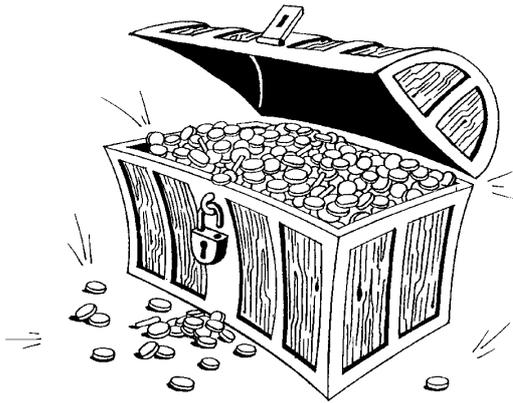
The more experienced bandits among the Blackfeet live in these quarters; they are slightly more luxurious, with separate beds, and also a bit warmer and more spacious.

Bandits (8*); HD 1; hp 6; AC 14/15 (Leather, shield); 1@+1,D6 (bow) or 1@+1,D8 (hand weapon); ML 10

*2D4 of these bandits are present in the fortress at any given time.

7. Treasure Vault

The sturdy door to this room is reinforced and locked with a high quality padlock (-2 to Pick Locks attempts). Inside are the more valuable items collected by the bandits.



- A 5' tall silver and gold floor-standing candelabra worth 1200 SP
- A small crate with 28 pieces of silverware (goblets and plates) worth 50 SP each
- A chest containing:
 - 36 GP and 870 SP
 - 3 jet pieces (100 SP each)
 - 2 aquamarines (200 SP each)
 - 1 gold necklace with pearl unicorn (600 SP)
 - 23 pieces of assorted silver jewellery (20 SP each)
- A wooden box containing:
 - 2 Potions of CLW and 1 Potion of Poison (identical)
 - 1 cursed Scroll of Mutism

8. West platform

This platform mainly overlooks the cliff side, and is seldom used by the bandits.

Dungeon

The dungeon level is located half a mile down and southwards into the bedrock. It has been shaped with magic, and thus has a slightly otherworldly feel as the walls lack seams; they flow smoothly, and the corners seem almost slightly rounded. The doors are made entirely from stone, and slide smoothly into the side walls when opened.

There are no natural or artificial light sources in the dungeon.

1. Teleportation room

This square chamber has a large bronze symbol depicting a strange pentagram-like shape with a double border laid into the floor, where those who teleport to the dungeon arrive. A passage exits the chamber to the west, and there is an odd, smooth door on the north wall with a

visible panel on its right side which displays a single glowing elven glyph which translates as "Open". Touching this glyph opens the door. The ceiling arches 20' overhead.

The secret door in the west wall is very hard to find (-2 Search). The hidden panel beside it is easier to find (-1 Search); once opened with a press it displays a panel like the one beside the northern door.

To return to the fortress a character needs to stand in the center of the teleportation symbol and recite the phrase "tears guide me home" again. They will find themselves stepping out through the doorway in the mural.

2. Trap room

This room is entered through an arched doorway. Its walls are decorated with gilded patterns and images of the silver trees of the elven homeland. The ceiling arches 20' above and is similarly decorated with images of golden autumn leaves.

The three doors which appear to lead out of the chamber are each marked with a symbol; the north door with a crown, the east door with a sword and the south door with a leaf. These symbolize the three fallen orders of the High Elven Kingdom (an elf or someone succeeding at a Lore check with -2 may know this), all of them long since defeated in war against the humans.

Sliding any of the doors open reveals an image of savage beauty; a battlefield full of fallen corpses behind the "sword" door, a formless flame-being devouring elven sorcerers behind the "crown" door and the burning ruins of a sacked elven city behind the "leaf" door. Opening a door will also trigger the trap in the room.

The moment one or more of the doors is opened three things will happen; an invisible *Wall of Force*, with the same traits as a wall made from the spell of the same name, will block the entrance and the two large trap doors in the floor will slide open revealing 10' deep pits (anyone standing on the trap doors at this point will fall in). The door will also begin emitting a dangerous magical energy, of a sort different for each specific door.

Crown: A field of shimmering heat is emitted from the door in a 90° wide cone, causing D6 points of damage per round to all living things. In addition, the air in the room will begin heating up if this door remains open; creatures in the room suffer damage each Turn equal to the amount of Turns the door has been open even if not within the cone.

Sword: A blood-red light falls out of the door in a 90° wide cone. Those within the light must save versus Magic each round or go berserk, attacking anything in sight (using melee weapons and as aggressive a stance as they have available, but no more advanced tactics). The effect persists as long as they remain within the light.

Leaf: A dim purple light falls out of the door in a 90° wide cone, filled with vague images of fluttering butterflies. Anyone within the light must save vs Magic each round or fall asleep. They will not awaken as long as the light falls upon them, no matter what – this sleep will cancel the effect of the berserk rage of the Sword door, but a sleeper will not awaken from the damage of the Crown door...

The trap was originally meant to isolate intruders, who would then be observed from the outside and either be captured or neutralized. Once it is triggered, previously invisible (and inoperable) runes on the right hand wall just outside the chamber will begin glowing. The first reads “Release” (in old elven); touching it will disable the *Wall of Force* barring the entrance. There are also three glyphs matching the symbols on the doors in the room – these will open or close the door with the matching symbol within the room.

If the entire party is in the room when this trap is triggered, they may be in trouble. There is a failsafe mechanism, but it is very hard to find; it consists of an invisible “Release” glyph on the northern wall of the southern pit (touching it has the same effect as touching the glyph outside the door). It can be found through the use of Detect Magic or ways of seeing invisible things, or possibly through an extremely thorough search. Luckily, there is also a more long-term safety mechanism – if all doors within the room are closed for at least a night and a day, the trap will reset and the *Wall of Force* shut down.

3. Portal Room

The west wall of this chamber is dominated by an 8” tall and 5” wide mirror, framed in a strange greyish metal. In front of it stands a marble pedestal with a few strange controls on it; three egg-shaped slots, of which one holds a polished gemstone, and two glowing elven glyphs.

The mirror functions as a portal, and with three elven gem-keys inserted into the pedestal it can be used to observe and pass through to Forgotten Teliandrin, base of the three lost houses of the High Elven Kingdom. The key still in the socket functions as a Level III Elven Spell Gem; in fact, any such gem will function to

activate the portal, as this is the original purpose for these artifacts.

If three gems are inserted in the three sockets, the glyphs which read “Observe” and “Gate” will allow operation of the portal.

4. Pit Traps

This corridor serves much the same purpose as the northern Trap Room, but was also used as a holding cell for more dangerous individuals and creatures.

The corridor has two pits, both of them covered with a one-way illusory floor. A character testing the floor with a pole will detect this, but simply looking at the floor reveals nothing. The drop from the pit is 20’, but the 3’ shaft leading down into the cell below has a *Feather Fall* effect which will make the drop harmless, albeit uncomfortable. Characters levitating or flying back up through the opening will encounter a *Wall of Force* blocking passage upwards.

The two cells below are bare, with the same smooth white walls as the corridors above. A sliding door, locked and with no visible way of opening it, connects them both.

North of the each pit in the corridor (in the spots marked C and D) are two hidden panels; they are hard to find (-1 to Search), but open with a simple press. Beneath each are four glowing elven runes, which can be activated by Touch (panel C corresponds to cell A, and panel D to cell B):

Observe: The pit cover of the corresponding cell hardens and becomes passable, and also functions as one-way mirrors to look down into the cell.

Combine: The door between the two cells opens (or closes, if open).

Purge: The corresponding cell is flushed with lightning; anything within suffers 6D6 damage (save for half).

Eject: The pit cover of the corresponding cell becomes open both ways, and the Feather Fall effect reverses, enabling anyone who stands below the pit to gently rise up through it.

The northern cell (marked A) contains two very old remains, reduced to bare bones, with 12 GP and 112 SP in ancient elven currency between them (worth at least 1000 SP to the right buyer).

The southern cell (marked B) contains an Invisible Stalker sent to infiltrate the complex; it is an alien and feral creature and still obeys the single command it received when sent through

the portal; kill anything living it can get its hands on.

Invisible Stalker; HD 7; hp 32; AC 14 (Hide); 2@+7,D6 (claws); ML 12; Always invisible

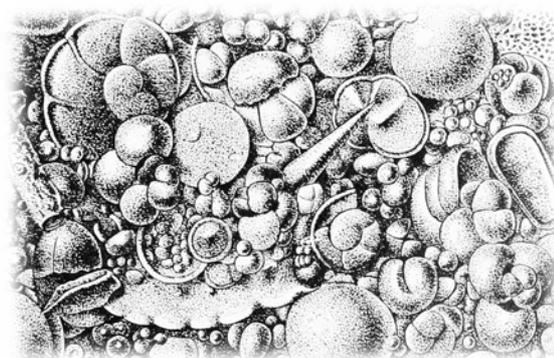
5. Ooze Room

Creatures like the one in this room were harvested from a distant planet by the elves to serve as lethal guardians and powerful weapons. The Null Ooze found here is virtually timeless when dormant, and both attracted to and inimical to organic life.

The smooth door to this room has a visible panel on its right side with another "Open" glyph, which functions just like the others in the complex. The room inside is completely bare, except for a circular hole in the middle of the southern wall roughly 2' in diameter which is encircled with glyphs made from a silvery metal. The glyphs create an invisible barrier which repels the ooze inside the spherical 10' diameter chamber beyond.

If a living being enters the chamber or even opens the door, the ooze will be drawn towards the opening, and can be seen as a curdling silvery mass which approaches to within 3" of the opening itself.

The barrier does not repel anything but the ooze, and thus anyone foolish enough to reach past it will be attacked. Likewise, anything made from organic matter which is stuck through the barrier will be attacked.



A hidden panel (-1 to Search checks) to the side of the opening contains two control glyphs which translate as "Open" and "Pacify". Touching the Open glyph will make it change to another symbol, which translates as "Confirm" or "Agree". If this symbol is also touched, the barrier will disengage. The glyph will then change to read "Close", and pressing it only once will reengage the barrier.

Touching the Terminate glyph will release a blast of extreme cold into the spherical chamber and the passage, which causes 3D10 points of damage. The blast will serve to *slow* and paralyze the creature within as per its weakness.

Clever players may somehow find a way to utilize this creature (pieces of it may be collected and stored in inorganic containers if it has been frozen, for example), but otherwise this room is simply a containment facility.

Null Ooze

This extra-planar ooze appears to be made from quicksilver or a similar metal. It does not possess intelligence by normal definitions, but has a bizarre instinct to seek out and destroy organic matter. Its touch causes organic matter to disrupt and disappear, with disastrous results for living beings.

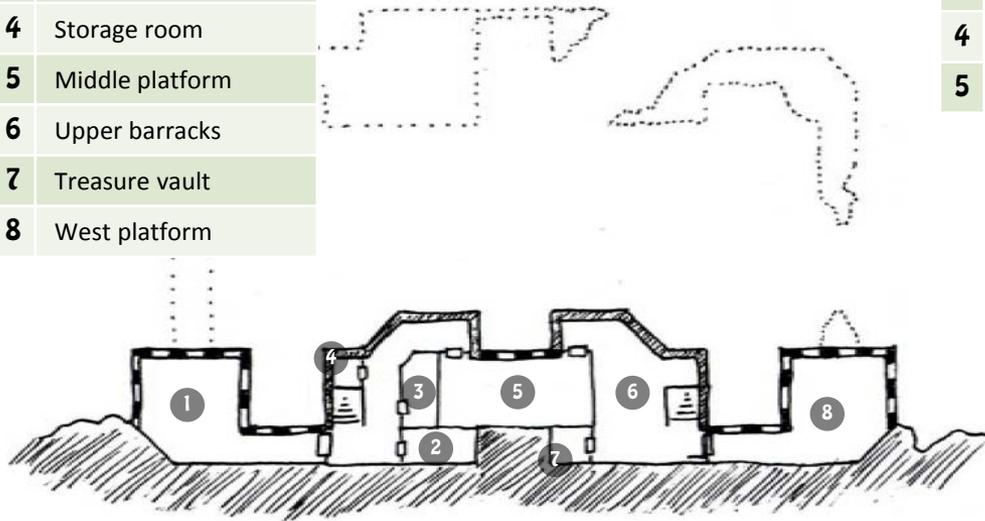
The ooze is immune to almost all forms of damage; it can be fairly easily contained within anything inorganic but is able to seep through an opening even the size of a pinprick. Extreme cold (a source of cold damage which causes at least 10 pts of damage) will cause it to become *Slowed* for D6 Turns with a first exposure, and paralyzed and brittle for D6 Turns with a second exposure. In its paralyzed state, the ooze can be broken into pieces, but still disrupts anything organic touching it.

This creature can detect anything organic within roughly 100' and will travel towards it unerringly. This detection surpasses everything except magical force barriers. The damage from the ooze is catastrophic; the hit points damage given below is for when it attempts to engulf only parts of a creature in a combat situation, and if a creature is exposed to the ooze more fully (being surprised by it or being hit at range with a suitably large piece) it will die in a matter of seconds.

Null Ooze; 5 HD; hp 28; AC 14 (metallic surface); 1@+5,4D6 (disrupting touch); speed as heavily armored man; ML 12; damage immunity, cold susceptibility

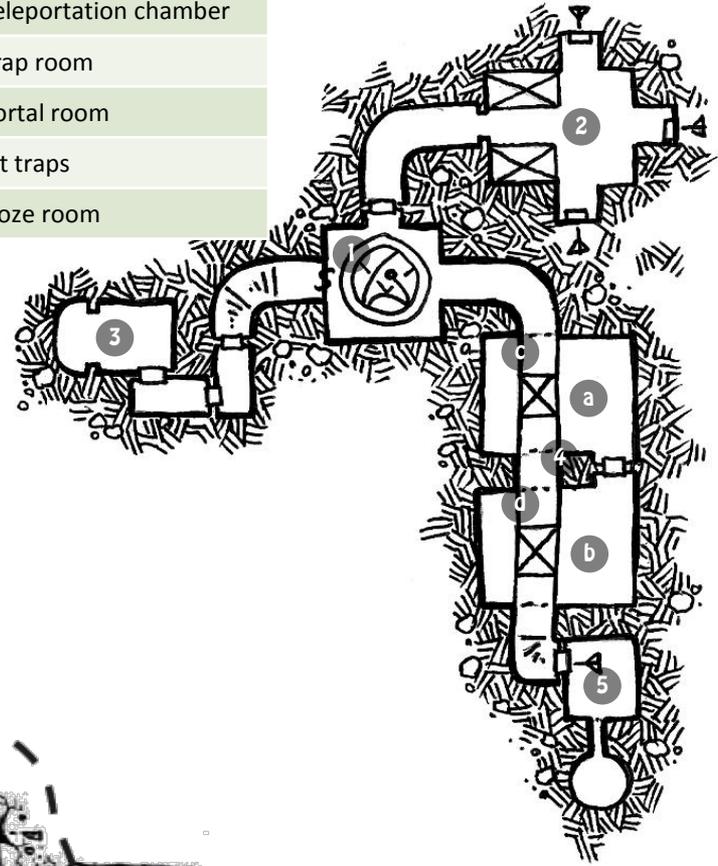
Upper level

- | | |
|---|-----------------|
| 1 | East platform |
| 2 | Kitchen |
| 3 | Badger's room |
| 4 | Storage room |
| 5 | Middle platform |
| 6 | Upper barracks |
| 7 | Treasure vault |
| 8 | West platform |



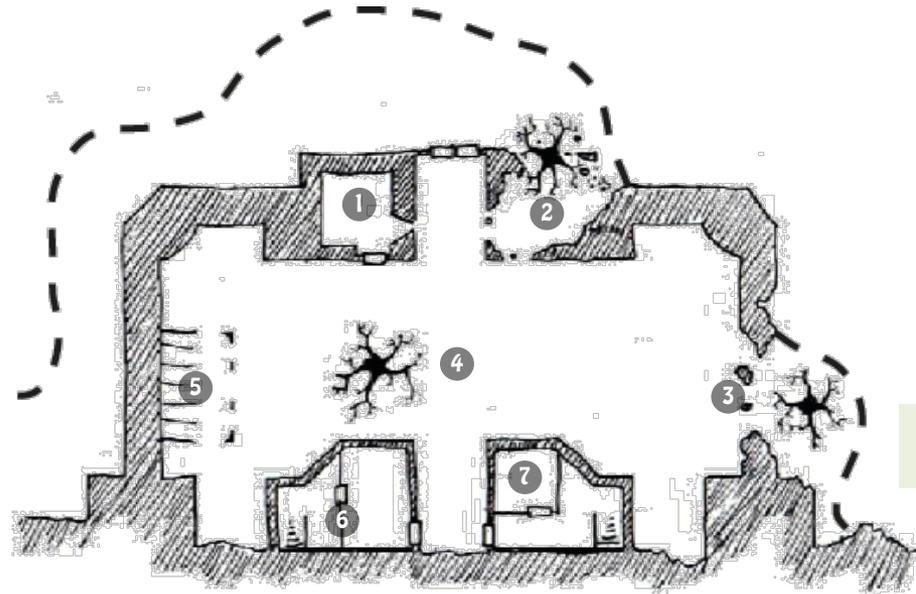
Dungeons

- | | |
|---|-----------------------|
| 1 | Teleportation chamber |
| 2 | Trap room |
| 3 | Portal room |
| 4 | Pit traps |
| 5 | Ooze room |



Ground level

- | | |
|---|-----------------------|
| 1 | Portcullis guard room |
| 2 | Breached guard room |
| 3 | Breached wall |
| 4 | Courtyard |
| 5 | Stable |
| 6 | Lower barracks |
| 7 | Loot storage |



LINDRAIN FORTRESS

Maps by Dyson Logos
<http://rpgcharacters.wordpress.com>