

Narag-Zâram Temple

Fewer than two dozen goblins currently occupy the temple, but they are firmly entrenched and have access to dark magic. Ojudpun caused a powerful earthquake during the final battle for control of Narag-Zâram, which opened many fissures in the walls. These are wide enough to admit a goblin or dwarf, but not a man or elf. They are numerous and, of course, pitch black, greased by the passage of countless filthy bodies. The goblins know them well and can more or less materialize from them at will with sharp stones and short bows.

Topside

The temple is below ground, and entry is through a gigantic hole in the earth, with a pair of spiral staircases that wind down 40 meters to the mouth of the Receiving Hall. The goblins, as a first line of defense, have chained a short-faced cave bear near the opening as a deterrent. Its chain is fastened at the head of the staircase and it has a good amount of mobility. There is a concealed exit for the High Priest's escape tunnel nearby.

The Receiving Hall

The enormous spiral stone staircase terminates at the Receiving Hall, which is sheltered far below the surface but is bathed in light from above. At the far end of the hall are the iron gates, huge wrought iron doors once sealed against intrusion and now forced narrowly open, enough to admit a goblin or dwarf. Beyond them is the Great Hall.

A pair of goblins with dogs are always on guard here, and a rope is connected to a bell that rings in the nearby Dormitory.

The Dormitory

The former acolyte's residence, complete with necessary room and kitchen, is adjacent to the Receiving Hall. The goblins use it as a barracks for Ojudpun's troops and women and dogs. There is more light here than the goblins like, which is why the officers and leaders reside deeper within the complex. A long side corridor connects it to the Western antechamber.

There are always a dozen fighting goblins loitering here, as well as that many goblin women and children and a handful of guard dogs. The goblins will send a runner to find Thukagun if there is trouble, before scattering into the crevices. The general battle plan is to allow intruders to penetrate deep into the temple and then attack them from all sides. The dogs will attack any intruder entering the dormitory area. The women and children will hid in crevices as best they can - the crying of baby goblins may give them away, but it is an eerie sound.

The High Priest's Chambers

The dwarven high priest once lived in a compact suite of rooms opposite the dormitory, which is bathed in too much light for the goblin's taste. The rooms have been utterly befouled by the goblins, who use them as a general store-room for food and equipment. One small room has been set up with a ritual circle and the materials to conduct an earthquake-summoning on short notice. Side corridors connect it to the Eastern Antechamber and the Receiving Hall. There is a concealed door that leads to a corridor, with stairs, the ends in an opening at the exact center of the Great Hall, ten meters above the floor. A second concealed door in the passageway leads to a narrow escape tunnel that ends on the surface, not far from the cave bear. The door to the Eastern Antechamber was once trapped with spikes, which are still embedded in the opposite wall. Ojudpun has re-trapped it with a trip-wire that launches a volley of poisoned arrows, which can be disarmed from the opposite side.

The Great Hall

A 500 meter long, 50 meter wide triumphal corridor punctuated by monolithic carved pillars stretching to a vaulted ceiling that channels wan streams of light from somewhere far above. On either side are dozens of huge alcoves, each of which once contained a statue of a Dwarven hero, now smashed to rubble. At the far end is a narrow passageway leading to the Chamber of the Black Pool. The far door is trapped with a falling twenty-ton plinth that has been re-set. It

triggers after passage, through a groaning set of timed cams, sealing the victim off from the Great Hall and preventing retreat.

Lord Cadfan, killed and re-animated as a murderous, mindless zombie, along with a dozen other human zombies, stalk the Great Hall, which the goblins assiduously avoid.

The Chamber of the Black Pool

In total darkness, the Chamber of the Black Pool is the sacred heart of the Narag-Zâram temple complex. It is a domed, circular room with exits in the cardinal directions, centered on the still, shallow Black Pool itself. The goblin necromancer Ojudpun has befouled the pool with the living dead - his particular enemies are returned from death with their limbs hacked off, to pollute the pool for eternity. It's a horrible scene, and the undead will emit keening cries and groans if disturbed, alerting nearby goblins in the antechambers. The constant noise and motion has attracted a group of giant wolf spiders, whose residence is encouraged by Thakugun, who throws them rabbits. The exit to the Eastern antechamber is trapped with a vent issuing acid.

The Western Antechamber

This dark space, once a vestal chamber for Dwarven priests and blessed with a fresh cave-breeze, is now a ward room occupied by the guttering cook fires and sleeping nests of Thakugun and his top lieutenants. They have a small hoard of treasure in a blackened cook-pot, including a huge ball of gold leaf stripped from statues in the Great Hall.

Thakugun and his three lieutenants are usually here, but if alerted will rush to the Dormitory to rally their troops and direct a series of ambushes.

The Eastern Antechamber

Once a store-room, Ojudpun has made this room his own, and the stench of death is overpowering. Bubbling lamps of human fat are the only light source. Ojudpun has many curious magical treasures. A door leads to the Head Priest's Chambers, and behind a mountain of rubble is the slave hole.

Ojudpun, his slave-driver Chutagin, and his personal bodyguards are usually here. They will move to the High Priest's Chambers and back up any ambush with foul magic, as well as raise goblin dead whenever they come across them. If things go poorly for his war-band, Ojudpun will try to ritually call up an earthquake to destroy Narag-Zâram forever.

The Slave Hole

Ojudpun has six humans, former soldiers of Lord Cadfan, in chains slowly chipping a tunnel toward the vault. They have all had their eyes put out. They are starving, beaten, blind and nearly useless, kept productive only by their terror of Ojudpun, who occasionally feeds one to the spiders or the bear. Chutagin, the slave-driver, rarely bothers keeping track of them - they are chained to each other, and to the wall. It is pitch black in the slave hole.

The Northern Antechamber

This small room, illuminated by shafts of light from vents in the ceiling, contains the wrought-iron gate that leads to the vault. Four huge statues, undamaged, rest in alcoves on opposite walls. There is plenty of evidence that the room is trapped, and that numerous goblins have died trying to get past it. Carelessly tossed in the middle of the floor is the sword of Arraniel, all alone. Ojudpun has been trying to find a way through to the vault for months.

The Stone Guardians of Dinas-Zhûl attack anyone entering the Northern Antechamber. Getting the sword back will be challenging.

The Vault

The vault is full of religious artifacts of considerable value to humans or elves if broken down to gold and gems, but of unimaginable religious significance to a dwarf.

GOBLINS AND MONSTERS

Ojudpun, goblin necromancer

VIGOR: 5
INSTINCT: 3
REASON: 3

ADEPT
Dark magic (R)
Sneaking (V)

COMPETENT
Bladework (V)

SECRET
The Secret of Goblin Magic
Ojudpun can re-animate a corpse, raising it as a mindless, murderous zombie, at a cost of one Vigor. Given fifteen minutes in the High Priest's Chambers, for an expense of two Vigor he can cause a small earthquake.

Thakugun, goblin commander and Chutagin, goblin slave-driver

VIGOR: 4
INSTINCT: 2
REASON: 2

ADEPT
Sword fighting (V)
Sneaking (V)

COMPETENT
Bow fighting (I)
Command (R)

+1 armor; wearing dwarven mail

Goblin guard

VIGOR: 2
INSTINCT: 2
REASON: 1

COMPETENT
Axe fighting (V)
Sneaking (V)

UNSKILLED
Bow fighting (V)

SECRET
Secret of Small Stature
You are small, and can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than yourself or any other situation in which your reduced size may help.

Lord Cadfan and the rest of the zombies

VIGOR: 8

INSTINCT: 0
REASON: 0

UNSKILLED
Attack (V)

SECRET
Secret of the Tough Beast
+1 armor from natural defenses

Guard Dog

VIGOR: 1
INSTINCT: 0
REASON: 0

MASTER
Sense (I)

COMPETENT
Attack (V)
Avoid (I)
Think (R)

SECRET
Secret of the Small Beast
You are small, and can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than yourself or any other situation in which your reduced size may help.

Stone Guardians of Dinas-Zhûl

VIGOR: 2
INSTINCT: 0
REASON: 0

ADEPT
Attack (V) (+2 harm axe)

COMPETENT
Sense (I)

UNSKILLED
Avoid (I)
Think (R)

SECRETS

Secret of the Crushing Beast
The weight of attacks can be used to destroy other weapons and armor in combat. With a successful attack, your success level (not including any damage bonuses) is removed from the damage bonuses of weapons or damage reductions of armor. If reduced to 0, the item is destroyed. Cost: 2 Vigor.

Secret of the Tough Beast
+2 armor vs. tomb interlopers

Short-Faced Cave Bear

VIGOR: 2
INSTINCT: 0
REASON: 0

ADEPT
Attack (V)
Sense (I)

UNSKILLED
Avoid (I)
Think (R)

SECRETS
Secret of the Savage Beast
+1 harm from natural weapons

Secret of the Tough Beast
+1 armor from natural defenses

Giant Wolf Spider

VIGOR: 1
INSTINCT: 0
REASON: 0

MASTER
Avoid (I)

ADEPT
Sense (I)

COMPETENT
Attack (V) (+1 harm)
Think (R)

SECRETS

Secret of the Tricksy Beast
You can disarm an opponent, without changing intentions, with a successful ability check using a weapon in Bringing Down the Pain. Because weapons can be all sorts of things in this game, "disarm" just means that the weapon's been rendered ineffective for the duration of Bringing Down the Pain. Cost: 1 Vigor.

Secret of the Savage Beast
+1 harm from natural weapons (caustic fangs)