

Berend's Waste Region

Berends Waste is well named, for not only is it a barren and arid land, dotted with tall solitary pines, half dead in appearance, stunted shrubs that crawl with nasty prickles and harbour deadly scorpions, with huge rocks thrown around as if by an ancient giant, but it is also the final resting place of the luckless explorer and amateur archaeologist,

Sir Norbert Berend.

But although it is so bleak and uninviting, certain 'peoples' do eke out a living here. In particular, there is the settlement of many huts and feasting halls of the Redfoam goblins, many of which hunt in small bands across the Wastes, particularly after the adders and lizards that seem to love this environment - even scorpions make a fine meal, after they have been specially treated. Ugh!

In the mountains, near Hagen's Column by an extraordinarily beautiful lake, is the entrance to the Halls of Brokagun. This is the under-mountain mansion of a slowly dwindling clan of black dwarves. They are extremely isolationist, and rather hostile to strangers. It is thought that because of their isolationist policies, paranoia, and dwindling numbers, that many abandoned areas deep below their living and working areas are now inhabited by fell denizens of the dark.

And for the intrepid, foolhardy, and obviously suicidal adventurer, there are the infamous Jimpa caverns, once home to a side-branch of the Brokagun Dwarves, but now, long gone. Who know what treasures are there. Certainly there are dangers, because remarkably few have emerged from the dark entrance to the light of the world again.

Dungeon 1, for Quenten.

1) 60' x 60'. Mold, 2 debris piles. Bird guano. Maybe bat guano to. No door to the entrance. South exit has no door. South east exit has a reinforced wood door.

2) 60' circular room. Stone stairs go down into the water. A dead ? monster lies in the water. East entrance is blocked by a portcullis.

3) 40' x 40' a hidden room. Secret doors block seeing the open doorway, and the reinforced door, entrances. Small chest with coins.

4) 50' x 110' a castle wall, one tower. Water well behind the tower/wall. Damp areas on the floor.

5) 50' x 40' a broken open wood chest is here.

6) odd-shaped A small metal box in one corner.

7) 70' x 50' 3 pits, 2 have skeletons. One has a small chest. Another small chest in the northwest corner. The two treasures are of small value, its to discourage adventurers. Hopefully convincing them that there is nothing here worth looking for.

8) 40' x 30' The spiral stairs lead down, or up. If up, they come out into a small cave overlooking the entrance to this dungeon. A lookout. Of course, it could go down to another level, and up to the lookout.

9) 80' x 50' Secret door on east side. Nothing here. After 5 minutes a nonchalant whistling can be heard. The sound will drift around the room for a few minutes. Then stop. After 2 minutes, a dirge plays for 5 minutes. Then all music stops. The spiral stairs goes down to the next level.

10) 30' x 30' A cool breeze of unknown origin sometimes whispers across this room. A small green glowing feather upper left corner.

11) 40' x 30' armory and weapons. Mostly rusted, but a magic weapon might be found here. A few scattered coins. Two amphorae storage jars. A pile of rubbish and some dwarf skulls in the northwest corner.

12) 200' x 110' large cracks in the floor. Skeleton partially in the water. Debris, and a skull, in the northwest corner looks like it might have been a last stand for someone. A wood pile in the center, north of the water. The small debris area to the left and below the wood pile has bones sticking out from under the rotted wood.

Secret door leads to room 2 then 9. The way down to the next level.

13) 100' circle The green painted spiral stairs goes downwards into a small tunnel which

dead ends. The dwarves considered this a distraction and part of the defenses. It didn't save them.

14) 60' x 40' Contains a stone wall with two small towers. The stairs lead up onto the wall. The small wood trap door in the northeast corner leads to the tunnel. It goes to the remains of a stone house in room 17.

15) 40' x 40' Some one, or some Thing, has stacked dwarf skulls in two corners. No other bones are here.

16) 20' x 40' a few rotted tables. Blood splotches on one of them.

17) 60' x 60' ruins of a stone house. Both entrances to this room are secret doors.

18) 40' x 60' The pit has a loose rock on one side. A small wood box is behind it.

19) 10' x 30' The south door is secret

20) 10' x 40' both doors are secret

21) 30' x 10' damp and moldy walls. West end a portcullis in room 2 leads down into the water.

22) 30' x 10' At random intervals: a warm breeze flows through, or a cool breeze in the opposite direction.

23) 30' x 10' whispering in this small room. And occasional word might be understood. 'Doomed', or 'flames !'.

24) 10' x 60' At random intervals; marching feet can be heard here. Sometimes a dwarven voice can be heard exclaiming 'Attack !' or 'Defend our families !'.

25) 20' x 10' overly dusty floor. No foot/claw prints here.

26) 20' x 10' pile of dwarf skulls. A portcullis blocks entrance to room 3. Rusted, but noisy to get past it.

27) 20' x 10' pile of dwarf skulls. A few coins under the pile.