

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.

Level 3:

1) 70' x 80' A room to connect the new level to the upper works. It became the entrance for The Beast to attack the dwarves.

2) 80' x 70' Debris, rocks, and a skeleton. Maybe a future store room ? It became the path to the pit in room 8.

3) 50' x 50' debris and a few skeletons. No sign of The Beast's digging. So what killed these dwarves ?

4) about 140' x about 100' A pit worn by ground water, leading down to the lair of The Beast. It vaguely remembered rock falls in the past, and what arrows and spears felt like. It was being attacked ! Upward !

A staunch defense turned it back.

It went to an older cave. And then slowly went upwards.

5) 60' x 30' rubbish and small rocks do not a defense make.

6) 50' x 60' Pits can control and help the defenders; however, when some of the attackers can fly or leap, all are doomed.

7) 80' x 60' Only one tower was completed before The Beast and the others came up from below. For want of a moat, the room was lost.

8) 180' x about 50' to about 90' wide. The Beast using its sense of smell worked to find its tormentors. Then once decided, dug its way to room 1.