

Đүн Crű



Guild Companion Publications

Dún Crú

(Horseshoe Fort)

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Introduction

Hello and welcome to the Dark Woods and the ruined fortress of Dún Crú. This is the sequel to the *City of Archendurn* setting module.

Within these pages you will find maps of the western portion of the Dark Woods region of the kingdom of Archendurn, as well as the floor plans to one of the small ruined fortresses that are scattered throughout the Dark Woods. This fort, being a little over a day away from the main road between the city of Archendurn and the city of Libintat, has become a hideout for a small group of bandits that prey on travelers along this somewhat busy road. However there are other dangers within this old ruined fort besides the bandits. Some say that the spirits of the men who perished when a minor plague swept through the area haunt it. Others say that the lands around the fort are filled with evil goblins. Still others claim that some evil spirit resides in the ruined tower. But will the adventurers find their way in to solve the larger mysteries of Dún Crú?



This module is written in such a way as to make it easy to place it in any existing campaign. As a layout note, you will see that some suggestions have been placed in various parts of the text, all of which appear in *Italicized* type. These suggestions are meant to aid GMs in altering the information for use in their own setting. It is compatible and consistent with *City of Archendurn*, and GMs wishing to use it in other settings may wish to increase the monetary treasures listed to fit the economics of their settings.

This module will not provide a detailed history of the Archendurn Kingdom as that is only relevant to the World of Aernth setting, and it is likely that most GMs will use this module within their own settings. Anyone interested in reading more about the World of Aernth should purchase the **City of Archendurn** module or visit the Guild Companion ezine archives.

The Archendurn kingdom is set in a temperate climate with warm summers and cool winters that result in light snowfall. It is primarily a sparsely populated and heavily wooded semi-wilderness area. There are pockets of cleared farmland around the numerous villages

that are spread throughout the kingdom. The largest of these is the city of Archendurn, which also serves as the primary trade and governmental center. It has a population of about 6,500 people living within the city walls, and another 14,800 living in the surrounding countryside (within two day's walk). Most of these people live on small to medium-sized farmsteads. There is a standing army of 500 soldiers.

The entire population of the kingdom is some 130,000 persons spread out over an expansive area with large tracts of woodlands between them. About 85% of the population belongs to the native Archendurn peoples, 5% are dwarves and a further 3% are Firbulg. The remainder is very diverse in race and cultures of origin. The current Archendurn kingdom extends east to the shores of the great Clearwater Lake and north to the Grey Mountains.

There is also a large tribe of Goblins that uses a system of natural caves in the Hoarsbey Canyon as their base of operations. There are also several smaller bands of goblins and a couple of small groups of orcs that live amongst the wilderness of the western Dark Woods.

RM: Characters can use Acrobatics or Tumbling skill (Medium difficulty) to avoid falling. Characters without either of these skills make an avoidance roll adding the characters Quickness and Agility bonuses to the roll (if using RMSS/FRP) or averaging the Ag and Qu bonuses (if using RM Classic), with a result of 100 or more indicating avoidance of a fall, and a failure resulting in a Fall/Crush attack with a +10 to the attack roll.

HARP: Characters may make All-or-Nothing Acrobatics/Tumbling maneuvers to avoid falling. Success means that they were able to jump away from the collapsing floor without falling through. A failure results in a d100 roll on the Crush Criticals table.

If a character falls through the floor, keep track of the location on the map and any other character that comes within 5 feet of that location has an additional 10% chance of falling through (in addition to the base chance explained above).

Observant characters may notice that the ceiling of the hayloft does not run all the way to the peak of the roof as would normally be expected, but instead only rises up to a height of about 10 feet. There are heavy timbers that stretch across between the rafters and support a wood plank floor above. Thus there is a floor above the loft, but it is not accessible from the loft area. The only access to this floor is through a secret door through the bookshelf along the eastern wall of the library (see area 26).

RM: A successful Alertness (RMSS/FRP) or Perception (-20) (RM Classic) roll will be needed to notice the floor above the loft area (and recognizing that there is an attic area above it).

HARP: A successful (All-or-nothing) Perception roll with a difficulty of Hard (-20) will result in the character noticing the floor/ceiling above (and recognizing that there is an attic area above it).

8. Common Room

This large room had been used as the common room for the former smiths who equipped the residents of the fort many years ago. Now there is a large hole in the floor in front of the hearth caused by the leaky roof and the rotted floorboard that resulted. There is a large but rickety table located here with three stools around it. The table is piled with a variety of broken and worthless loot that the bandits have captured during their raids.

9. Bunk Room

This room was the sleeping quarters for the smithy apprentices, but is now used as the sleeping chamber for four of the bandits. A pair of bunk beds is located here, as well as two old and battered chests used for storing clothing and the other personal goods belonging to the bandits. If the characters avoid raising an alarm and it is late at night, as many as three of the bandits may be sleeping here.

10. Bunk Room

This room served as the sleeping quarters for one of the blacksmiths who operated the forge below. It is now used by some of the bandits, as can be seen by the pair of bunk beds now located here, as well as the two old chests that they use for their personal goods and equipment.

11. Bandit Leaders Room

This room was once storage for the fort's blacksmiths, but is now the sleeping chambers of the bandit leader. An old and heavy bed is in one corner, as well as a chest for his personal belongings, and a small table with two stools.

RM: This chest is locked. The key is in one of the pockets of Thom McGaith (the Bandit Leader). The lock is of Very Hard (-20) difficulty to pick if the characters lack the key. This chest contains: 7 gp, 20 sp, and 30 bp in small pouches concealed in several sets of sturdy clothing. :

HARP: This chest is locked. The key is in one of the pockets of Thom McGaith (the Bandit Leader). The lock is of Hard (-20) difficulty to pick if the characters lack the key. This chest contains: 14 gp, 40 sp, and 50 cp in small pouches concealed in several sets of sturdy clothing.

12. Ruined Bunk Room

This room was a sleeping chamber. It is now in ruins due to the collapse of the northern half of the west wing. The floor tilts slightly towards the ruined part of the wall and the rotted and broken furniture has slid into the rubble pile. Due to how the rest of the building has collapsed, there are openings that a character can squeeze through to get onto the outside of the rubble pile. There is nothing of value located here.

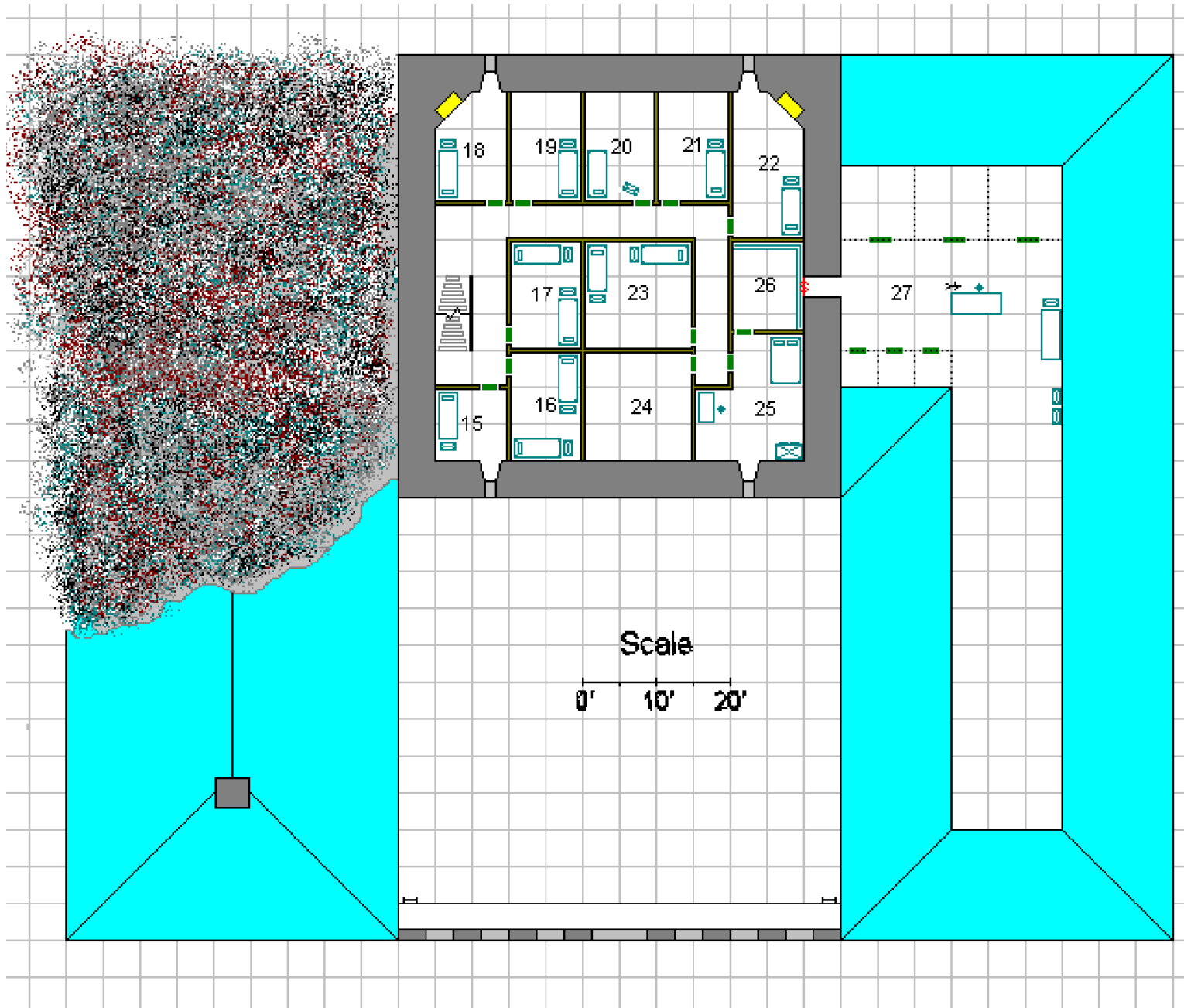
13. Ruined Bunk Room

This room has suffered even more damage and is in much worse shape than the room to the east (area 12). There is nothing here of value.

14. Tower Commons Balcony

This area has a thick layer of dust covering most of the room and there is little here of interest except some old and damaged paintings, rugs, and tapestries. The **Living Stalactites** (see location 4) are hanging over the area open to area 4 below. They may be able to attack a character who is close to the balcony railing. The balcony railings are weak from age and will not support much weight. If the characters notice the Living Stalactites, this is the best way to reach them other than using ranged weapons to attack them (if they realize what these creatures are).

Dún Crú- Third Level



24th day, Hot Moon, 2490 T.A.

The scouts found tracks leading away from the attack site and towards the Blaniith farm. They also took care of the bodies, and found that all the previous days taxes were missing. Thus it appears that whomever it was that ambushed them did so for the coins and goods that had been collected.

26th day, Hot Moon, 2490 T.A.

The questioning of the local farmers and peasants in regards to the attack has not turned up any useful information.

27th day, Hot Moon, 2490 T.A.

One of the local peasants came forward with information regarding the attack, but fears for his life and wants to be escorted to Bornheld before he will reveal what he knows. Two soldiers have been dispatched to escort him with orders to get the information when they reach Bornheld.

2nd day, Cooling Moon, 2490 T.A.

The Balon farm was attacked in the night with 2 steers and 5 dairy cows being stolen. Geldon was sent to investigate and should return tomorrow with a report of what he found.

4th day, Cooling Moon, 2490 T.A.

Geldon returned and reported that there were very large wolf tracks as well as some goblin tracks, which he was able to follow into the woods to the southeast of the farm for quite a distance, before losing the tracks through the Blakemoore swamp.

13th day, Cooling Moon, 2490 T.A.

The soldiers who escorted Harmon to Bornheld returned today with the information that he said he had. Apparently, he was hunting in the woods nearby where the attack took place, and he saw someone in a dark cloak, who fired arrows at the group and killed

Creature	Lvl	Sz/Crit	Hits	AT (DB)	Move/Speed	Attacks	Notes
Althic Damhán (spider)	0	T/--	3	1 (10)	1' /F	Tiny Bite +10 => Poison	
Armor Constructs	10	M/I#	280	20 (10)	50/MD	Broadsword +145 / Medium Bash +100	Reduce crits by 1 level, unaffected by bleeding and stun crits
Bats	0	T/--	8	1 (60)	50'/VF	Tiny Bite +10	Large numbers tend to cause confusion
Black Mold	1	var	40	1 (0)	none	Spores (see description)	See description
Disease Cursed Zombie	2	M/I#	45	1(15)	30'/SL	M. Bash +30 / S. Claw +30	Disease: Rot
Living Stalactite	4	L/#	140	4 (0)	30' /SL	Medium Grapple- Envelop +115	Aggressive, unaffected by stun and bleeding crits
Rats	0	S/--	12	1 (30)	20' / MF	Tiny Bite +20	May carry diseases
Wolverines	2	S/--	55	3 (50)	60'/VF	Med. Bite +50 / Med. Claw +45	Aggressive





G.C.P.

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Established in December 1998, *The Guild Companion* has more than a hundred issues in its archives, including articles on new rules, new professions, new spells and spell lists, monsters, treasures, complete scenarios and whole ready-to-run campaigns, reviews, fiction, gaming advice, and lots more. The Editor is always happy to receive new submissions - email editor@guildcompanion.com

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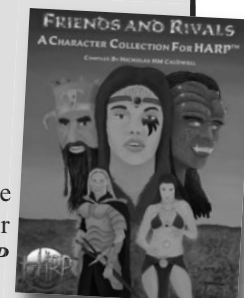
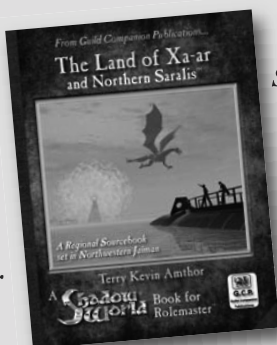
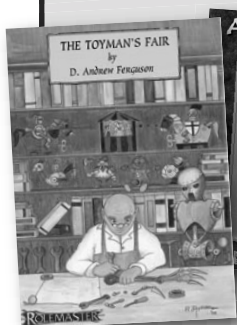
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Dún Crú

Deep within the Dark Woods of the kingdom of Archendurn is a ruined fortress, Dún Crú. Rumors say that it has become the lair of bandits or evil goblins. Legends say that it is haunted by the spirits of its garrison. Are you brave enough to seek answers to the mysteries of Dún Crú?

Dún Crú is a complete adventure module for Rolemaster (both RMSS/FRP and RM Classic) and HARP. Designed for parties of 4th to 6th-level characters, encounters can be scaled upwards or downwards to suit the GM's needs. Dún Crú is a sequel to the City of Archendurn setting module, but may be used in almost any fantasy setting.



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