



## Blackengorge - The Forest Ruins - Explored Area - Chapter #06, Appendix I

May 24

...continues from [Chapter #06, Scene #01](#)

### Synopsis

*The 19th Day of Ches in the Year of the Sudden Journey*

Descending into the gloom of a long forgotten ruin in the northern forest the party begin to map their surroundings.

### Appendix I

This appendix details the overall map and locations the party have discovered in the ruins.

Me:

Oct 4

## EXPLORED AREA



Ruined Keep

Area 01: [The Goblin Guard Room \(Chapter #06, Scene #02\)](#)

Area 02: [The Torture Chamber \(Chapter #06, Scene #05\)](#)

Area 03: [The Excavation Site \(Chapter #06, Scene #03\)](#)

Area 04: [The Chieftain's Lair \(Chapter #06, Scene #04\)](#)

Area 05: [Crypt of Shadows \(Chapter #06, Scene #09\)](#)

Area 06: [The Hidden Armoury \(Chapter #06, Scene #10\)](#)

Area 07: [The Antechamber \(Chapter #06, Scene #09\)](#)

Area 08: [The Tomb \(Chapter #06, Scene #10\)](#)

Area 09: [The Maze of Caves \(Chapter #06, Scene #06\)](#)

Area 10: [The Kruthik's Lair \(Chapter #06, Scene #07\)](#)

Area 11: [The Water Cave \(Chapter #06, Scene #08\)](#)

Me: **Area 01: The Goblin Guard Room** ([Chapter #06, Scene #02](#))

Sep 20

Peering down into the darkness the party could see a stone staircase leading down. It could fit two abreast and was well worn. The bottom of the stairs were some way below, although a flickering light could be seen warming the darkness. It seemed to be a while, but it was only fifteen or twenty feet down the staircase, and as they got closer to the bottom, the group could see the flickering light of torches below them.

They continued to descend, inspecting the finely carved stone, a breeze chilling them all to their bones as they took each step down. At last the group came to the bottom of the staircase, taking the last few steps very cautiously.

The room the staircase led into was a square chamber about thirty feet across, with four central pillars to the ceiling holding burning torches in sconces and casting a flickering glow across the room. The staircase had twisted round, so they were now presumably heading south into the room. Corridors appeared as archways to both the east and west, and across the room to the south was another. Standing not too far beyond the corridor to the south, sitting casually against the wall was a small goblin, tossing some dice across the corridor to roll against the far wall.

#### Known Exits:

- North and Up (back out to the forest)
- East (along corridor and through door) to [The Excavation Site](#).
- Southwest (through double-doors) to the [Crypt of Shadows](#).
- West (along corridor) to [The Torture Chamber](#).

Me: **Area 02: The Torture Chamber** ([Chapter #06, Scene #05](#))

Jul 1

The doorway opened into a narrow chamber, about twenty feet across, and stretching away to a corridor going south. The chamber smelt a little clearer than the one they were in, but there was still the unmistakable rankness of goblin sweat, hanging in the chill air. To Zero's relief the chamber appeared to be empty, with the exception of the now familiar wall torches, and the group entered cautiously. Across the chamber, to the west, was a single closed door, and in the middle of the northern wall was another, also closed. Faint traces of blood appeared to be smeared on the floor, leading from one door to the other.

The dwarf burst into the chamber and cut off the noise of laughing goblins. The room he'd entered seemed fairly large, perhaps forty or so feet across and maybe even more wide - it was hard to tell as smoke and heat drifted around the room. Near the middle of the room was a wooden bench or table with devices at each end, and a body roughly strapped onto it. Beyond the table, set into the floor, was a firepit, the cause of the smoke and heat in the room - its coals bright and yellow. In either corner of the room were tables, strewn with devices, and in the corner to the right of Khalin's shoulder was yet more implements of torture - an iron maiden against the wall, and a cage.

#### Known Exits:

- East (through the double doors in the antechamber) to [The Chieftain's Lair](#).
- South (along and around the corridor) to [The Goblin Guard Room](#).

Me: **Area 03: The Excavation Site** ([Chapter #06, Scene #03](#))

Jul 11

Beyond the door a set of shallow steps led downwards into a corridor for some twenty feet, lit by small torches casting flickers of light across the passageway. The light was good enough to see comfortably by, and the group could see the passageway stretching forwards from the bottom of the stairs. Dust floated freely in the air, more so than in the previous room, and the smell of earth and mud permeated the senses. From somewhere further up the corridor floated the muted babble of goblin voices, every now and then escalating into guttural shouts, as though they were arguing.

The room was still cold, unearthly so, and the group shivered before Zero started to lead the way carefully down the stairs. At the bottom of the stairs the group, led by Zero, kept moving slowly forwards, the goblinoid voices becoming louder. Stifling a cough from the floating motes of dust Zero suddenly stopped, Kireth almost bumping into the back of him.

The room at the end of the corridor looked like a disaster area. Here and there, remnants of the original floor stood like short towers protruding from a depression. Narrow wooden planks connected the patches of original floor, and a few goblins toiled in the room, attacking the floor and walls with shovels and picks. Two small drakes, no bigger than a halfling, appeared to stand guard.

#### Known Exits:

- North (through the secret door in the corridor) along passageway, up stairs, and through another secret door to [The Chieftain's Lair](#).
- South (through the darkened archway in the corridor and down stairs) to [The Maze of Caves](#).
- West (up the stairs and through single door) to [Goblin Guard Room](#).

Me: **Area 04: The Chieftain's Lair** ([Chapter #06, Scene #04](#))

Jul 1

Zero could see only a little of the revealed chamber, large tapestries, worn and tattered, hung from the ceiling barely ten feet in front of him and to his left, obscuring any view. He peered around the doorframe to the right and spotted a filthy bed. The noises he had heard through the door now became clear, laid upon the bed was a fat goblin, snoring away, oblivious to the opened portal..

Bursting through the tapestries Tradden found himself in a large room, about 10 paces across including the hidden area behind the tapestries, and about the same wide. Floor and walls were similar to the rest of the chambers so far, with smooth worn flagstones and stone walls.

In front of him were a couple of beds, although judging by the filthy rags strewn across them they didn't seem appealing. In the far right hand corner was a wooden table and chair, both in bad repair.

#### Known Exits:

- South (through the secret passageway) to [The Excavation Site](#).
- West (along the corridor) to [The Torture Chamber](#).

Me: **Area 05: Crypt of Shadows** ([Chapter #06, Scene #09](#))

Oct 4

The stone stairs were discoloured and led downwards at a shallow angle for twenty feet or so into cold darkness. An overpowering odour of damp rot filled the air, drawing a grimace from the dwarf. "Smells like something died down here," he stated

faily. Corridors, wide enough for two abreast, led away to the west and to the north until they disappeared into blackness. Although not obvious from the foot of the stairs, it took only few steps before Zero spotted an opening to a chamber to the south on their left, whilst the corridor continued, turning abruptly north and then west again not too far in front of them before it was lost into the darkness and shadow. The chamber to the south appeared deserted, its walls and extremities lost in the gloom.

#### Known Exits:

- East (up the stairs and through the doorway) to [The Goblin Guard Room](#).
- Northwest (through the hidden door) to [The Hidden Armoury](#).
- Down (down the stairs) to **Unknown**.
- South (through the large chamber) to [The Antechamber](#).

#### Me: **Area 06: The Hidden Armoury** (Chapter #06, Scene #10)

Oct 4 ▼

Tradden dared a quick look behind him and saw he was in a slightly larger room than the illusory storeroom, about twenty feet by twenty, in what appeared to be an old armoury. There were two weapon racks, on the north and south walls, and a stand against the east wall with a ragged suit of armour mounted on it.

#### Known Exits:

- West (through the hidden door) to the [Crypt of Shadows](#).

#### Me: **Area 07: The Antechamber** (Chapter #06, Scene #09)

Sep 24 ▼

The chamber was about twenty feet across and a hundred or more long, with ten massive stone sarcophagi, five on each wall, lining the walls. Scattered across the floor, in no particular order were bleached white bones, maybe of men, maybe smaller, interspersed by small pieces of rock and rubble. Towards the end of the chamber, by the last pair of sarcophagi, were a pile of three or four hobgoblins, obviously dead. Beyond the hobgoblins, to the east, lay an antechamber, a higher, wider area from which a starry glow emanated. From their viewpoint Khalin and Zero could see within. Silvery-white light from above suffused the whole antechamber area, cast by a dome above depicting a fantastic, regal dragon with silver scales in flight across an endless sky. Altars stood on either side of the antechamber, inscribed with elaborate script, visible even at distance. Behind each of the altars were relief images of what Khalin surmised were dwarven soldiers, fitted with plate armour and on their knees, possibly in prayer.

#### Known Exits:

- North (through the corridor) to the [Crypt of Shadows](#).
- East (through the double doors) to [The Tomb](#).

#### Me: **Area 08: The Tomb** (Chapter #06, Scene #10)

Sep 24 ▼

The chamber beyond seemed small and sparse in comparison to the antechamber, lit by the glow of the roof-bound dragon. It appeared to be about forty feet across, and the same wide, with a raised dias at the far eastern side. Tradden judged the room to be some sort of crypt - a single stone coffin sat on the dias itself. The coffin was fairly simple, carved out of the same stone as the floor, but polished and buffed to a sheen like the altars. Carved on the lid of the coffin was a dwarven warrior in plate armour with a curious hammer laid across his chest, the head towards his feet.

#### Known Exits:

- West (through the double-doors) to [The Antechamber](#).

#### Me: **Area 09: The Maze of Caves** (Chapter #06, Scene #06)

Aug 16 ▼

Kireth lit up his staff immediately, casting an eerie eldritch glow down the stairs. Within, the group could see the finely worked stairs and flagstones of the ruins give way to a wide, natural cavern. The ceiling, cast in darkness, dripped with dozens of stalactites, and the floor rose unevenly with loose rocks and stalagmites. Tradden managed to get his lamp lit after a couple of moments, and further light shone down into the cavern. Small lizards skittered across the floor between the debris, which was thicker to the east and west, offering only narrow paths of unobstructed view. Large rats chattered, darting in and out of the shadows. Khalin lit a torch and held it behind his shield. At the bottom of the stairs, the view wasn't much better. The lights from the lamp and torch danced over the stalactite infested roof leaving deep shadows of gloom. Kireth's steady light spell, bright at its origin, didn't seem to throw its light as far, and it was hard to tell how high the chamber was, probably over twenty feet.

#### Known Exits

- North (up the staircase) to [The Excavation Site](#).
- South (along the passageway) to [The Kruthik's Lair](#).
- West (through the doorway) to [The Water Cave](#).

#### Me: **Area 10: The Kruthik's Lair** (Chapter #06, Scene #07)

Aug 2 ▼

The passageway to the south was fairly straight, although the walls and ceiling were rough. However, the floor was fairly smooth, allowing the party to move onwards quietly. There was enough room to walk two abreast, but no more. After about fifty feet or so, Zero could see that the passageway opened up a little into a larger chamber, and started to move forward to investigate. He suddenly halted, though, teetering on the edge of an open pit beneath his feet. The pit seemed to be ten feet or so deep, perhaps once concealed by a layer of thin flagstone, now lying shattered at the bottom. Surrounded by the shards of stone was some sort of corpse, difficult to see in the flickering light from this angle. The group continued onwards, skirting the edge of the open pit and ensuring they stayed well clear of the covered one. As they ventured further south they saw a number of smaller tunnels, about a foot or more wide, leading away into the eastern rock face, but even thrusting a torch within did not light up where they led. The larger area narrowed again, back to the ten foot wide passageway, as it led away westwards briefly and then back to the south, and then eventually turning east and away into gloom. The general scent of some form of musk became stronger the further they went. The western passageway led of for about fifty feet before it looked as though it turned back to the north. The group continued to inch slowly along the passageway, eventually turning to their left and looking northwards. Ahead, a few creatures were clustered around a small pile of loose coins and other objects.

#### Known Exits

- North (along the passageway) to [The Maze of Caves](#).

#### Me: **Area 11: The Water Cave** (Chapter #06, Scene #08)

Aug 17 ▼

The bronze doors opened silently, their discolouration and fungus-laden exterior belying their excellent workmanship. The first thing that hit the party was a stench of repulsion - a wave of stale odour and stagnant water. From the light on Kireth's staff the group could see rough hewn, fungus-coated stairs leading down into another natural cavern and inky darkness. At the edge of the light looked to be a pool of water, still and black, reflecting the faerie glow of the light. The fungus carpet crept out onto the floor of the cavern to meet the water, and rose almost two-thirds of the way up the rugged walls. Inside the chamber was silent, not even the water made any noise, remaining still and calm. With the doors open, the smell began to slowly dissipate. The steps continued for about ten feet or so, leading down about the same amount. The fungus was more prevalent at the bottom, forming a soft carpet that squished with moisture as they moved. Zero and Khalin stopped at the edge of the still, dark water, peering into its depths and trying to gauge how deep the water was. The cavern appeared to be fairly small judging by the muted echoes, perhaps forty feet across and a little narrower. The brackish, black water filled most of it, but at the edge of the torchlight a patch of land, perhaps ten feet wide, rose from the foul water at the pool's centre. On this little island, bones, spilled coins, metal pieces, and other small objects were visible amongst the fungus. Temptingly the island was just a ten feet jump across the water.

#### Known Exits

- East (through the doorway) to [The Maze of Caves](#).

Tags:

Images ▼

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