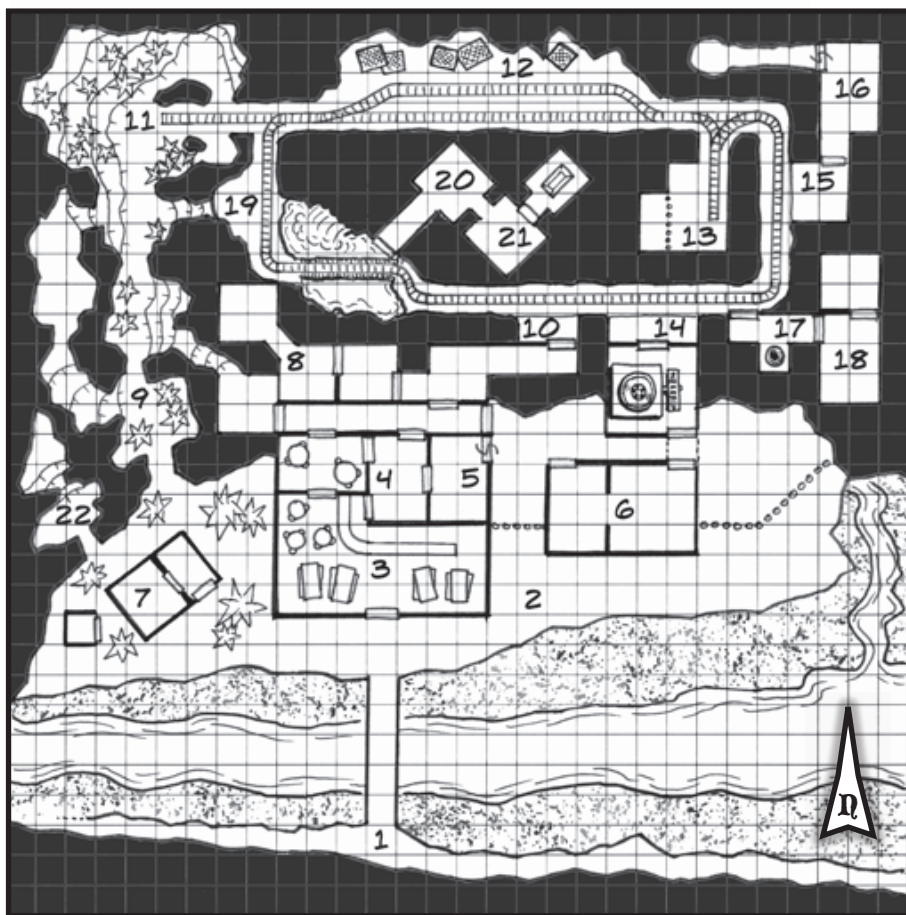


Arendt's Old Peculiar



– Because you really can't survive on water and rations alone –
 (Dedicated to all those players who'd rather squirrel away their hard-earned gold in hollow tree stumps than treat their characters to something nice every now and then... and a bunch of others, I guess.)



For many, Venerable Arendt was a saint. He led a simple life in a cave in Blackwater Gorge, a deep, narrow fissure in the hills, yet many people made the arduous journey to visit him. His underground garden was a wonder, his magnificent railway a mechanical marvel unheard of outside the grandest dwarven mines. What made him legendary, however, was the sublime, invigorating drink he brewed from the aromatic *kurá* beans in his garden. Arendt's hot *kurá* was bliss in a cup, a delicacy without peer. But alas, Venerable Arendt is no more.

Decades after his passing, a band of goblins took over Arendt's caves. Led by Boss Hog, a smart (for a goblin) and industrious individual, the band discovered some of Arendt's secrets and opened an establishment for selling *kurá* – at exorbitant prices. While their version is a mere shadow of what Arendt brewed, many patrons have become thralls to the addictive drink... and

Boss Hog Gob's Hot Slop Shop

(as it is now called) has become a lucrative (if seedy) business.

Random patrons:	Misc. encounters:	Brew of the day:
1 2d4 kobolds	1 Assorted vermin	1 <i>Abdo's Black Bile</i> :
2 2d4 goblins	2 Boss Hog + 1d6	Belch acid for
3 1d6 orcs	goblin workers	about an hour.
4 1d4 ogres	3 1d4 escaped	2 <i>Lord Hastings'</i>
5 1d3 trolls	giant rats	<i>House Blend</i> :
6 An NPC party	4 An NPC party on	2 x speed, 10 min.
(Note: The patrons	a spying mission	3 <i>Egnoran's Bliss</i> :
tolerate each other	5 A runaway cart	Become lethargic
– anything for <i>kurá</i> !)	6 1d6 giant bats	for 1-2 hours.

Note on style: While not dead serious, "Arendt's Old Peculiar" is by no means a comedy dungeon. Attempting to loot or trash the place should lead to disaster for the PCs. The patrons and employees may tolerate a well-behaved PC party, but troublemakers will be dealt with... brutally.

Note on treasure: There's very little gold and just a few magic items in the dungeon, but clever PCs could make a killing with *kurá* – it is a valuable commodity if they manage to cart it to civilization.

- 1 Blackwater Gorge: A narrow ledge descends from the surface. Halfway to the bottom, a bridge spans the chasm. Most of the time, 2d6 patrons loiter on the bridge in a semi-orderly queue, waiting to be admitted in to the *kurá* shop (#3).
- 2 The Yard: A covered ledge cut into the cliff face. The larger buildings reach the ceiling, some 30' above. The W end is overgrown with *kurá* plants. In the E end is a storage area, separated by a 10' tall wooden fence.
- 3 The Common Room: A smoky, dimly lit hall strewn with crude tables, stools and benches. Gorra the troll bouncer guards the front door and maintains order, while 3 goblins serve bowls of *kurá* to the patrons. The place is usually packed. The small private room at the back is reserved for important (or potentially dangerous) guests.
- 4 The Kitchen: A crude fireplace with several pots of boiling water; copper kettles for brewing drinks; open kegs of the latest batch from the warehouse; piles of mismatched earthenware bowls for serving hot *kurá*.
- 5 The Office: Boss Hog the goblin proprietor keeps his ledgers here (the entries are gibberish – he can't write). A stone block on the E wall can be pushed aside, opening a crawlway out. A bag of coins is hidden under a loose flagstone in the NW corner.
- 6 The Warehouse: Sacks of beans and kegs of ground *kurá*. The NE door opens under the arch of a gateway connecting the house to the one on the north.
- 7 The Huts: The stench of unwashed goblin workers hangs heavy in these ramshackle sleeping huts. Straw, trash, and animal hides cover the floors.
- 8 Side Chambers: These small rooms, carved by idle hands suffering from a severe caffeine rush, serve no practical purpose. They are full of trash and vermin. Lazy goblins hide here when they're in the mood for shirking their duties.
- 9 The Caverns: Natural caves with an uneven, rocky floor. Some *kurá* plants try to thrive in the dim light trickling in from both north and south.
- 10 The Platform: A small, raised alcove opens into the main railway tunnel. Boss Hog leaves for his frequent inspection tours from here.
- 11 The Plantation Cave: A large cave lit by a single, huge, glowing mushroom in the centre. The best *kurá* plants grow here. A gargantuan toad – too large and lazy to leave – eats the *kurá* berries, then regurgitates the beans and spews them out. A troop of goblins scurry about, picking the beans from the pools of bile (and sometimes end up on the toad's menu, to the amusement of their co-workers).
- 12 The Roastery: Rahra the troll roasts the beans (carted from #11) on mesh grilles set over jets of hot, volcanic gas on the floor. He is always sweaty and irate.
- 13 The Workshop: The Glorious Order of Engineers (really just a group of self-

- important goblins) work and live here. They run and maintain the carts and care for the giant rats used for pulling them. The rats are kept in a pen at the back.
- 14 The Grindery: A platform strewn with empty sacks leads to a room housing a giant *kurá* grinder. It is powered by a treadmill run by a hamster – grown to enormous size by a Girdle of Gigantism it wears as a collar. The 20' animal is quite timid, but if let loose, its panicked scrabbling can be quite devastating. Garn the troll, who operates the machine, feeds the hamster *kurá* beans to keep it energetic.
- 15 The Junkyard: This disused platform serves as a scrapyard for the engineers (#13). Someone has recently cleared a hidden path to the N door.
- 16 The Secret Room: An unknown party has managed to ferry some sacks of beans to this room. They smuggle them out through a vertical shaft accessible via a secret tunnel at the back of the room. (Note: The PCs could also enter through here.)
- 17 The Well: A circular shaft leads to the underground stream (from #19).
- 18 The Alchemy Shop: Sly Eyes, Boss Hog's brother, studies alchemy here. He tries to recreate Arendt's *Perfect Cuppa* with his foul chemicals. Boss Hog showers him with gold from the bar, but it keeps turning into lead (or so he claims – he actually smuggles it out through the well in #17).
- 19 The Waterfall Cave: Cold, clear water rushes out of fissures in the ceiling to form a deep pool. The railway crosses the pool on a creaking, dilapidated bridge. The nearby "S" bend on the tracks, together with the engineers' penchant for speed-ing, results in spectacular crashes here every now and then. Near the water on the NE wall, shadowed by the bridge and obscured by spray and moss, is the door to Arendt's crypt, which the goblins haven't found yet. There's also a small opening on the W wall, some 10' above the cave floor.
- 20 The Antechamber: The first chamber of Arendt's crypt houses his collection of fine china. Several valuable *kurá* services are displayed on niches cut to the walls.
- 21 The Crypt: Venerable Arendt left his diary here for the edification of those who came after him. The book of recipes and instructions lies on an ornate bookstand. Behind a stone door to the NE lies his stone coffin – on top of which is a simple copper *kurá* pot, *The Blessed Pot of Brewing*. (It is the secret of Arendt's *Perfect Cuppa*: It produces a smooth, inimitable flavour – with no annoying magical properties.)
- 22 The Hermit's Cave: Ancient Melith, Arendt's last apprentice, lives here. He is reduced to begging and appears to be quite mad. While old and somewhat disoriented, Melith could act as a guide – but he claims he really needs his morning *kurá* first... Spare some gold for a cuppa, kind sirs?