

THE HAMMER OF LEGEND:

GORGOTHRA the GRINDING GOD, WORLD-STEALER AND WAR-ENDER, threw down holy hammer and sank beneath the skeletal sea of his own making. Opportunists and madmen have excavated and colonized the dire instrument over the years, and in this way GORGOTHRA'S fell touch (and the lure of power and fortune) have spread wide.

THE LEGEND OF THE HAMMER: Many wished to claim WARSTONE GORGOTHRA. For their sins, IT possesses THEM.

A. For his Ignorance, Clestermore became doors of living iron. Rend him to enter, or let a servant break himself against the door, in Ignorance, and die.

B. Ancient lord of southern volcano, forekfast's Rage lies in relief on misshapen walls. UNDERSTANDING IT makes one forekfast, whose strike is earthquake.

C. Mage of 4 drains blood from chained Harux. Freed, Greed drives him to destroy 4 to reclaim his lost blood of centuries.

D. Pious Yfyn is beyond forgiveness. He will heal any, but those healed will die when leaving WARSTONE GORGOTHRA.

E. For Dious' Pride he is a servant, adamant and magic, also blind.

Mirrors he faces become diamond, and enrage him. He'll kill you for this.

F. Torv's dead legions are here, holding him to Oaths he forsook in Fear. He knows much.

G. Stupid Mormathin is entombed here as CANTICLE GORGOTHRA, a powerful tune filled with magic and screaming Beyond all.

H. Betrayer and Conqueror, Mad Gueyn fights himself. All here are Gueyn, even you.

I. Weak Ithon is here, spread among spikes. J. Cruel Jemmikkoll, guarded by thick ice and frozen angels who respect

no person
no god
none.

K. Petty Wazik will teach you a spell - ONE. MILLION.

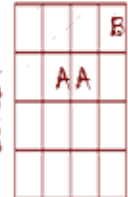
L. Impatient Gorgothra, whose folly first doomed a kingdom and made a god, whispers in shadow.

M. Gaoler of gods and god himself Operius Imprex. Keeping godly

TREASURES.

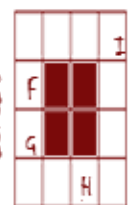
This dungeon pairs well with sound by AMON AMARTH

LEVEL 1



LEVEL 2

LEVEL 3



LEVEL 4

The valley about WARSTONE GORGOTHRA is filled with skeletons thirty feet deep. Traditional approach impossible. Gain ingress through open mouth of skull pommel. Use a glider. Beware magic cast from mountaintops, thunderbolts from above, and fierce pterosaurs always.

<http://basicredrpg.blogspot.com>

by DANIEL DEAN

Humble and a fool, Peacemaker Charnelle is imprisoned here, full of god and the secret of the ring. DO NOT LET HIM ESCAPE.

1. LIBRARY OF SKIN ANGELS. BOOKS ARE BOUND IN HOLY LEATHER. FOUNTAIN OF BLOOD HERE. AS HEALING POTION, 5% OF IMMORTALITY.
2. IRON HANDS REACH FROM CRUELY SHAPED STAIRS TO REND AND TRIP YOU. OTHERWISE RISK THE GORE-SLICK SLIDE DOWN, AVOIDING JAGGED SPIKES.
3. NOT WHOLLY HOLLOW BUT OPENINGS ROUGHLY CORRESPOND TO DIAGRAMS TOP RIGHT. RED SECTIONS REPRESENT THE LABYRINTH OF THE MOLTEN MINOTAUR WHO WAITS AT HAMMER CENTER. AN ORB OF PURE GOLD BECOMING HORNED DEATH.
4. USE A ONE PAGE DUNGEON TO MAP & STOCK TOWERS OF ANCIENT REFUGEES AND SORGEROUS SQUATTERS BUILT ON THE HAMMER'S EXPOSED PEEN SLOPES.
5. THE RING. GRASP WITH GOD IN YOUR BLOOD & BE TOWERING GORGOTHRA ANEW.

WARSTONE GORGOTHRA