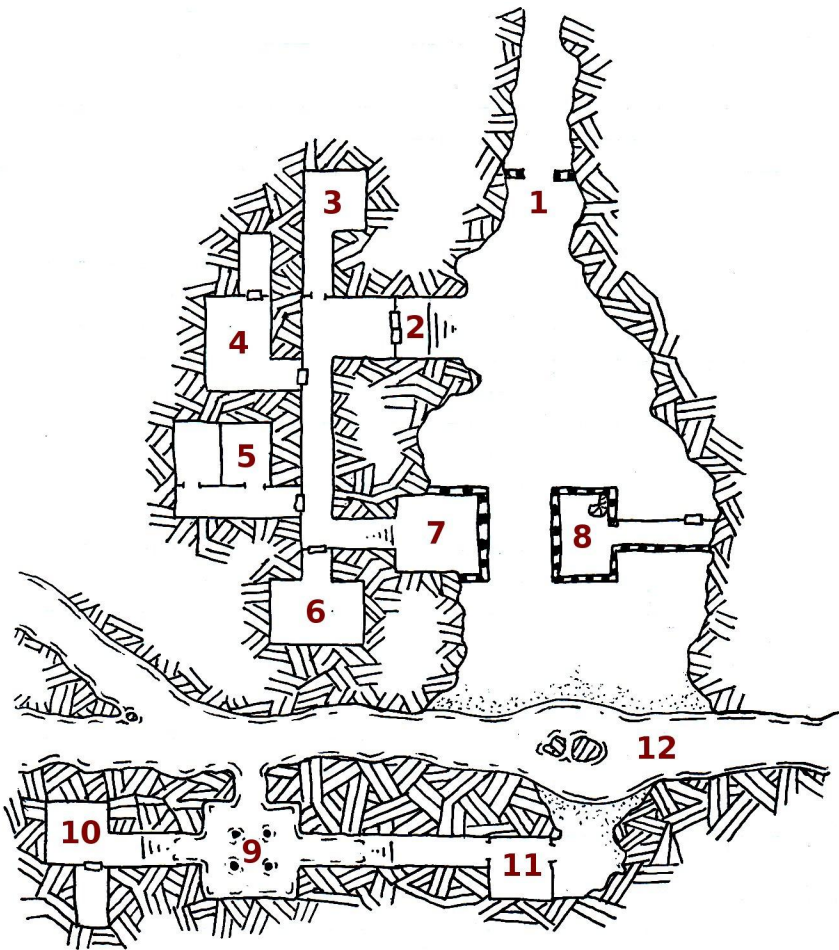


FORTRESS ON THE IRONFLOW RIVER

a one page dungeon by Dyson Logos



Deep under the mountains by the ruined dwarven citadel of Kuln, the Ironflow river was once used as a water source for the inhabitants, a means of travel, and to power the mighty bellows in the dwarven forges.

Shortly after the river goes underground, it passes a river fortress on the right and the ruins of another small dwarven construction on the left before forking and heading deeper.

Since the destruction of the citadel of Kuln at the hands of the giants, this fortress has fallen into the hands of a few ogres and their lizardmen flunkies.

The ground and walls here are of finely hewn or natural stone (depending on the area – natural at the beach and caverns, and finely hewn dwarven workmanship in the finished areas), with a thin sandy beach on both the north and south shores.

Wandering Monsters

1 in 6 chance each turn

1. **Ogre** from area 7
2. 1-3 **lizardmen**
3. 1-2 **gecko lizards**
4. 1 **horned chameleon lizard**
5. 1-4 **giant oil beetles**
6. 1-2 **giant bats**

1. **Guarded Entrance** – The tunnel beyond this point leads into the depths, eventually connecting to the destroyed citadel. At this point a choke point has been built in the passage, with 4 foot tall walls with battlements on each side of a ten foot gap. The ogres always assign at least 2 **lizardmen** to guard this point, with orders for one to run to area 8 if there is an emergency.
2. **Fortress Doors** – The entrance to the main fortress construction is on a landing at the top of 10 feet of stairs. These massive double doors are heavy wood with metal banding decorated with dwarven runes. Attempts to open these massive portals are at -1.
3. **Lizardman Barracks** – 4 **lizardmen** are in this room, and there is bedding for another 5. A locked wooden chest under a pile of clean bedding contains 1,000 **gp**. There is a 50% chance that one of the lizardmen in the room has the key, otherwise one of the two posted to area 7 has it.
4. **Ogres' Chambers** – A pair of vicious **ogres**, Durgal and Rock, live in this chamber. Rock is currently in area 7. Durgal keeps a large sack with 1,000 **sp** and 1,000 **gp** on her belt at all times (she doesn't trust her mate with the gold). The door to the room to the north is locked and contains the rest of their treasure and a single insane **dwarf** that is kept as entertainment and as a "guard" for their remaining loose treasure of 7,000 **cp** and 1,000 **sp**.
5. **Lizard Storage** – The door to these two rooms is locked. The first room has 1 trained **Gecko**, the second is empty.
6. **Lizardman Leaders Quarters**– The leaders of the lizardmen live here. Currently 1 **lizardman** is in residence, with 500 **gp**.
7. **Guard Tower** – One **lizardman** leader is posted here on his **horned chameleon** mount along with Rock, the second **ogre**. The lizardman keeps 500 **gp** in a saddlebag on his lizard mount. The tower is 20 feet above the floor of the cave, with battlements on the walls. The occupants watch areas 1, 8 and 12 from here.
8. **Keep Tower** – 2 **lizardmen** are posted on the tower top, 15 feet above the floor of the cave. The ground floor of the tower has 1 **lizardman** in it and a spiral staircase up to the tower roof. The door to this keep is unlocked.
9. **Flooded Chamber** – This 30 foot square chamber is now under the water level. Four columns in the centre of the chamber are covered in a thick algal slime. Under the slime, carvings on the columns show scenes of dwarves worshipping. This can contain a clue for accessing a secret chamber in a temple deeper in the ruins of the destroyed citadel.
10. **Chapel** – The abandoned chapel of the dwarven god of rivers and waterworks lies in ruins here. A single **gecko** is crawling along the ceiling, looking for an easy meal.
11. **Antechamber** – 6 **giant oil beetles** live on the beach and the antechamber of the dwarven chapel. The antechamber contains a few stone benches built into the walls and some moldy and tattered vestments hanging from stone hooks.
12. **The Ironflow** – The Ironflow river is 16 feet deep at this point, with the cavern ceiling another 60 feet overhead. 40 feet up one of the natural stone columns in the middle of the river is a single **gecko**, trained by the lizardmen and on his way to the chapel to hunt for beetles.