



## IRKHAR KYG

Irkhar Kyg is a Khuzdul (Hârníc Dwarf) mine and trading post, located beneath what is now Gardiren Castle (see **Gardiren**, available from Columbia Games). For two thousand years, it was a thriving outpost of the Kingdom of Azadmere. Around 683BT, the Khuzdul sealed the lower levels and retreated to their mountain realm. Since then, the upper levels of the kyg have been used by successive waves of humans. For the last 600 years, it has been the cellar of Gardiren Castle.

### Suggested Uses

This article covers two time periods, CoDominium and modern day (720TR). It shows Irkhar Kyg as it appeared in its heyday, from about 1200BT to 700BT, when the mine was still in full operation and the Jarin dwelt in a hill fort adjacent to the kyg. It also describes the current state of the kyg, 1400 years later as the undercroft of Gardiren Castle.

GMs wishing to play a campaign during the time of the CoDominium can use the kyg as shown. Irkhar Kyg can also be relocated to another location and used as an intact modern day (720TR) Khuzdul mine/trading post. Suggested locations include the outlying fortifications protecting the lesser approaches to Azadmere (Jutluz, Khor-toz, Tazad or Uzed), for these locations, see the **Azadmere** module. It is also possible to use Irkhar as a secret location anywhere on Hârn, occupied by Khuzdul, humans or even gargun.

The maps and descriptions included in this article can also be used to expand the Gardiren article. If the PCs discover King Aidrik II's long lost key to the sally port (ideally with a map and description of how to find the secret doors and passage as well) they will be able to infiltrate Caer Gardiren. However, that will mean they will have to gain access to the ostler's common and find the secret door, not easy tasks on their own.

### MINING

Irkhar is an awkward location for a mine. It is immediately adjacent to the River Shem. As a result, water constantly infiltrates any tunnels below the water level, one drop at a time. Only sophisticated Khuzdul dewatering techniques, including watertight mortar for lining tunnels and animal powered water pumps, allow any mining at all, even to relatively shallow depths (for dwarves).

The type of minerals mined at Irkhar Kyg is deliberately not mentioned. Seven types of metals known in ancient times could be smelted: mercury, tin, lead, copper, silver, gold and iron. Any one of these options would be of considerable interest to the Earl of Neph, especially if it could be exploited in secret. There are copper and tin mines near Tonot. The Miner's Guild has searched for silver in the nearby Kanir Forest. Kyg Keep, a well known ancient Khuzdul trading post in far away Vemionshire, was built near rich iron and tin deposits.

It can be assumed that the dwarves went to such trouble (and elaborate security measures) because the metal or metals were worth it. The amount of ore remaining is also ambiguous. The dwarves mined it constantly for 2000 years, so it must have been a sizeable deposit. The kyg may be mined out, or it may still hold large quantities of ore yet to be exploited if someone can figure out how to pump out the mines. There is also the question of why the Khuzdul sealed the mines. Was it so they could return at some future date? Was it to prevent the Jarin from entering the mines and being killed (by becoming lost, drowning or being crushed by falling rock)? Or, was there some other, darker reason, they sealed it up? These questions have been left up to the GM to decide.

### CREDITS

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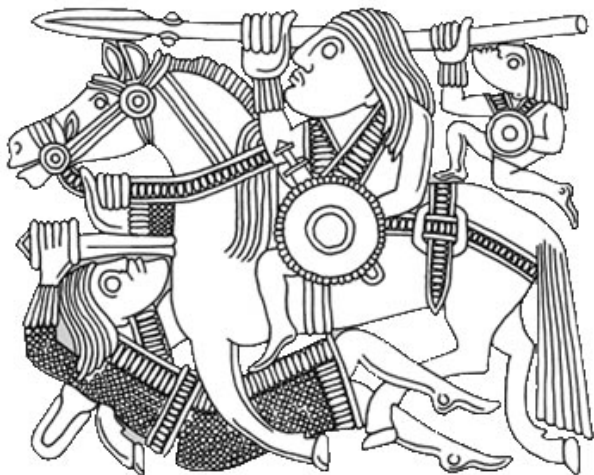
#### MAPS

*Thomas Shook*

*Jocke Andersson (Original Gardiren local scale map)*



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## HISTORY

Gardiren Castle is built on an outcropping of rock directly above an ancient Khuzan kyg. The kyg was established in 3300BT. It was an important and thriving CoDominium outpost, flourishing for more than two thousand years. Humans first came to Hâr in about 1300BT. The relatively peaceful Jarin were allowed to settle. Recognising the superior culture of the elder people, they swore fealty to the Sindarin King, Daelda. At first they settled only on the coasts, but as their numbers grew, they expanded into the interior.

The first Jarin arrived in the Shem River valley c.1200BT. Mostly hunters and gatherers, at first they were irregular visitors to Irkhar Kyg. As time passed, trade with the Khuzdul became more frequent. Never fond of farming, fishing or herding, the dwarves welcomed the humans, who were happy to perform labours for which the Khuzdul had little liking. They allowed the Jarin to settle near Irkhar Kyg and they gradually took over those functions. Both species mutually benefited during five centuries of prosperous peace.

Clan Melaudd was foremost among the Jarin of the region. They formed a particularly close bond with the Khuzdul of Irkhar Kyg. With the Khuzdul Head Miner's permission, they established a village, the first of many, just outside the kyg on Tyglin Hill c.1150BT. They devoted themselves almost exclusively to providing for the kyg. Their hunters, equipped with Khuzan weapons, were extremely successful. Their farmers, equipped with Khuzan tools, were equally successful. They logged trees to feed the dwarven forges and brought the resulting cleared areas under cultivation. Their favoured status with the dwarves allowed them to act as middlemen, arranging purchases from other clans on the Khuzdul's behalf. The Khuzdul even permitted them to sell Khuzan tools and weapons that were surplus to their own needs.

Clan Melaudd served as scouts, escorts and auxiliaries to the Khuzdul forces. On many occasions, they joined the dwarves fighting ivashu or even other Jarin. For this loyalty, they were well rewarded, with the Khuzdul openly favouring them over all other clans. By 1000BT, their strength and power dominated the region. Through marriage, alliance or force, they asserted leadership over all of the other Jarin clans within five leagues of their primary seat at Irkhar.

In about 900BT, Lythians began raiding Hâr. Clan Melaudd and its allies fought for the dwarves and their homes. Backed by the Khuzdul, the Jarin of the Shem River valley were easily able to keep the Lythians at bay. When the dwarves marched out to the Battle of Sorrows c.683BT, Clan Melaudd and its subordinate clans formed a major contingent. Many died. Like the dwarves, they felt betrayed when the Sindarin King abdicated his rule over Hâr. Irkhar Kyg was abandoned soon after. Before they left, the Khuzdul sealed the lower level and turned the kyg over to Clan Melaudd. Some Jarin, mostly Clan Kophar, went with the dwarves to Azadmere. But the majority, led by Clan Melaudd, stayed.

With the departure of the Khuzdul, leadership of the region naturally fell to Clan Melaudd. They changed the name Irkhar to Gardiren and made it the capital of their new kingdom, Merila. The new kingdom prospered, eventually allying itself with the Kingdom of Panus to oppose the growing strength of Olokand.

Atop the old kyg, they built a new, larger and more powerful hill fort, with two rings of ditches and palisades and a grand timbered hall. They used the upper level of the kyg as an armoury, treasury and cold storage for siege stores, keeping the existence of the mine a closely guarded clan secret. Access was by ladder down the old chimney to the forge. The complex was dry, which kept the weapons from rusting, and the rock maintained a constant temperature, which kept food from spoiling.

The long and successful rule of Clan Melaudd ended with their crushing defeat in 113TR. After Lothrim seized Olokand and put the royal house to the sword, they mustered their full strength and marched out to defend Meyvinel. Unfortunately, they were no match for Lothrim's Chelni and gargun hordes and were wiped out to the man. When word reached Gardiren of the defeat, the lady of the house ordered the clan's treasures to be hidden in to the kyg and the entrance covered with timbers and dirt. When Lothrim's victorious troops arrived, they put every heir and member of the clan to death in a bloody purge. Despite inhuman torture, not one member revealed the kyg's existence.

Knowing the Foulspawner's gargun could not be appeased, Calsten Tane, leader of the petty Kingdom of

Tanor, travelled to Azadmere to warn the Khuzdul. He returned with a company of warriors and a supply of superior Khuzan weapons and armour. He soon recruited scores of his countrymen and refugees. They waged a constant battle with the Lothrim's troops until 120TR when the Foulspawner failed to return from Kiraz. Sensing an opening, Calsten struck decisively. Armed with a key and secret maps from Azadmere's archives, he entered Irkhar Kyg through the camouflaged sally port, made his way up to the dormitory, through the secret passage to the base of the chimney in the old forge. Quietly, his men removed the timbers, gaining access to powerful hill fort. Surprise was complete. Calsten's men routed the garrison and killed Lothrim's lieutenant.

With word of Lothrim's death and Calsten's victory at Gardiren, men flocked to his banner. In 130TR he ordered work to begin on the construction of a stone keep at Gardiren. The keep was sited so the kyg's chimney was under the keep's south tower. A ladder was installed and the cellar was used for siege stores. Always mindful of the chance that someone could duplicate his feat and infiltrate the keep via the secret entrance, Calsten locked the camouflaged sally port and kept the only key with him at all times. Over the next few years, all of the men who had accompanied him on the attack died in battle, leaving Calsten as the only person who knew the exact details of the attack and secret passage.

By 140TR, Calsten and his allies had driven the remnants of Lothrim's forces out of Tanor, Panus, Merila and Tyannild. In 142TR, he united the four petty kingdoms into the Kingdom of Serelind with Gardiren as its capital. Well situated, with the most advanced fortification in the fledgling kingdom, it was well suited to be the administra-

tive hub of his new realm. In 160TR the king appointed Hemid Curo as constable of Gardiren. He proved to be a loyal lieutenant and brilliant administrator. Despite this, Calsten never revealed the location of the secret passage to him, nor gave him the key to the camouflaged sally port on the lower level.

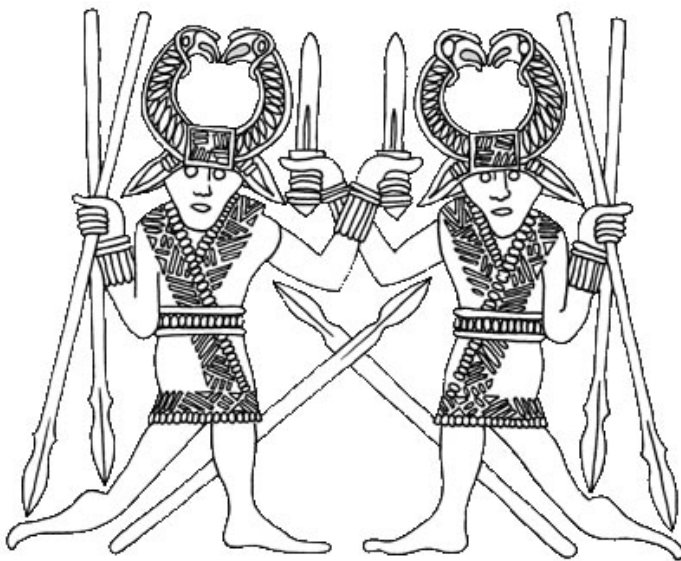
Before he died in 162TR, Calsten showed to passage to his son and successor, Medrik. Starting in 170TR, Medrik upgraded Gardiren to a castle. At the same time, he made considerable changes to the cellar. A permanent spiral staircase replaced the shaky wooden ladder. The forge was converted into a pantry. The dining hall split up into a crypt, chapel and an armoury. The kitchen was turned into a treasury and the remaining rooms were used as a wine cellar and buttery.

## THE LOSS OF THE KEY

The key to the lower level of Irkhar kyg remained in the hands of the King of Kaldor for the next 200 years. Before he died, King Maranos passed it to his legitimate son, Aidrik II. Soon, civil war raged between Aidrik II and his elder bastard half-brother, Fierth. When Aidrik II was defeated, captured and executed by Fierth near Kiban in the final battle of the Kaldoric Civil War (362-377TR), the key was not found among his possessions. With Aidrik's death, the details of the secret passage and key past from human knowledge. Today, there is no living human who even remembers the existence of the lower level of Irkhar kyg. The Khuzdul have detailed records and a second key in the Royal Archives in Azadmere.

At the time of King Aidrik II's death, some believed he had left the key and details of the secret passage with Queen Aliela. She took refuge with Constable Tendrik Curo in Gardiren Castle, which was besieged by the Fierth in 378. It would have been important for her to have a way to escape if the castle had fallen. The elderly queen may have then passed it to her son Andarik when he was crowned King Aidrik III after Fierth's son, Uthred, was accidentally killed in a hunting accident. So, the key may still be among the treasures of the Royal House of Kaldor.

After Aidrik II's death, a small group of the King's most loyal supporters managed to escape the bloodbath at Kiban with his Royal Standard and several chests from the Royal Treasury, including, perhaps, the key. They made their way north to the old Tane holdings in ancient Serelind, the king's base of support. They were relentlessly pursued by Fierth's forces and forced to make their last stand at the Laranian Abbey at Zanoth (between Gardiren and Naniom Bridge, north of the Silver Way, Map K4). None survived the last stand, however the treasure was never found. Recently, Earl Hemisen Curo has expressed his desire to re-found the abbey and recon-





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secrete the neglected tomb of King Calsten. Is he looking for something else?

Following Aidrik II's defeat at Kiban, Fierth's followers, including the forces of Qywald of Dariune and the treasonous Earl of Pagostra, fell upon the royal baggage train. Dariune's men captured the King's tent and personal belongings. Pagostra's men seized the royal wagon and several large iron bound chests. Fierth ordered that they turn over all important papers and items. Pagostra was executed a few days later for his betrayal of Aidrik II. Many of his supporters and family escaped to Vemionshire. Qywald of Dariune was made Earl of Balim. Qywald or one of Pagostra's followers could have kept the key. If so, they may decide to use it.

## MINI-ADVENTURE: THE CELLAR JOB

**Note:** *This mini-adventure requires the map of the current 720TR layout of the second floor of Irkhar Kyg (available in the **Gardiren** article from CGI).*

### Introduction

Civil war is brewing in Kaldor. Sir Hemisen Curo, Earl of Neph, is a potentially vital player. He is known to have an outstanding intelligence network and considerable resources, including large reserves of gold and silver.

### Lead-Ins

**Faction Agents:** The PCs are trusted agents of one of the many factions jockeying for the position of heir to King Miginath. Their patron has acquired the key and map to Irkhar Kyg and wants them to clean out the Earl's treasury to force him to join their faction.

**The King's Men:** Sir Hemisen has been spending a lot of money to prove his descent from House Tane and Artane. King Miginath believes Curo intends to use this information to seize the throne when the King dies. To prevent this, the King intends to quietly strip the Earl of the resources needed to mount a bid for the throne.

**Pure Luck:** Through luck and fortuitous circumstances, the key and map to Irkhar Kyg have come into the PCs possession. They have a once in a lifetime chance to pull off the biggest robbery in Kaldoric history.

### Setting

The adventure takes place in Kaldor. It can happen any time of the year, though summer will provide more opportunities when the Earl is away from the castle. The GM can start it in any location where the PCs find or receive the key and map. From there the PCs will have to make their way to Gardiren. If they are successful in robbing the Earl's cellar, then they will need to flee the area.

Further adventures, with the Earl's men in pursuit and/or the PCs trying to find a safe hideout, may follow.

### Background

No one alive knows or even suspects there are other rooms beyond Gardiren Castle's current cellar, let alone another level. This gives the PCs the element of surprise and the opportunity to break into the Earl's bulging treasury without anyone being the wiser. One question is when is the best time to do it. Using intrigue, the PCs may learn that during the winter, the Earl holds many feasts. The steward and Earl have the only keys to the cellar, but many servants come and go from the cellar continually collecting wine, spices and special delicacies for Curo's table. The Earl is gone from late spring to early autumn visiting his liegemen for up to two months at a time. During those periods, not one dares go down into the cellar for days or even weeks at a time. There is a considerable window of opportunity for resourceful PCs to empty the treasury.

### Objective

The PCs must travel to Gardiren. They must come up with a plan to get inside the ostler's common unobserved and find the entrance to the sally port under the very noses of the garrison patrolling the castle walls above. They must successfully navigate the kyg and find their way through the secret passage. They must break into the treasury and perhaps even the armoury, get as much gold, silver, gems, weapons and armour as they can carry (preferably all of it). Once they have the treasure they have to get it out of the kyg and somehow get it out of Gardiren.

Agents of the King or other factions do not even have to remove the contents from the kyg. Simply removing the treasure from the cellar and hiding it in the unknown section of the kyg (perhaps the old armoury) would be sufficient to deprive the Earl of its use.

### PC Motivation and Reward

PC motivation is obvious. This is the treasury of an Earl. It contains money, weapons, spices and more, all easily portable and highly disposable. For agents of one of the factions or the King, if they can pull this off, they will be well rewarded (within reason) and gain their patron's thanks and protection. For freelance PCs, they will be rich beyond their wildest dreams.

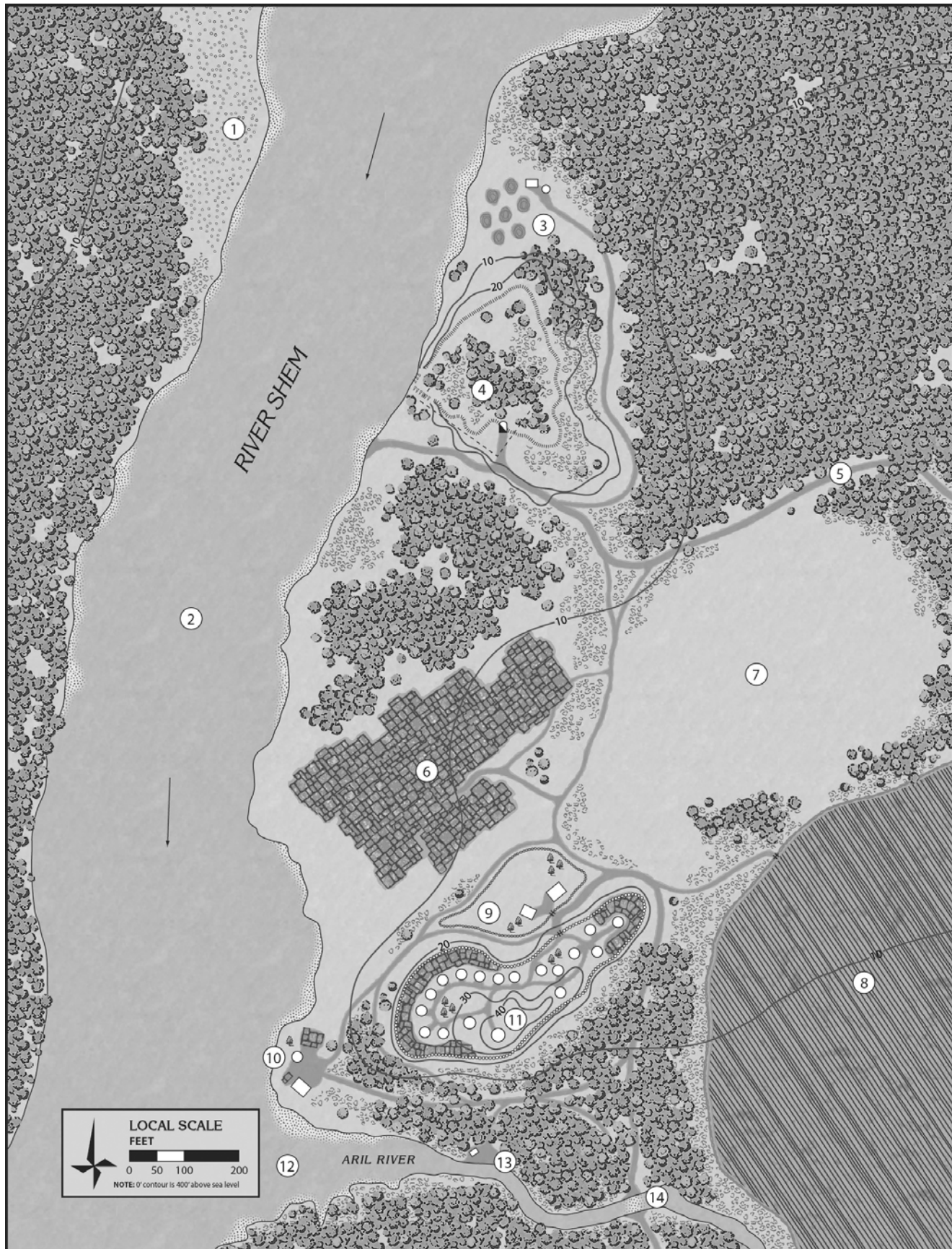
### Afterward

Once they have the treasure, they must either get it to their patron or to a safe house. The adventure may not be over yet, as living to spending the money, evading the Earl's intelligence network and finding a safe place to retire may not be as simple as it seems.









## LOCAL MAP KEY (C.700BT)

1. **Logging Area.** The Jarin cut timber for use in the Khuzdul smelting operations. They prefer to cut trees close to a river or stream. The logs are limbed and rolled into the river. They are then lashed into rafts and floated down to the kyg. The largest trees are reserved for making dugout canoes.
2. **River Shem.** The river is the easiest and fastest route for communications. The Jarin make extensive use of dugout canoes for travel up, down and across the river. Most Jarin settlements are along the river or its larger tributaries. The Shem River is rich in fish. The Jarin use nets, weirs, traps, spears and hook and line, to catch all manner of fish, including trout, salmon, pike, eels and sturgeon. The northern slope of the hill fort is covered with racks for drying fish.
3. **Charcoal Stacks.** Smelting ore requires huge amounts of charcoal. The Jarin log the timber and float it down to the kyg. It is stacked into huge conical piles, covered with dirt and slowly fired to turn it into charcoal.
4. **Irkhar Kyg.** The mine/trading post was established c.3300BT. The location was chosen because of the large ore deposit directly below the rock outcrop. The kyg is home to about seventy Khuzdul at any one time.
5. **The King's Road (The Silver Way).** This ancient route dates from the founding of the kyg. It is an extension of the great highway from the Kingdom of Azadmere to the lowlands. Originally the King's Road terminated at what is now Naniom Bridge, however when Irkhar Kyg was established, the highway was extended. The mine is now the new terminus. From here, travellers can easily travel down the river to Meyvinel (Tashal) or begin the long, cross-country trek to Kiraz.
6. **Vegetable Gardens.** The Jarin maintain vast gardens, both to feed themselves and the Khuzdul. During the day, women and children work the gardens, tending the plants and removing weeds. It is hard work, but the ground is exceptionally fertile and easy to work.
7. **Common.** This large open field is the common land. The herdsmen and shepherds, mostly teenage boys and old men, tend the herds of cattle, horses, sheep and pigs.
8. **Fields.** The clan farms its fields in common. A healthy mix of rye, barley and oats ensures that the harvest will be sufficient to feed the village, even in a bad year. These fields are recently cleared and the soil is deep and fertile. When the soil becomes tired, the Jarin move on to new plots, returning after a few years.
9. **Corral.** The large log palisade is used to keep all of the clan's animals. Cattle and horses are the most prestigious, though sheep and pigs are more important for food.

10. **Shaman's Hut.** The shaman is believed to have supernatural powers and be in contact with the spirits. By tradition, he is forced to live outside the fort.

11. **Tyglin Hill Fort.** This is the chief stronghold of the Clan Melaudd. Originally constructed c.1150BT, it is surrounded by a stout twenty-five foot high palisade made up of two layers of closely set peeled logs with a five foot wide interior wall walk. Each of the large, round, thatched huts is home to an extended family of around twenty individuals and their prized animals. The clanhead has the largest hut, at the very top of the hill. Locally, he can muster about forty warriors (hunters), with another forty militia, suitable for defence only. The clan's full strength, including allies, is several hundred warriors.

When the population starts to strain the size of the fort, the clanhead selects half-dozen families to start a new village. This new group becomes a sub-clan, or sept, of Clan Melaudd. By regularly "spawning" new villages, the Melaudd's have successfully expanding their sphere of influence throughout the Shem River valley. The clan's extensive network of political alliances is reinforced by regular intermarriage between allied clans, with women going to live with their husband's clan. Given the clan's enviable relationship with the Khuzdul, fine tools and weaponry and large network of allied clans, there is no shortage of clans wanting to ally themselves with the Melaudds.

12. **Aril River.** A minor tributary of the Shem, the Aril has excellent fishing and is a sheltered spot for the storage of the clan's boats.

13. **Dugout Workshop and Storage.** Given the importance of water travel, making and maintaining dugouts is a high priority. The largest tree trunks are floated down the Shem to the Aril River. There, they are pulled out of the water and carefully hollowed out. Fine Khuzan adzes make the job fast and easy. Melaudd dugouts are known for their fine design, stability and speed, the result of some design innovations suggested by the dwarves, including high prows, keels and flat bottoms. Some are as long as thirty-five feet by four feet wide and have short masts and small sails. Two dugouts can be lashed together to make a floating platform for bulky cargos or fishing.

14. **Ford.** The King's Road ends in Irkhar. However, there is a forest trail south to Meyvinel for those who would rather not chance the river. The ford is shallow and easily crossed. The trail follows the Shem, so it is difficult to get lost, but it is narrow and not maintained. It is impassable to carts and wagons, so travellers must use walk or use pack animals. The humans prefer to travel by boat. The elves do not require a trail. The majority of dwarves travel northwest to Kiraz; the primary users of the trail are the remaining Khuzdul who have business in Meyvinel or further south in Evalael.

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## GROUND FLOOR

1. **Entrances.** The mine's first line of defence is concealment. There are only two entrances to the mine. The primary entrance is large enough for a fully loaded wagon to pass through easily. Although the outer door is a perfect match for the surrounding cliff, but it is frequently left open and there are wagon ruts leading directly to it, so it is not difficult to find. Adjacent to it is a smaller sally port. It is rarely used and few but the Khuzdul know of its existence. **720TR:** *There are no external clues to the existence of either door. After over 1300 years, nature has completed the Khuzdul's masterful job of concealment. The main entrance has been barred from the inside and cannot be opened. The portcullises are jammed in place. When Calsten stormed the castle, he used directions and a key provided by the dwarves to enter through the smaller sally port to the left.*

2. **Killing Zone.** The original builder of the kyg was paranoid, even for a dwarf. Isolated from Khuzan lands, he designed and built an elaborate entranceway to defend the kyg. It begins with two heavy portcullises and murder holes controlled from the room above. Then, attackers must pass through a long corridor with deadly overlapping fields of fire from crossbow galleries on either side. The main door is at right angles to the entranceway making it nearly impossible to use a battering ram. Any who try will be subject to fire from the crossbow slits behind them. Two more crossbow slits overlook the hallway leading to the secret sally port. **720TR:** *Little has changed since the dwarves left. The outer concealed door is bolted from the inside. The two portcullises are made of an unknown alloy and are as strong as when they were installed. The main doors' oak core has rotted to little more than dust and its iron cladding has turned to rust. A single touch will cause it to collapse.*

3. **Guard Room.** Four guards stand duty here at all times. The facilities are basic, to keep them alert and ready for action. They have a trestle table, stools and a brazier for warmth. A powerful ballista is mounted on a pivot directly facing the portcullises. It can fire either iron bolts (as big as spears) or four-inch stone/lead balls. **720TR:** *The room is completely empty. All furniture, fixtures and the ballista have been removed.*

4. **Armoury.** The mine maintains an extensive supply of weapons, including chain mail armour, plate helms, steel shields, swords, axes, spears, crossbows and huge stocks of quarrels. A secret door hides the room. All of guards and miners know the secret to open the door (simultaneously pressing the lowest block on the door with your foot and the middle block with your hand). **720TR:** *The armoury has been emptied. All that remain are stone balls for the ballista, the slightly corroded steel heads of the thou-*

*sands of crossbow quarrels and one rust free Khuzan short sword (WQ +4) that had fallen behind a chest.*

5. **Miners' Hall.** The miners use this room during the day when they are filthy from tunnelling. They take their midday meal here. The skilfully crafted fireplace keeps the room comfortably warm, which is much appreciated after toiling in the damp, cold mines. In the corner is a thick metal door with a fiendishly clever lock that guards the entrance to the sally port. The head guard and chief miner hold the only two keys. **720TR:** *The room is stripped of furniture. The sally port door, made of the same alloy as the portcullises, is as solid and secure as it was 1400 years ago. The hinges are dry and squeal loudly when the door is pushed open. One key is held in the Azadmere Royal Archives. The other was lost when King Aidrik II was killed. It has never been found.*

6. **Baths.** Mining is hard and dirty work. The mine's well provides plenty of clean water to soothe their parched throats. After a long day, the miners like to relax beside a warm fire and take a relaxing bath. Water is brought from the well, heated over the fireplaces and poured into the bath. Each bath has a drain leading to the river. **720TR:** *The rooms are stripped bare. The only indications of their intended use are the depressions and drains of the baths. The water in the well is clean and pure, but the winch is rusted solid.*

7. **Stables.** This room is used to house the horses, mules and donkeys that haul the wagonloads of ingots to Azadmere and operate the mine's mechanical water pumps. **720TR:** *The room is empty except for a few extremely rotted remnants of the stall walls.*

8. **Mine Head.** This room is the centre of dwarven mining operations. Thick stone pillars and arched roofs support the massive weight of the hill above. Ore is brought up from the mines in carts that run on iron rails and wooden ties. The ore is sorted, broken into smaller pieces and fed into the smelter. **720TR:** *The wooden ties have turned to dust, with rust encased rails on top. Stacks of unprocessed ore sit on either side.*

9. **Mines.** Two main shafts descend from the mine head. The right branch curves to the north (just off the map). The left branch extends south. Because of the high water table, the walls drip continuously once you descend below the level of the Mine Head. Regular maintenance and constant pumping are required to keep the shafts from flooding. **720TR:** *Without the Khuzan pumps to keep them clear, both shafts have flooded up to about 10 feet below the ground floor (approximately -7 feet).*

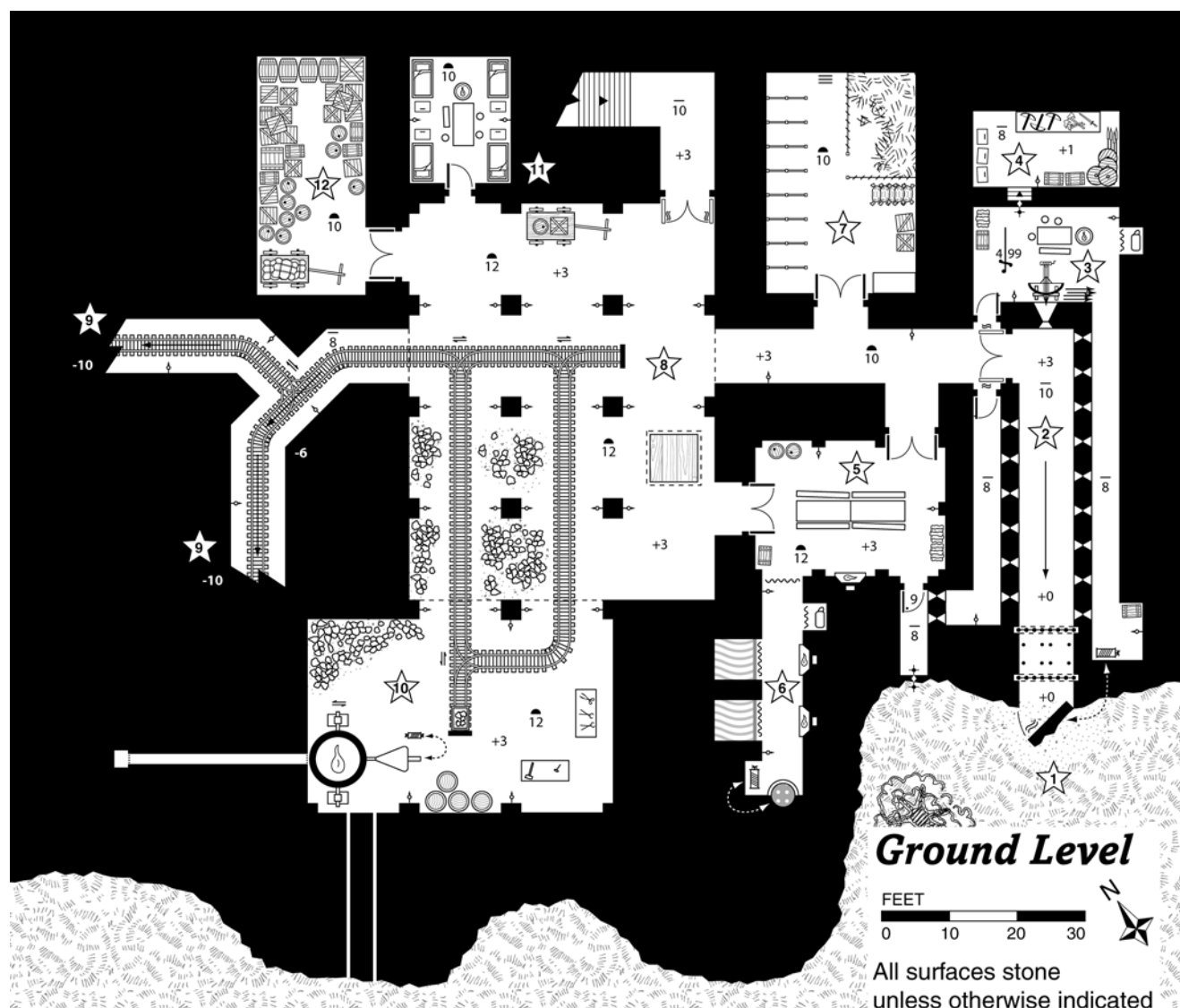


10. **Smelter.** Once the ore is broken into small pieces, it is loaded into a large ceramic crucible that sits above a forced air charcoal furnace. The furnace is lit and stoked by a massive, chain driven bellows. Fresh air drawn through two shafts drilled horizontally through the rock to the cliff face. A fume hood collects the smoke from the furnace and gases from the crucible and draws them out through a cunningly designed chimney. The ceramic crucible reflects and intensifies the heat, causing the metal to melt and impurities to float to the surface. The impurities are skimmed off and discarded. When only pure metal remains, the entire crucible is tilted on its hinges and the metal poured into ingots. Fresh ore is loaded into the still red-hot crucible and the cycle begins again. While being operated, the smelter must be tended day and night and demands huge quantities of charcoal and ore. It is only fired when sufficient quantities of both have been stockpiled, about once every two months. **720TR:** The airshafts

and chimney have been blocked up. The crucible is intact, but has fallen on its side and is half filled with hardened clinker. The metal components of the smelter are rusted solid.

11. **Guard Quarters.** This room is reserved for the mine's eight full time guards. They alternate 12 hours on, 12 hours off. Because of their schedule, they prefer to live separate from the miners. The door to their quarters is steel and remarkably soundproof. **720TR:** This room is empty. Its purpose is unclear, but the door is intact.

12. **Storage Room.** The warehouse is sufficiently large to hold enough food for the Khuzdul to live on for an entire year. The dwarves buy most of their food from the local Jarin, though delicacies and special items are brought back with the wagons returning from delivering ingots to Azadmere. **720TR:** This room has a few piles of debris identifiable as crates and barrels, but nothing intact.



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## SECOND LEVEL

*The second level of Irkhar Kyg, as it appears in 720TR, is shown in the **Gardiren** article (page 18) available from CGI.*

1. **Master Forge.** Although Irkhar Kyg is primarily a mine, there is also the requirement to make and repair tools. This is the responsibility of the master smith and his journeymen and apprentices. His forge is in a prestigious location on the second level. The doors diminish the sound of his work somewhat, however dwarves appreciate the sound of metalworking and the doors are often left open. Two crossbow slits overlook the kyg's main entrance. Normally, they are covered by camouflage shutters, which match the surrounding rock perfectly. **720TR:** *All tools and materials have been removed. The forge's chimney has been filled in with a spiral staircase leading down from the castle above. The crossbow slits have been completely filled in. The doors and even hinges have long since turned to dust and been removed. The room is now the Earl's pantry containing a fortune in spices in sealed waxed casks.*

2. **Dining Hall.** The centre of life at the kyg, the hall is the place where the dwarves gather to relax and socialize after a long hard day in the mine. The entire population of the kyg can eat here at one time. **720TR:** *The room has been divided into three separate rooms, a crypt, armoury and chapel. The room's original function is not obvious.*

3. **Kitchen.** This spacious room has two large fireplaces for preparing meals. The head cook and three assistants are kept busy preparing nutritious and filling meals for the hungry miners. The cook deals extensively with the Jarin, purchasing fresh and preserved meats in addition to fruits, grains and vegetables. The miners are well-fed and so are happy and hardworking. **720TR:** *This room has been converted into the Earl's treasury. The chimneys, like all the others in the complex are filled and sealed.*

4. **Upper Storeroom.** This room is used to make and store ale, and for the day-to-day foodstuffs. Items are brought up from below on the lift and stored here until needed. **720TR:** *The door between the kitchen and upper storeroom has been blocked off. The room is used as a wine cellar. The hallway immediately outside and to the north of the door to storeroom has also been walled off. The work is so carefully done, that there is no indication the hallway ever continued further north.*

5. **Lift.** This room contains the mechanism for the lift, which is used to bring heavy items such as crates of food, barrels of water and other goods up from the ground floor to the living quarters. The lift uses a sophisticated system of counterweights, gears and chains. It allows one Khuz-

dul to easily (but slowly) lift up to 1000 lbs at a time on the lift. For every turn of the four-foot diameter wheel, the lift rises four inches. It takes 45 turns of the wheel to raise the lift to the second floor. **720TR:** *The dwarves walled off the lift room before their departure. Long ago, the lift mechanism collapsed into a pile of rusted and unidentifiable components on the floor of the Mine Head [8] below.*

6. **Vault.** This small room is used to store silver and gold for trade with the Jarin. The original builder was a very paranoid dwarf. He installed a secret passage from the east dormitory through the vault to ensure he could escape in event someone tried to lock him in his room. It is rarely used, though the head miner and smith know of its existence. **720TR:** *This room is now used as a buttery. In 120TR, using a key and map provided by the dwarves, Calsten led his men through the sally port (ground floor, room 5), up the stairs, into the dormitory and through this secret passage. From there, they snuck up a ladder through the chimney of the old forge and into the keep. In about 200TR, King Kalabin lured one of his more troublesome nephews down into the cellar, promising to show him the secret passages below the castle. The young man was never seen again. No one ever dared ask the King what happened to him.*

7. **Guard Room.** Located over the main entrance, this room controls the raising and lowering of the two portcullises. Two murder holes, covered with thick stone slabs, allow defenders to drop stones, pour boiling water or shoot crossbow quarrels on the invaders. Two crossbow slits provide a good view of the front of the hill. **720TR:** *The hallway to the portcullis room and the two crossbow slits have been seamlessly walled up. The portcullises are locked in the down position. The winches have rusted to dust. The stone doors over the murder holes are intact, as are the large piles of head sized stones stored as ammunition to drop on attackers.*

The room is also home to "**The Eye of Irkhar**", a unique Jmorvi magical item. With only four crossbow slits facing the front of the hill, the Khuzdul required a way to see who (or what) was around kyg, especially above the doorway. The Eye functions as the magical equivalent of the psionic power of Clairvoyance. It allows the user to see as if he was a bird flying 40 yards directly above this room. Handles on the right and left are used to swivel the Eye 360° to see in any direction and to tilt from level down to 85° (almost straight down). The Eye allows the user to see clearly, making every night look as if it was a bright and cloudless night under the full moon. It allows the dwarves to safely (and secretly) inspect the area around the kyg before opening the door. The Eye is suspended from ceiling between the rear portcullis and the back wall. It is permanently tied to this location. If it is removed (unlikely without damaging it and rendering it



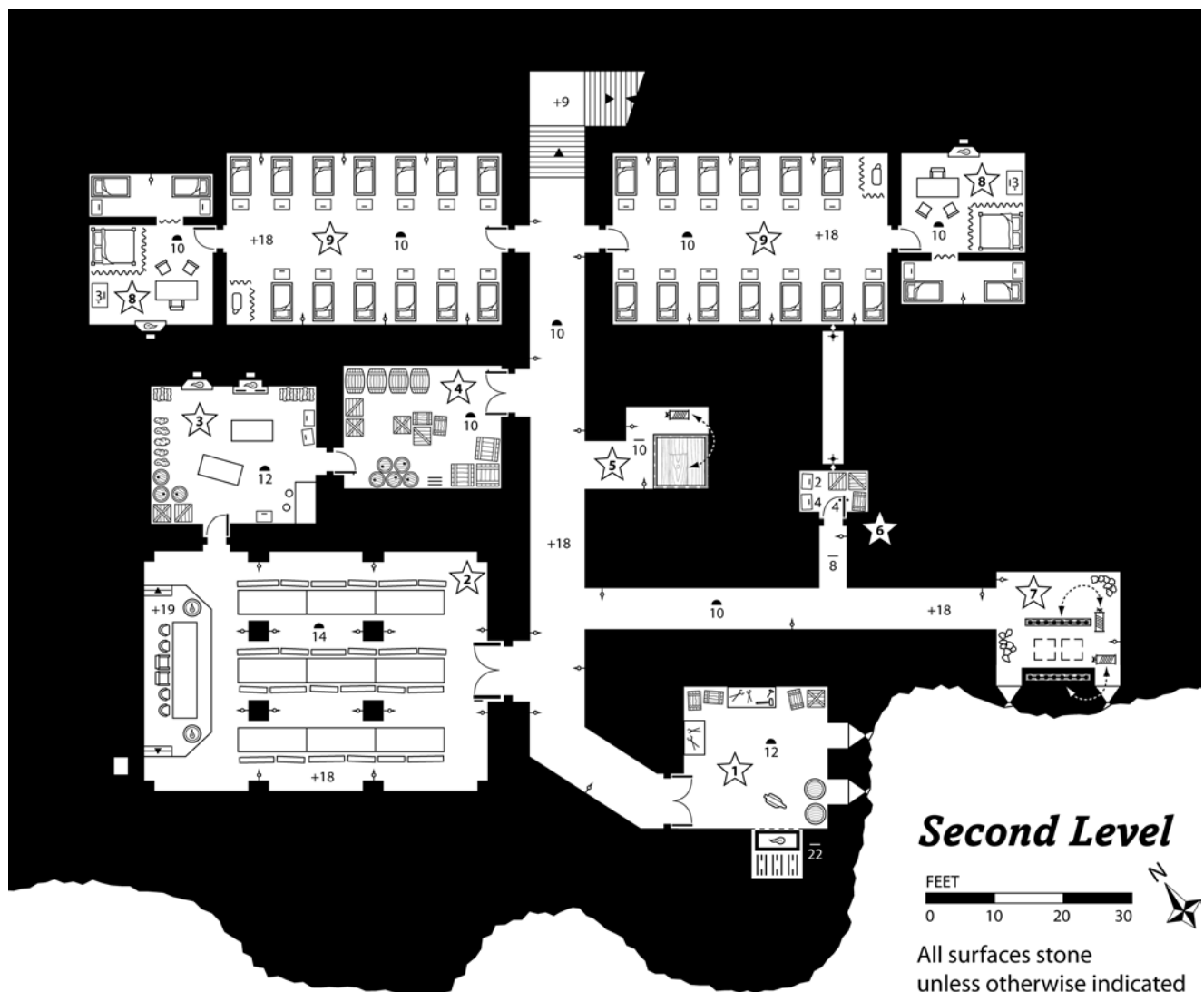
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useless), it will only ever show the area around Irkhar Kyg. It is a permanently enchanted artifact and requires no charges to function. **720TR:** *The Eye of Irkhar is covered with a thick layer of dust, but is otherwise completely intact and functional.*

8. **Master's Quarters.** The eastern private room is the quarters and office of the Head Miner. He is in charge of the kyg. The small room beside him houses the chief cook and three assistants. The western private room is the quarters of the Master Smith. He is second in command of the kyg. His two journeymen and two apprentices sleep in the room next to his.

9. **Dormitories.** The Khuzdul of Irkhar Kyg put little stock in privacy. There are two large dormitories with thirteen bunk beds each. The miners occupy the eastern

dormitory; the "refiners" (dwarves who work in the smelter) occupy the western one. The division is flexible; many dwarves can do either job, as required. The dormitories are large and comfortable, but lack fireplaces or braziers. The Khuzdul don't seem bothered by the cold. Most spend their time congregating in the dining hall and come here only to sleep. Just outside the doors of the dormitories, a broad, steep staircase leads down to heavy barred doors of the ground floor. **720TR:** *The rooms are stripped bare and there is little to indicate their intended use. The doors blocking the stairs have collapsed into a heap of rust and dry wood fragments.*



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## ADVENTURE HOOKS

### Abandoned Kyg

Because the CoDominium occupied the whole of Hârn prior to the coming of humans, the Khuzdul have left ruins across the island. The kyg can easily be relocated to any location on the island at the GM's whim. Depending on the GM's intent, the kyg may have been tightly sealed and stripped or left intact. Also, rather than using iron, the Khuzdul may have used rustproof alloys for their machinery, meaning all that is required is some cleaning and grease to get them working again. The kyg can be used as a larger version of the **Khuzdul Outpost** (also by Kerry Mould and Thomas Shook, available at [Lythia.com](http://Lythia.com)). See that article, and the mini-adventure **The Bloody Raven**, for additional ideas and adventure hooks.

**Pursuit** – The PCs have been hired to hunt down a group of deadly brigands. They manage to surprise the highwaymen in mid-attack. The criminals flee with the PCs in hot pursuit. They make their way into the hills and around a bluff. The PCs round the corner and the brigands are gone. Their tracks end on the hard rock at the base of a small cliff. Where have they gone?

**Landslide** – The PCs are travelling through the wilderness. A landslide has dislodged the concealed main entrance door a few feet. They look inside and see heavy portcullises barring the way, but no sign of life. They have just discovered an ancient Khuzdul site. What treasures (or dangers) await them? Unfortunately, they are not the first to discover this site. A swarm of vlasta have already taken up residence. The vlasta will attack those carrying torches first, leaving the other PCs to defend themselves in the dark.

**Tomb of Lothrim?** – The PCs discover an ancient text, which claims to detail the place where Lothrim is entombed. Rather than a deep mountain cave as described in most records, this text claims he was sealed in the lower level of a dwarven kyg. The location is near Kiraz. It is unlikely this text is real, but who knows? Perhaps it even contains the Penultimate Tome?

### Khuzdul Fortification

Caer Zerhun is the primary outer defence of the Kingdom of Azadmere. However, there are four smaller fortifications (Jutluz, Khortoz, Tazad or Uzed), which defend narrow trails into the realm. Just one company (20) of guards man each site, however the kyg has plenty of room for additional troops in event of emergency. This kyg can be used for these locations, or other outlying Khuzdul fortification as desired by the GM.

**Trespassers** – The PCs want to get into Azadmere to purchase the much-vaunted Khuzan weapons and armour. A rather seedy scout offers to lead them through the hills around Caer Zerhun. He leads them to a clear trail and tells them to follow it down into Azadmere. He doesn't tell them that Fort Tazad overlooks the trail. The PCs are caught and taken back to the kyg for questioning. The Khuzdul are not amused that the PCs have attempted to enter their kingdom illegally.

**Gargun Attack** – Scouts have returned with word that a swarm of gargun are coming down the Nepheo River valley. The garrison of Fort Uzed is insufficient. The PCs are trusted agents of the Khuzdul visiting Azadmere as a reward for a job well done. They are hurriedly conscripted and sent with a mixed group of Khuzdul and Jarin knights and yeoman to reinforce the fort until a proper force can be raised.

**Rescue** – The PCs are travelling through the wilderness when they are set upon by gargun. All looks hopeless when a mix of Jarin and Khuzdul suddenly rescues them. They are blindfolded and taken to the kyg. It is a secret outpost of Azadmere set here to watch the gargun. The PCs spend several days recovering and accepting the polite hospitality of dwarves.

### Gargun Colony

Many old Khuzdul sites have been overrun and taken over by gargun. The GM can use as shown or make additional modifications to make it suitable.

**New Colony** – A gargun warrior recently discovered the kyg. He gathered twenty loyal followers and managed to snatch a princess. They fled the colony and made for the kyg. They have only just arrived and are still attempting to make repairs. They want to keep a low profile, but one of their hunting parties was spotted by the Uthrem Roliri, who has warned the local baron. The PCs have been hired to lead a band of yeomen and men-at-arms to clear out this band before they gain a secure foothold and the princess begins to breed.

**Civil War** – The PCs come across a large number of dead gargun and then, a little later, more dead gargun. If they follow the trail of bodies, it will eventually lead them back to the kyg. A small gargun colony that has just undergone a deadly civil war. The queen and all the princesses were killed in the fighting. Ninety-five percent of the male gargun died as well. If the PCs act quickly, they can catch the last half a dozen gargun fighting it out in the Mine Head, thereby wiping out the whole colony. Successful PCs will find a considerable amount of treasure and a lot of smelly corpses.