

The Moathouse

he Village of Hommlet and all the lands around it into subjection. The conquered folk were then to be used as slaves to construct yet another fortress further west, spreading the evil power of the Temple in ever-growing rings to encompass all of the land around its base.

This outpost was ignored during the destruction of the Temple, for the army of good which came against the wicked hordes was so strong as to be totally immune to any pinpricking from the garrison of the moathouse. Only after the end of the battle which destroyed the main armies of the Temple of Elemental Evil was attention turned to this place. A detachment of horse and foot with a small siege train then came to the marshlands, to lay the castle low. The common folk from miles around came to help, and the moathouse was surrounded, cut off, and battered into extinction. The place is now shunned by the people of Hommlet, who hate its former evil and the memory of the terror brought to them by the black lord of the fortress—a vile cleric of damnation—and his evil men and humanoid troops.

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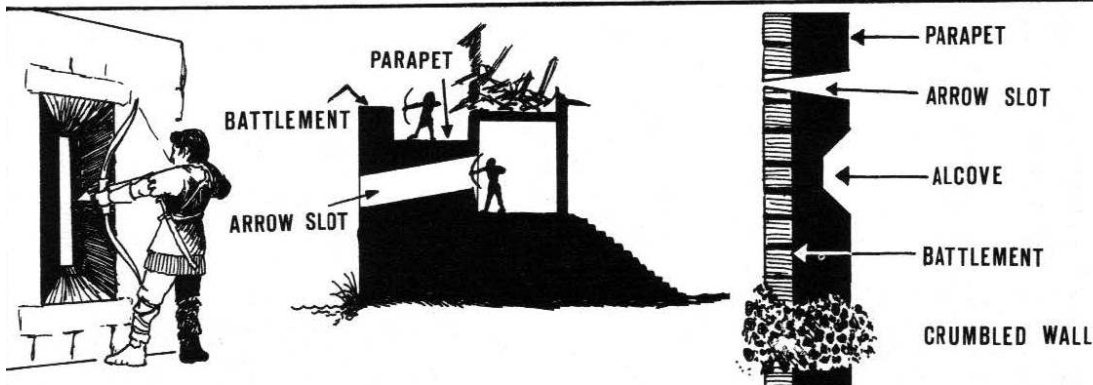
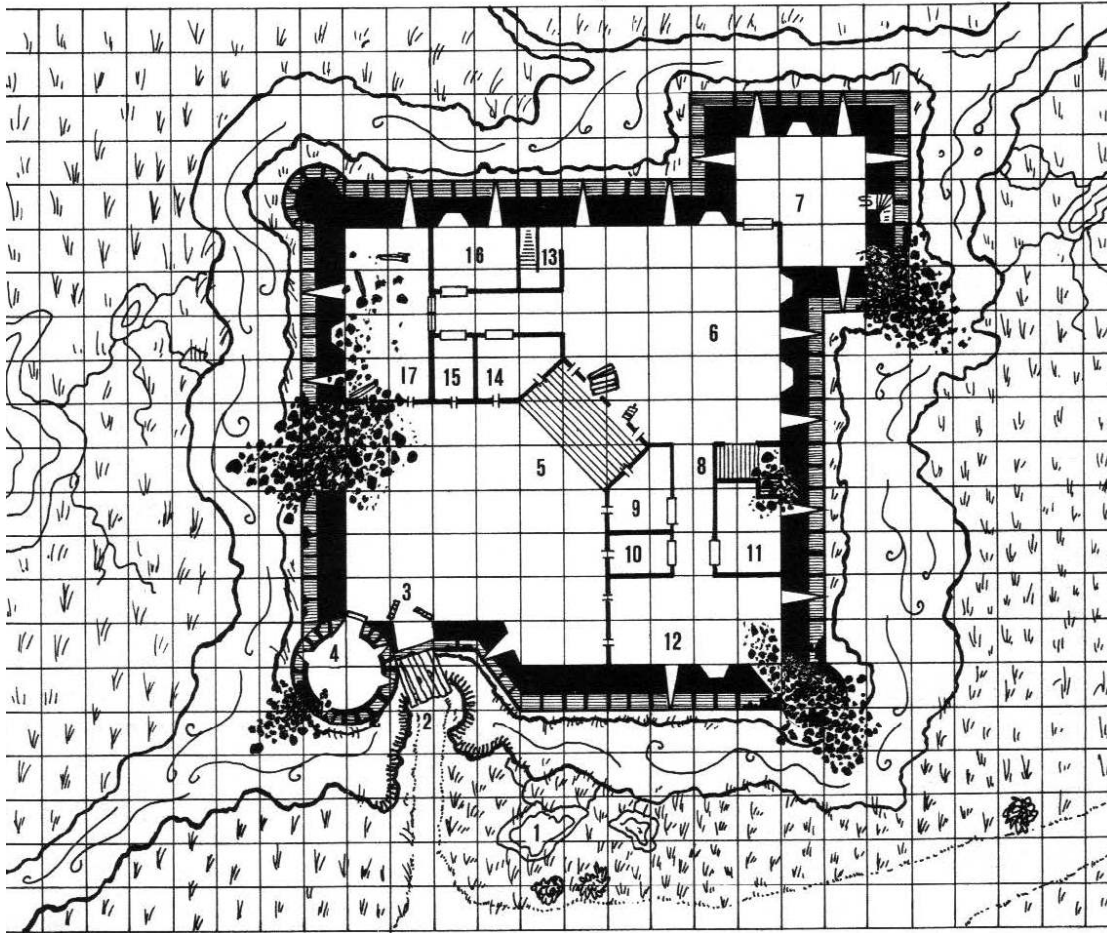
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Moathouse map and layout



Ruins of the Moathouse



Adventures in the Moathouse

Session 1

The sojourn from Hommlet into the Moat house saw a horse go missing, giant frogs nearly eating Cornelius and Al'Heira, Thaddius bitten by a giant snake and nibbled to near-death by rats of unusual size, and Al'Heira bitten by a giant Tick. Loric the Rogue disappeared (possibly to join with the brigands - who ran away), and a secret door was discovered by Calis leading downward...

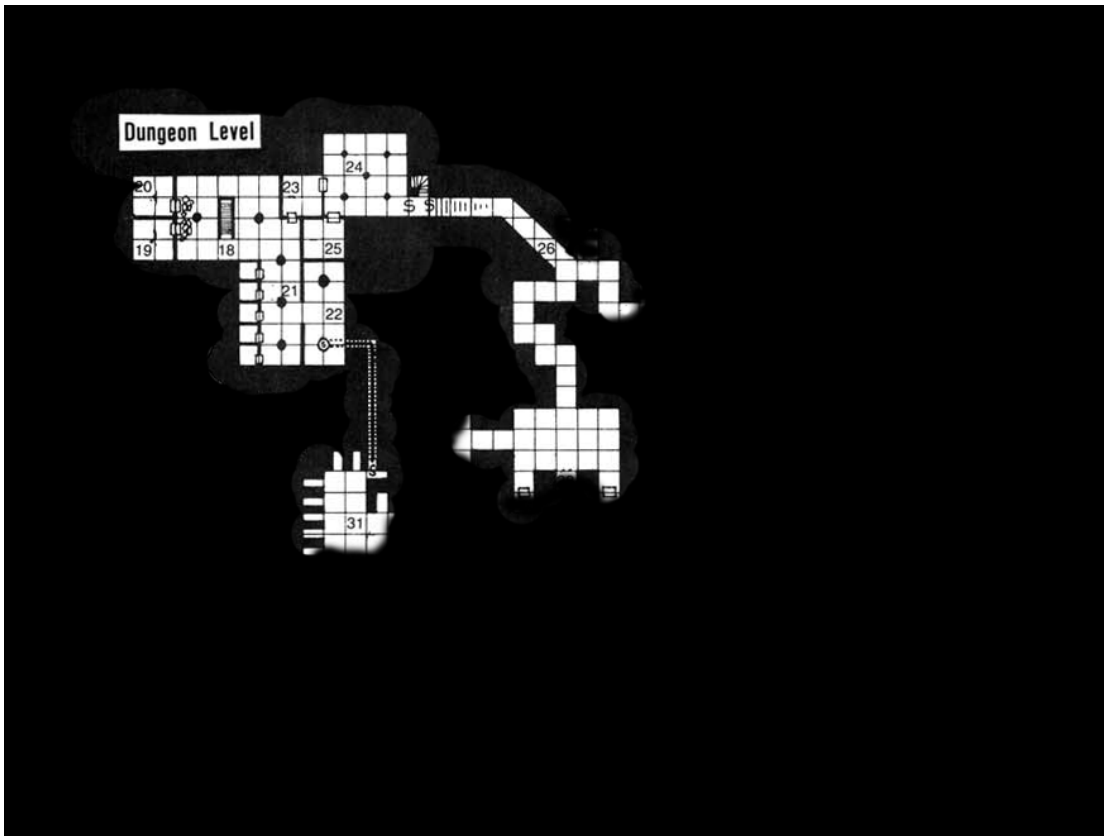
There's also a large chest, underneath a precariously unstable ceiling in one of the rooms (rm17), which had the skeleton of giant lizard.

Session 2

The group freed two captives of the brigands: Kaleth (an Elven Ranger), and Brierswood (Halfling Rogue) who joined the group (originally they part of Thrommel's advance scouts). They also managed to get the chest out a room with collapsed ceiling. Once the group descended into the depths, they fought an Ogre torturer (dying ignominiously at Brierwood's hands), and found a *cloak of Elvenkind*. They also freed two human merchants and a Gnome Illusionist. They also fought off a zombie horde with some impressive shots from Kaleth, and discovered large store room filled with weapons and armour, as well capes with a burning eye emblazoned on them. There's also a trap that the group avoided, ghouls in a nearby crypt, and they suspect gnolls are nearby...

The group retreated to Homlett to sell their loot and plan their next move.

Dungeon Progress



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