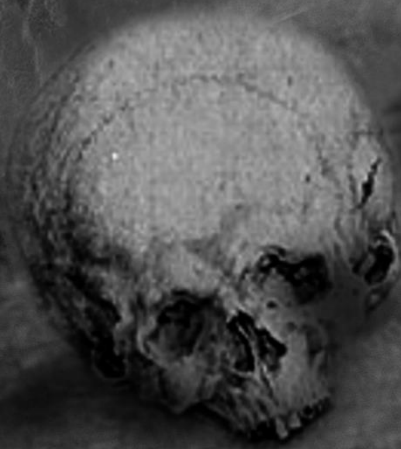


# INTO THE UNDERWORLD

PART 3

AMONG THE DEAD



A 3<sup>RD</sup> LEVEL 13<sup>TH</sup> AGE ADVENTURE IN FOUR TWO-HOUR SESSIONS

BY ASH LAW



# INTO THE UNDERWORLD

## PART 3 Among the Dead



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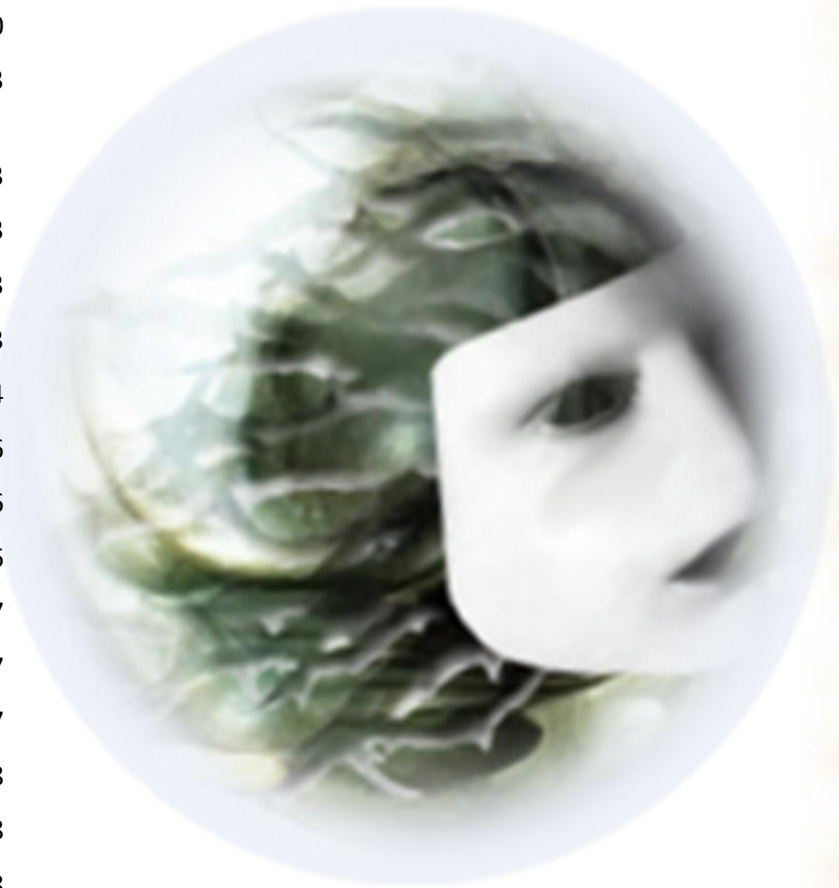


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# THE MIST- WALKERS

## RUNNING THIS ADVENTURE

This session is designed for 3<sup>rd</sup> level characters. At the end of the session, each character should gain an incremental advance.

At the start of the session, remember to ask each player to roll their adventurer's icon relationships. Generally speaking, a 6 can be traded in for a clear benefit. A 5, when traded in, will benefit the adventurer or party but there will be an associated complication, obligation, or drawback.

The session, as written, should take approximately two hours. If you have time for other encounters in the session before its end, you can pick from the following or roll a d6 for a random encounter (you can find these encounters at the back of the adventure). For a three to four hour game, I'd suggest adding between one and three random encounters scattered throughout the adventure, for a longer hour game I'd suggest adding between two and six random encounters (with half coming from the d20 table in the random encounters section at the back of the adventure).

1. Bats
2. Fallen hero
3. Fungaloids
4. Monument to a dead god
5. Zombies
6. Roll twice and combine the results

## NEW CHARACTERS

Here are some ideas for introducing new characters:

- The party is not the only group looking for the Heart of the Sky. The icons sent several groups of adventurers into the underworld. The new character is the lone survivor of another adventuring group.
- When the meteorite crashed down into the dark, it destroyed underworld settlements. If the new character is a dwarf or a drow, it is conceivable that they are the lone survivor of such a settlement, or are looking for others who were dragged off by star-masks into the deeper underworld.
- The new adventurer was on a different quest in the underworld unrelated to the meteorite. When the meteorite crashed through, it destroyed the location the adventurer was heading to and the quest object fell down into the deeper underworld with the meteorite.

## LOST IN THE DARK

The adventurers are trekking across a desert of powdered bone in a level of the underworld so deep that it is part of the land of the dead, a place known as the White Desert. The party is on a mission to recover a legendary gem that has fallen, in a meteorite, into the lowest levels of the underworld and seem to be on the right track.

The adventurers, covered with bone powder, enter a region of mists, where the air is as white as the powdered bone beneath their feet.

This is a montage scene. The point of this montage is to tell the tale of how the adventurers survived in a desert of powdered bone. Turn to the first player and ask them to describe a problem that the party faced in the land of the dead, then turn to the player to their right and ask them how their character solved the problem. Go around the group until everybody has had a chance to describe a supernatural problem or fantastical source of trouble and everybody has had a chance to have their character solve the

problem. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention the whisper of ghostly voices).



*With a montage you don't need to roll any dice—this is purely narrative play. The first point of the montage is to skip over parts of the story that are less exciting than what comes later, but still acknowledge that the event happened or location has been established: just like in a movie where a long journey is shown as a series of brief images, or a location is introduced in a few seconds by showing its most flavorful parts. The second point of the montage is to introduce new characters, by having them join the party's adventures in an exciting way rather than a flat 'you meet in a tavern'. The third purpose of the montage is to re-introduce existing characters, reminding everybody of their abilities and personalities and relationships.*

## NPCs

**GMs:** We've given you two NPCs to play with. The psychopomp makes for a great uncanny presence: a character that can be played as a dignified incarnation of death, or as a sighing put-upon bureaucrat cleaning up other's messes. If you prefer to avoid the psychopomp use the wizard instead, or have both of them turn up.

### Gestour D'Naranja

The wizard Gestour D'Naranja's latest spell has failed spectacularly: it was supposed to bring him a sample of titan bone, but it teleported him to the land of the dead.

Dressed in a tatty bathrobe and slippers, Gestour is not at his best. When he meets the adventurers, he draws himself up to his full height and acts as imperiously as his situation will allow.

Gestour is frantic, he knows exactly where he is and how much trouble he is in. He has a list of spell components he is trying to gather to reverse the spell and get him back to the surface world. Luckily for Gestour, the adventurers have some of the components that he needs. He can substitute ear of adventurer for eye of newt, and

if the party's dwarf doesn't mind giving up some blood he'll be very grateful.

This NPC can meet the adventurers at any point—appearing in a puff of smoke, or sat sulking on a giant knucklebone.

### Kamatayon the Psychopomp

Kamatayon is a psychopomp, an entity that escorts those in the land of the dead to their destination. Psychopomps are not judges of souls, nor do they punish or reward those in their care—they simply escort them.

Kamatayon's appearance is frightening: a tall empty robe full of smoke, with black wings. On each wing is a peacock-like eye pattern that blinks and makes eye contact with those whom Kamatayon is speaking.

Kamatayon's normal duties have been disturbed by a huge rock crashing out of the 'sky' and punching a hole through the desert of the dead at a place called the Inverted Basilica. Now the put-upon spirit must contend with living beings showing up in the land of the dead and upsetting the cosmic balance.

Kamatayon isn't a danger to the party, nor are they a danger to him—the most either side can do is posture. Kamatayon cannot aid or hinder the party in any way; he's just an empty robe.

If Kamatayon figures out that the party is looking for the meteorite (or if they just tell him), he'll gladly lead them up the bone mountains and point the way to the Inverted Basilica.

This NPC can meet the adventurers wherever you as the GM deem dramatically most appropriate.



## CHTHONIC DEITIES

The adventurers come across a field of colossal statues half buried in the bone dust of the White Desert. These statues are chthonic deities, lost subterranean gods.



*Isn't this all a bit... mythic? Lost gods, and trekking through the land of the dead (or at least 'a' land of the dead)?*

*Shouldn't this be epic tier stuff?*

*Well yes, and also no.*

*The PCs on this adventure are metaphorically sneaking in the back door, too inconsequential to be noticed by greater powers. This is the stuff legends are made of, a small band of brave adventurers achieving the impossible.*

*If the adventurers were higher level, they'd doubtless be challenged by guardians, face riddles, and have the destiny of the world hanging in the balance. If the adventurers come back later in their careers, they should expect to face avatars of death, angry psychopomps, and the echoes of gods.*

As the adventurers walk forward, they discover that these statues are not representations of the chthonic deities. They ARE the chthonic deities (or some of them anyway). This is a graveyard for gods no longer worshiped, a place where they go to die. But not all of them are entirely dead.

Sneak past or run through: DC 25. If an adventurer fails the skill check, make one of the following attacks against that adventurer:

**A god turns its head and looks into your very soul +15 vs MD—4d6 holy damage**  
OR

**Deep theological uncertainty +15 vs MD—4d8 psychic damage** OR convert to the faith of that god on the spot

### Icon Option: Priestess

If the Priestess is an important icon in this game, then the Chthonic Deities were once well known in the surface world. These gods were either banished to the dark of the underworld, or were gods of earth and stone, or 'died' and

went to the underworld to await their final dissipation.

As the adventurers know somewhat of these gods, they only take 3 dice of damage from attacks in this area (3d6 or 3d8). Characters with a relationship with the Priestess take only half damage.

### Icon Option: Dwarf King

If the Dwarf King is an important icon in this game, then most of these deities are dwarven gods of earth and stone, left behind and forgotten when the dwarves fled the deep places in the earth.

Dwarves in this area take no damage. They instead gain temporary hit points equal to the damage die type (6 or 8). Dwarves who convert to the worship of a chthonic god in this area have one of their mundane items blessed, converting it on the spot into a true magic item!



## LOST GHOSTS

Wandering in the mists of the trackless White Desert, a whispering sound arises. At first, the adventurers mistake it for wind, but no breeze stirs the white mists. The whispers are of lost ghosts, unable to move on, lost eternally in the mists.

The lost ghosts have been here so long that they have lost the memories, their identities, everything but whatever drove them in life—this group of ghosts were apparently driven by rage.

Number of Ghost PCs		Ghastly Phantasm
3	1	8
4	1	13
5	2	8
6	2	13

### Icon Option: Priestess

If the Priestess is an important icon in this game, then these ghosts are only here because a follower of the Priestess exorcised them and banished them here.

The ghosts gain a +1 bonus to attack any adventurer with a positive relationship with the Priestess, but a -1 penalty to attack any adventurer with a negative relationship with the Priestess.

### Icon Option: Lich King

If the Lich King is an important icon in this game, then these ghosts can be exploited.

Adventurers with a 6 with the Lich King can spend it to bind a ghost into a weapon, creating a true magic item. The exact method of binding we leave up to the player in question. Ghost-infused armor, shields, helms, and so on might also be on the cards.

### Icon Option: Great Gold Wyrn

If the Great Gold Wyrn is an important icon in this game, then these ghosts are the spirits of paladins that fell in battle against demons.

Spending a 6 on a relationship with the Great Gold Wyrn reminds the ghosts of their pasts. This is only a brief effect,

affecting the ghosts for one round. Doing this mid-combat is a quick action, probably involving showing a symbol of the Great Gold Wyrn to the ghosts.

## GHOST†

5<sup>th</sup> level blocker [UNDEAD]

Initiative: +10

Vulnerable: holy

**C: Ghostly wailing +10 vs. MD (1d3 nearby enemies)**—6 ongoing negative energy damage and the target is stuck (save 11+ ends both)

*Fear effect:* Targets that are immune to fear do not become stuck.

*Fear:* While engaged with this creature, enemies that have 24 hp or fewer are dazed (−4 attack) and do not add the escalation die to their attacks.

*Flight:* The ghost hovers and zooms about.

*Ghastly:* This creature has resist damage 16+ to all damage except force damage and holy damage, which damages it normally. The natural attack roll must equal or exceed 16 to deal full damage—if the roll is lower than 16 the attack deals half damage. *Remember that the ghost is vulnerable to holy damage (holy attacks against the ghost crit on 18+).*

AC 18

PD 13

MD 15

HP 76

## GHAŦLY PHAŦTASM

3<sup>rd</sup> level mook [UNDEAD]

Initiative: +10

Vulnerable: holy

**Heart squeeze +8 vs. PD**—5 cold damage, or 9 cold damage if the target is stuck.

AC 18

PD 15

MD 15

HP 10 (mook)

*Mook:* Kill one *Ghastly Phantasm* for every 10 damage you deal to the mob.





## THE BONES OF TITANS

The adventurers finally come to the end of the bone dust White Desert. Ahead rises a mountain range comprised of the bones of titanic beings, the inhuman ur-gods that existed in the time-before-times.

Crossing these bone mountains will be a difficult task: mists obscure crevasse-sized cracks in bones; strange monsters, birthed from the blood and marrow of the titans, haunt the mountains; ghost-infused bone dust storms blow about the mountain passes between vertebrae.

Mountaineering over the bones of titans:  
DC 15. If an adventurer fails the skill check, make the following attack against that adventurer:

**Random monster attack +5 vs AC—2d6 damage**

OR

**Bone dust storm +5 vs PD (against every adventurer)—1d10 damage**

### Icon Option: Dwarf King

If the Dwarf King is an important icon in this game, then the dwarves have legends about the titans and how the dwarves were born from the iron-hard bones of the first titan to fall in battle against the gods. Whether the legend is true or not, it contains useful information that gives each party member +2 to their skill checks while crossing the titan's bones.

A dwarf adventurer who spends a 6 with the Dwarf King finds an ur-dwarf tomb and meets the ghost of their ancestor who gifts them with secret dwarven knowledge (take the end-of-session incremental advance right now instead of at the end of the session).

### Icon Option: The Great Gold Wyrn or the Three

If the Great Gold Wyrn or the Three are important icons in this game, then this mountain range was the place where dragons entered the world. The dragons might have been born here, or might just

have entered the mortal realm during the battle between the gods and the ur-god titans that came before them.

A character with a relationship with the above icons can spend a 6 to draw strength from this place, regaining a recovery or rolling to recharge an expended recharge power.

## BONE IMPS

The bone mountains of the titans are home to many strange creatures, some of which have been tracking the adventurers.

Related to bone devils, bone imps are native to these mountains. Perhaps the titan's bones are where the bone devils originated from.

Luckily for the adventurers, the bone imps are not full-fledged bone devils—unluckily these creatures are keen to flay the adventurers and sneak up to the surface world wearing the adventurer's skins as disguises.

Number of PCs	Bone Imp Archer	Bone Imp Gnasher
3	1	2
4	2	2
5	1	3
6	2	3

### Icon Option: Diabolist

If the Diabolist is an important icon in this game, then it might be possible to make a deal with these creatures. These bone imps know of a ritual where they can tattoo themselves on the bodies of mortals using their bone stings (a painful process taking hours). If the adventurers are willing to let the bone imps hitch a ride in their skins back to the surface they can avoid a fight entirely.

Of course, the downside to allowing a devil to tattoo itself into your flesh is that you permanently lose a recovery (or at least until the bone-imp leaves your flesh), and have an evil passenger who can leap out at any time it chooses (probably at the worst possible time).



### Icon Option: Lich King

If the Lich King is an important icon in this game, then he has some sway over bone imps.

Spending a 6 with the Lich King allows an adventurer with a relationship with the Lich King to successfully bluff that they have important business with in the lands beyond. The bone imps will pause in their attack and discuss exactly what lies beyond the mountains of bone (see our next adventure).

Of course, this is just a temporary hiatus in the fight—both sides know that combat is inevitable, but the pause allows the adventurers and bone imps to shuffle subtly into better positions (start the fight with the escalation die at 1).

### Icon Option: Prince of Shadows

If the Prince of Shadows is an important icon in this game, then these imps have visited the surface world before, going to Shadow Port to steal the soul of a master thief. The devil that the imps were supposed to deliver the soul to never showed up, and now the soul just follows these imps around—moping about and bringing the mood down.

An adventurer who spends a 6 with the Prince of Shadows can convince the master thief's soul to *fight in spirit* on the adventurer's side.

## END OF SESSION

The adventurers find a dome-like cave (actually an eye socket of a massive skull that is lying face-down) that hides them from view. This is as good a place to rest as any.

### BONE IMP ARCHER

*Sometimes called ossifers, bone imps are often what wizards are trying to summon when they call up an osyluth. Of course bone imp or bone devil, neither is a good idea for a wizard to summon.*

3<sup>rd</sup> level archers [DEMON]

Initiative: +10

**Bone claws +8 vs. AC—10 damage**

**R: Ossifying arrow +8 vs. AC—6 damage** and the target is stuck (easy save ends). Each time the target fails to save they take damage equal to twice the escalation die value.

*Freakish speed:* On rounds when the escalation die is odd the imp may move as a quick action once on its turn.

### Nastier Specials

*Resist magic (13+):* This creature has resist damage 13+ to all damage from magic sources (even magic weapons). When a magic attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

**AC 17**

**PD 13 HP 45**

**MD 17**

### BONE IMP GPASHER

4<sup>th</sup> level troop [DEMON]

Initiative: +10

**Marrow-seeking tongue +9 vs. AC—12 damage, 16 against stuck targets**

**C: Bone splinters +8 vs. AC (1d3 nearby or far away enemies in a group)—10 damage**

*Freakish speed:* On rounds when the escalation die is odd the imp moves as a quick action.

### Nastier Specials

*Resist magic (13+):* This creature has resist damage 13+ to all damage from magic sources (even magic weapons). When a magic attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

**AC 18**

**PD 15 HP 54**

**MD 18**





# THE INVERTED BASILICA

## RUNNING THIS ADVENTURE

This session is designed for 3<sup>rd</sup> level characters. At the end of the session, each character should gain an incremental advance.

At the start of the session, remember to ask each player to roll their adventurer's icon relationships. Generally speaking, a 6 can be traded in for a clear benefit. A 5, when traded in, will benefit the adventurer or party but there will be an associated complication, obligation, or drawback.

The session, as written, should take approximately two hours. If you have time for other encounters in the session before its end, you can pick from the following or roll a d6 for a random encounter (you can find these encounters at the back of the adventure). For a three to four hour game, I'd suggest adding between one and three random encounters scattered throughout the adventure, for a longer hour game I'd suggest adding between two and six random encounters (with half coming from the d20 table in the random encounters section at the back of the adventure).

1. Hellish entourage
2. Meteorite fragments
3. Monolith
4. Shambling corpses
5. Unearthly crystal
6. Roll twice and combine the results

## NEW CHARACTERS

Here are some ideas for introducing new characters:

- The party is not the only group looking for the Heart of the Sky. The icons sent several groups of adventurers into the underworld. The new character is the lone survivor of another adventuring group.
- When the meteorite crashed down into the dark, it destroyed underworld

settlements. If the new character is a dwarf or a drow, it is conceivable that they are the lone survivor of such a settlement, or are looking for others who were dragged off by star-masks into the deeper underworld.

- The new adventurer was on a different quest in the underworld, unrelated to the meteorite. When the meteorite crashed through, it destroyed the location the adventurer was heading to, and the quest object fell down into the deeper underworld with the meteorite.

## THE VALLEY OF DEATH

The adventurers have been tracking a meteorite that crashed down into the underworld, a meteorite that contains a legendary gem. The adventurers have braved drow cities, the domains of other-worldly deities, and even crossed the land of the dead.

Now the adventurers need to descend from the mountains that they have been crossing, bone mountains that were formed from the corpses of titans.

This is a montage scene. The point of this montage is to tell the tale of the adventurers in the bone mountains. Turn to the first player and ask them to describe a problem that the party faced while climbing over the bones of the titans, then turn to the player to their right and ask them how their character solved the problem. Go around the group until everybody has had a chance to describe a fantastical problem and everybody has had a chance to have their character heroically solve the problem. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention gnoll tribes camped in the mountains, gnawing on the bones and worshiping profane gods).

## NPC—ZEREWIN THE HERMIT

In a hut made of skin lives an elf, elderly even by the standards of his race. Zerewin has lived in the land of the dead since time immemorial, sustaining himself by magic. When met, Zerewin apologizes that he has nothing to offer the adventurers to eat or drink.

Zerewin is not unfriendly, but is supremely uncurious. No matter how odd his visitors, he's seen far more bizarre in his time. He's also apathetic about the outside the world. All he cares for is the solitude to meditate here in the most desolate and least-visited place in the three worlds.

The hermit's hut is a relatively safe place where adventurers can rest, even the rabid gnolls fear the mysterious old elf and his magic. If Zerewin is met at the very start of the session the adventurers can take a full night's rest (not that 'day' and 'night' mean much down here).

The adventurers can find Zerewin's hut near the river of death.

### Icon Option: Archmage or Elf Queen

If the Archmage or Elf Queen are important icons in this game, then maybe Zerewin is a retired Archmage or self-exiled elven monarch. Probably not, almost definitely not... but you never know. Maybe once the adventurers get back to civilization they'll look up Zerewin in the history books and discover who or what he was.

### Character Option: "Your destiny is..."

Zerewin has spent whole ages of the world doing nothing but meditating and communing with the cosmos. Having sat by the side of a river of souls he's doubtless heard lots of whispered secrets now lost to history.

If an adventurer has undefined backgrounds or still doesn't know what their One Unique Thing is, this is a good opportunity for the GM and player in

question to introduce these aspects of the player character.

Maybe Zerewin has been waiting down here *for* the adventurer: waiting to pass on a secret birthright, give them a (probably cursed) magic item, or set the hero on the path that will lead them to save (or destroy) the world.

## THE RIVER OF SOULS

The adventurers reach the last boney foothills of the mountains, where a river of souls flows across the landscape toward a structure in the distance. The distant structure looks like a circle of black stones. In the cavernous roof above the distant structure is a hole. It looks like the meteorite punched though this vast cavern near the distant structure.

The adventurers' problem is that they are on the wrong side of the river of souls, and must cross it. Unfortunately, there is no sepulchral-voiced ferryman to carry the adventurers across. The party must wade or swim across or come up with some more clever method that keeps them out of the water!

Crossing the river of souls while touching the water: DC 15. If an adventurer fails the skill check make the following attack against that adventurer:  
**Assaulted by ennui +5 vs MD—2d6** psychic damage  
OR

**Enervating flow +5 vs PD—1d10** negative energy damage

### Icon Option: Priestess

If the Priestess is an important icon in this game, then this river is an important stage in the journey of a soul. The river is neither good, nor bad, it just is.

With this understanding, any adventurer with a relationship with the Priestess takes one die type less damage (2d4 instead of 2d6 or 1d8 instead of 1d10)—spending a 6 with the Priestess extends this benefit to the rest of the party.



### Icon Option: Lich King

If the Lich King is an important icon in this game, then the river of souls is a resource for those who wield power over death.

Spending a 6 with the Lich King means that the adventurer can dip an item into the river, turning it into a true magic item powered by ghosts, and spending a 5 creates a cursed item.

### Icon Option: Orc Lord

If the Orc Lord is an important icon in this game, then orcs reincarnate, or enter an ancestral plane different from where other souls go. Exactly why orcs are different we leave up to the GM and the player of the character with a strong relationship with the Orc Lord.

Spending a 6 with the Orc Lord means that the river of souls rejects the adventurer, and they can walk over the river. Spending a 5 means that the adventurer can walk over the river, but takes 3 acid damage doing so as their body starts to dissipate.

## WRETCHED GNOLLS

Once on the other bank, the party sees a group of humanoid figures with spears further along the river. As these figures approach, the party determine that these are gnolls and that they are carrying fishing spears.

The unclean gods and demons that the gnolls worship demand a tribute of innocent souls and these gnolls were spearing innocent souls out of the river to offer up to those that they serve. The savage scavengers can see that the adventurers have nice *fresh* souls, and are eager to take those instead!

Number of PCs	Gnoll Ranger	Gnoll Soul-Hunter	Gnoll Scavenger
3	1	1	3
4	2	1	3
5	1	2	5
6	2	2	5

### Icon Option: Lich King

If the Lich King is an important icon in this game, then each of the gnolls has one milky eye that allows them to see souls. Post-combat, one of these eyes can be taken out and used to replace one of the adventurers' eyes.

The eye doesn't count as a full magic item (it doesn't require attunement), but does allow the adventurer to examine the souls of others. Using the eye (requires spending a 6 or 5 with the Lich King) when examining somebody's soul lets you discover information—roll a d4:

1. You can tell if the creature is undead or not. If the creature is not undead you can tell if it is intelligent or not.
2. You can spot a living creature hiding nearby, noticing its aura.
3. You can tell if a creature is very good. Creatures that are evil, neutral, or just mildly good all look the same to the eye, only saintly or truly innocent souls shine.
4. You discover one minor secret about the creature. This won't allow you to uncover the bad guy's plot, but might reveal a cult's secret password or an embarrassing or cherished memory.

Exactly how the existing eye is removed and the milky eye is implanted we leave to the GM and player to figure out.

### Icon Option: Great Gold Wyrn

If the Great Gold Wyrn is an important icon in this game, then these fishing spears are magical weapons. Most of them are lost in the river when their owners are killed, but for every 6 spent with the Great Gold Wyrn a magic fishing spear can be recovered (spending a 5 means wading into the river—see River of Souls).

### Icon Option: Priestess

If the Priestess is an important icon in this game, then when the battle begins

the sack containing captured souls splits open—roll the escalation die to find out where it starts at as the freed souls fight on the adventurer's side!

#### GNOLL RANGER

3rd level archer [HUMANOID]

Initiative: +9

**Hand axes +6 vs. AC (2 attacks)—6 damage**

**Pack ferocity:** If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

**R: Longbow +8 vs. AC—8 damage**

**Natural even hit or miss:** The gnoll can make a second longbow attack (no more) as a free action.

**Quick shot:** When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20. On a 11+, the gnoll ranger can make a longbow attack against that enemy as a free action just before being engaged.

#### Nastier Specials

**Hates everyone:** The crit range of attacks by gnoll rangers expands by 2 against humanoids.

**AC 18**

**PD 17    HP 46**

**MD 14**



#### GNOLL SOUL-HUNTER

*This emaciated gnoll lurks in the land of the dead, scavenging marrow from bones and attempting to waylay lost souls.*

4<sup>th</sup> level troop [HUMANOID]

Initiative: +8

**Bone club +9 vs. AC—10 damage**

**Soul-spear +9 vs. MD—8 psychic damage, and 5 ongoing psychic damage**

**Pack ferocity:** If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

#### Nastier Specials

**Ghost-hop:** When the gnoll becomes staggered it teleports to a nearby location.

**AC 20**

**PD 16    HP 60**

**MD 16**

#### GNOLL SCAVENGER

*The lowest of the low, this hungry gnoll must wait at the edges of the pack for scraps.*

4<sup>th</sup> level mook [HUMANOID]

Initiative: +8

**Bone club +9 vs. AC—6 damage**

**Miss:** The gnoll gains +1 to its next attack.

**Pack ferocity:** If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

#### Nastier Specials

**Scavenger's desperation:** The +1 bonus the gnoll scavenger gains when it misses is cumulative (it stacks with itself) until it hits.

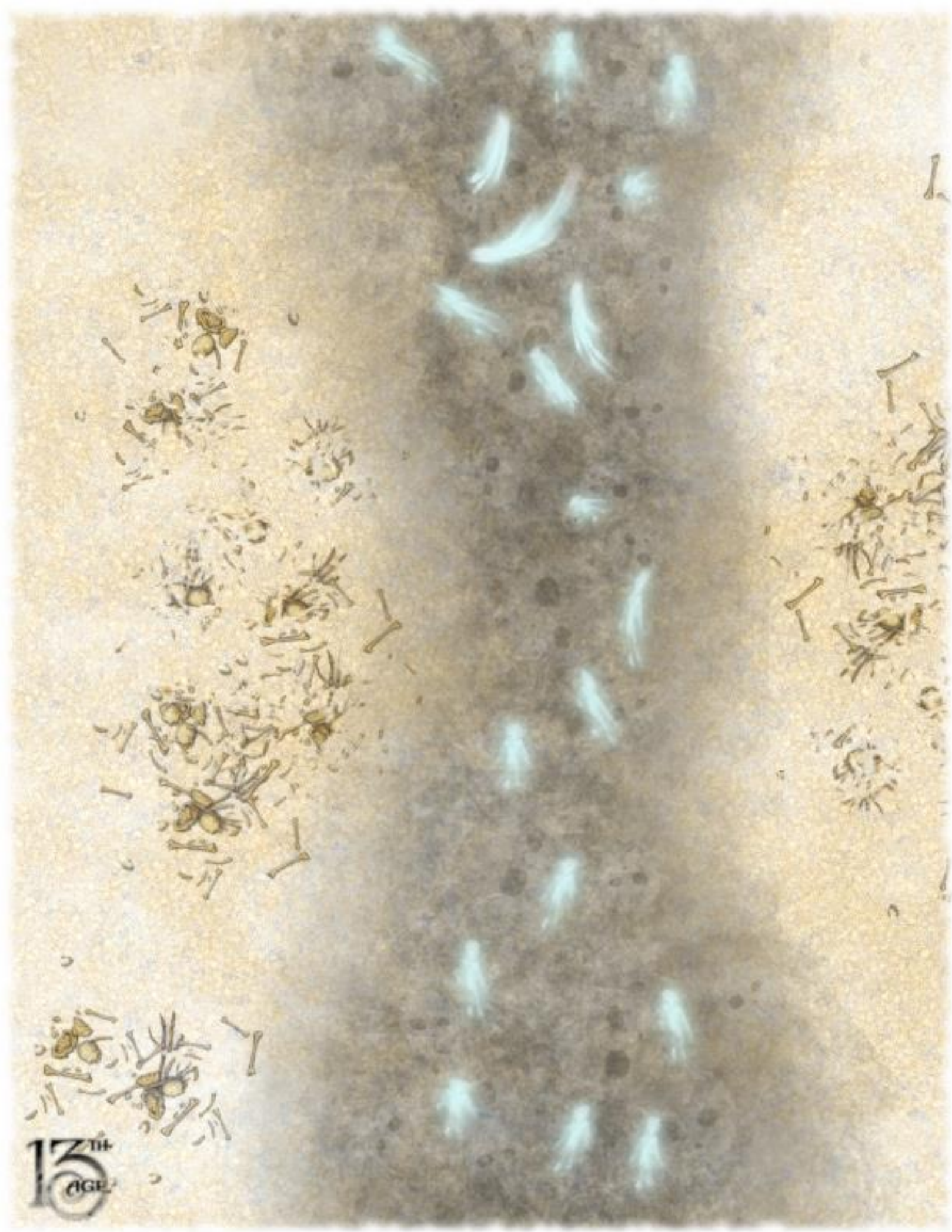
**AC 20**

**PD 15    HP 14**

**MD 15**

**Mook:** Kill one gnoll scavenger mook for every 14 damage you deal to the mob.







## THE INVERTED BASILICA

The adventurers arrive at the black stone circle. As they approach, they discover that between the arches of stone are stained glass windows depicting gods both of the light and dark. Many rivers of souls flow into the circle, each passing through a stained glass window.

Peering through the windows, it is possible to see the souls heading down what looks like an inside-out cathedral. Carvings and buttresses form the walls of a pit, a maw into which the souls pour.

In the pit stand figures, indistinct among the souls. The figures move around, performing some arcane task. Without getting deep down into the pit, it is impossible to see more of the figures.

Far above the pit is a hole in the ceiling, a ragged wound punched through the cavern roof by the meteorite that the adventurers are searching for. Unfortunately, there is no sign of the meteorite—it looks like it must have ended up going down into the inverted basilica.

It looks like the only way is down.

Descending into the Inverted Basilica:  
DC 20. If an adventurer fails the skill check make the following attack against that adventurer:

**Falling +5 vs PD**—3d4 damage

OR

**Ghostly chill +5 vs MD**—2d6 psychic and cold damage

### Icon Option: Priestess

If the Priestess is an important icon in this game, then the Inverted Basilica is something that appears in the afterlife myths of many religions, and the adventurers know of a secret path down. Reduce the DC of the skill checks to 15.

Spending a 6 with the Priestess lets the adventurer in question pass through the stained glass window representing their god, allowing them to regain a spent recovery.

### Icon Option: Diabolist

If the Diabolist is an important icon in this game, then the adventurers know

that the Inverted Basilica is an entrance to one of the hells. Add an extra 1d4 damage to each attack (falling does 4d4 damage, ghostly chill does 2d6+d4 damage).

## HOLY JUDGES

As the adventurers descend, they discover that the figures in the pit are giant angelic beings, sifting the holy, pure, and innocent souls from the flow of spirits heading downwards. When they locate a worthy soul, they lift it upwards and it wizzes off in a burst of light.

Unfortunately for the adventurers, the holy judges have little experience with the living, and attempt to liberate the adventurers' souls from their bodies (i.e. kill them) so that they can judge the adventurer's souls.

Number of PCs	Holy Judges
3	2
4	2
5	3
6	3

### Icon Option: Prince of Shadows

If the Prince of Shadows is an important icon in this game, then one tale of the Prince's exploits involves him tricking his way past the holy judges in order to steal a gem from the underworld—a legend that the adventurers are replicating.

Those with a relationship with the Prince of Shadows treat the escalation as being 1 higher than what the die actually shows (if the escalation die is 2 these characters treat it as being 3).

### Icon Option: Diabolist or Priestess

If the Diabolist or the Priestess are important icons in this game, then the holy judges ignore adventurers with *positive* relationships with these icons—assuming them to be divine or infernal messengers.

If some (but not all) of the adventurers have a positive relationship with the Diabolist or Priestess then that means that the holy judges initially

ignore those with such relationships. Do not count the ignored adventurers in the number of PCs for the fight, only count the number of adventurers with no positive relationship when calculating the number of enemies to use.

Of course if everybody has a positive relationship with the Diabolist of Priestess the whole party might be able to avoid the notice of the holy judges and pass by unimpeded.

### HOLY JUDGES

*These colossi wait in the land of the dead to judge those who have passed on. If you meet one, something has gone badly wrong.*

*Huge 2<sup>nd</sup> level blocker [SPIRIT]*

Initiative: +6

**Chaff-separating flail +7 vs. AC—14** holy damage and the target is stuck (save ends)

*Natural even hit that also hits PD: 7 ongoing lightning damage.*

**R: Call to judgement +7 vs. MD—21** psychic damage and the target must use their next move action to move into engagement with the holy judge

**AC 18**

**PD 16                      HP 100**

**MD 12**

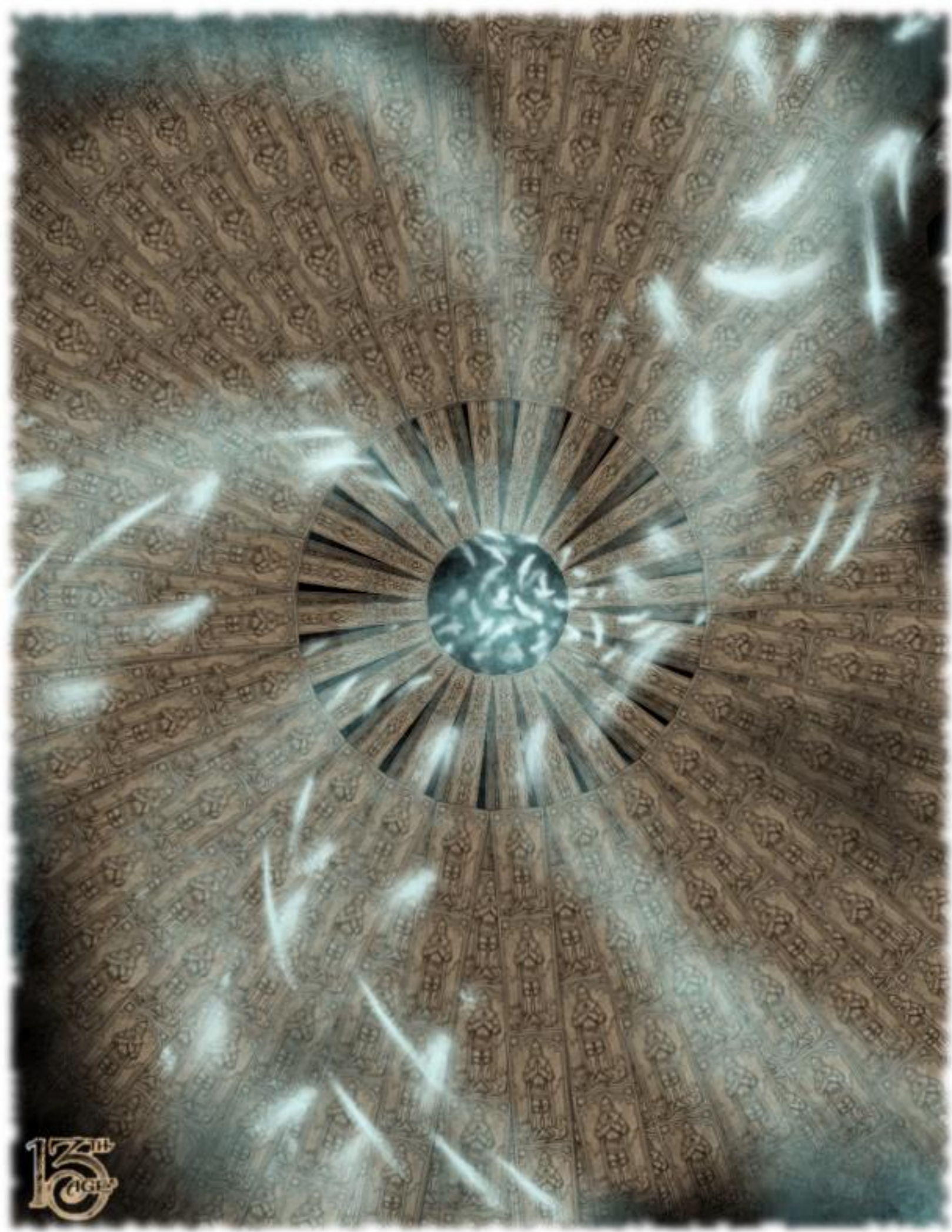
### END OF SESSION

As the adventurers head downwards, they come across many side-tunnels. Eventually, the going gets so tough in the inverted basilica that it is safer to take a side tunnel rather than heading straight down.

It is in one of these side tunnels that the party can take a rest, sleeping in an alcove as the souls of the dead flow past them.









# THE CITADEL OF PAIN

## RUNNING THIS ADVENTURE

This session is designed for 3<sup>rd</sup> level characters. At the end of the session, each character should gain an incremental advance.

At the start of the session, remember to ask each player to roll their adventurer's icon relationships. Generally speaking, a 6 can be traded in for a clear benefit. A 5, when traded in, will benefit the adventurer or party but there will be an associated complication, obligation, or drawback.

The session, as written, should take approximately two hours. If you have time for other encounters in the session before its end, you can pick from the following or roll a d6 for a random encounter (you can find these encounters at the back of the adventure). For a three to four hour game, I'd suggest adding between one and three random encounters scattered throughout the adventure, for a longer hour game I'd suggest adding between two and six random encounters (with half coming from the d20 table in the random encounters section at the back of the adventure).

1. Glow moss
2. Hellbugs
3. Necromancer
4. Penitent
5. Soul-guardian
6. Roll twice and combine the results

## NEW CHARACTERS

Here are some ideas for introducing new characters:

- The party is not the only group looking for the Heart of the Sky. The icons sent several groups of adventurers into the underworld. The new character is the lone survivor of another adventuring group.
- When the meteorite crashed down into the dark, it destroyed underworld

settlements. If the new character is a dwarf or a drow, it is conceivable that they are the lone survivor of such a settlement, or are looking for others who were dragged off by star-masks into the deeper underworld.

- The new adventurer was on a different quest in the underworld, unrelated to the meteorite. When the meteorite crashed through, it destroyed the location the adventurer was heading to, and the quest object fell down into the deeper underworld with the meteorite.

## THE HELLGATE

The adventurers are searching for a meteorite that crashed down into the underworld. They have encountered strange gods, crossed rivers of souls, stolen ships from the undead to sail subterranean seas, and are delving ever deeper. They are now so deep into the underworld that they are actually entering hell (or at least *a* hell).

Soon the adventurers will reach the gates of hell, but first they must descend through winding tunnels and strange paths to get there. Is the path to hell really paved with good intentions, or are the steps down made of frozen lawyers? Who (or what) do they meet on their way to hell? What unearthly delights or torments do they witness?

This is a montage scene. The point of this montage is to tell the story of how the party descended the winding tunnels that lead to the hell known as the Citadel of Pain. Turn to the first player and ask them to describe a hellish scene that the party witnessed during their downwards journey, then turn to the player to their right and ask them how their character interacted with the scene. Go around the group until everybody has had a chance to describe something hellish and everybody has had a chance to have their character interact with the outskirts of hell. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention the ever-increasing temperature, iron plates hammered into the walls with spikes, and long abandoned torture

implements in side-chambers off the tunnel they are exploring).



*This is a hell, but maybe not the hell—there might be multiple afterlives, or this could be a way station to somewhere else. Fit this in to the mythology of your campaign however feels best.*

*For a fun twist, flip all the fire damage to cold damage and have this as the hell that froze over, with demons huddled around piles of burning souls.*

## NPC—DRAZZUB THE FLENSER

The skinless demon-thing called Drazzub can be found in and around the Citadel of Pain. Drazzub's job is to offer guided tours of hell for visiting dignitaries, and she's just mistaken the party for just such a party of dignitaries.

Drazzub is unctuous, rubbing her bloody hands together and bowing to the adventurers. She's keen to hear what the 'dignitaries' think of the Citadel of Pain and how it measures up to the hell that her honored guests represent.

Of course, once Drazzub figures out that the party are adventurers, she will raise the alarm before melting into a puddle of gore and slithering off.

This NPC can meet the adventurers at any point but probably inside the city itself during the *City of Burning Iron* skill challenge.

## THE GATES OF HELL

The adventurers arrive at a large stone door set at the end of a tunnel. A three-headed dog stands guard in front of the door, chewing on a massive bone. Above the door is carved something, but between the age of the carving and the poor lighting conditions, it is hard to see what is written there.

As the adventurers approach, the gargantuan beast raises one head to look sleepily at the adventurers before returning to the bone it is working on.

If the adventurers choose to sneak past the massive dog, it is a DC 10 skill check, with each adventurer needing to make the roll.

Alternately, the adventurers could try to trick their way past the hound, brazenly walking past or tossing bones to the dog to trick it: this is also a DC 10 skill check for each adventurer.

If the players decide that the writing above the door is significant, it is a DC 10 skill check to decipher and correctly pronounce the eons-old passphrase.

If an adventurer fails the skill check, they still get past the dog, but each time it makes the next adventurer's skill check DC to pass the dog a cumulative 1d10 higher. If the DC rises to 40 or higher then the dog attacks the party, otherwise the party gets past the dog.

### Icon Option: Emperor

If the Emperor is an important icon in this game, then the same words written above the gate to hell appear on an identical ceremonial gate in Axis. *Exactly how a copy of the gateway to hell ended up in Axis (or vice-versa) is an interesting story that we leave to be told by the GM.*

Any player who spends a 6 with the Emperor already knows the arcane words above the gate and can pass through without needing to make a skill roll at all. Of course the words only work for those than can pronounce them properly, and they are difficult to



pronounce. Adventurers who hear the words and want to try pronouncing them must succeed on a DC 25 skill check or rouse the beast to anger (causing it to attack the party, with a free attack before initiative is rolled on the person who failed the skill check).

### Icon Option: Diabolist

If the Diabolist is an important icon in this game, then the name of the dog is known to any adventurer who spends a 6 with the Diabolist.

Though hard to pronounce, the name, when whispered to the beast, temporarily lulls it and allows the adventurer free passage into hell (just spend a 6 with the Diabolist instead of rolling a skill check).

## CEREBII

If the party fails to sneak past the three-headed hellhound (the skill check DC rises to 40) it attacks the party.

Number of PCs	Cerebii	Ghastly Phantasm
3	1	3
4	1	8
5	1	13
6	1	18

### Icon Option: the Three

If the Three are an important icon in this game, then three-headed dogs are a popular pet in Drakkenhell, and though this one is much larger and infused with the powers of hell, it is familiar enough that the adventurer can use their knowledge to gain a slight advantage.

Spending a 6 with the Diabolist during this battle advances the escalation die by 1 (from 0 to 1, from 1 to 2, etc).

### Icon Option: Lich King

If the Lich King is an important icon in this game, then three-headed dogs are common underworld guardians.

Spending a 6 with the Lich King lets an adventurer spot this beast's weak

spots, making it vulnerable to their attacks when the escalation die is even.

## CEREBII

*Large 4<sup>th</sup> level blocker* [DEMON]

Initiative: +6

**Multi-headed bite +9 vs. AC (3 engaged enemies)—20 damage**

*Natural even hit:* The target is stuck (save ends, the demon dog moving also ends the stuck condition).

**Gnaw +11 vs. AC (one stuck enemy)—30 damage**

**AC 20**

**PD 18 HP 108**

**MD 18**

## GHASTLY PHANTASM

*3<sup>rd</sup> level mook* [UNDEAD]

Initiative: +10

Vulnerable: holy

**Heart squeeze +8 vs. PD—5 cold damage, or 9 cold damage if the target is stuck.**

**AC 18**

**PD 15 HP 10 (mook)**

**MD 15**

*Mook:* Kill one *Ghastly Phantasm* for every 10 damage you deal to the mob.

THROUGH ME YOU GO TO THE GRIEF WRACKED CITY.

THROUGH ME YOU GO TO EVERLASTING PAIN.

THROUGH ME YOU GO A LOSS AMONG LOST SOULS.

I JUSTICE INSPIRED BY EXALTED CREATOR;

I AM A CREATURE OF THE HOLIEST POWER.

OF WISDOM IN THE HIGHEST AND OF PRIMAL LOVE.

NOTHING TILL I WAS MADE, ONLY ETERNAL BEINGS.

AND I ENDURE ETERNALLY.

ABANDON ALL HOPE — YE WHO ENTER HERE.





## CITY OF BURNING IRON

Beyond the gates of this hell is a city made of iron. Souls are stretched out on the red-hot walls of the buildings, and metallic creatures administer punishments and tortures to the damned. In the center of the city, a vast palace sits at the center of a lake of molten metal.

Far above, a hole can be seen in the cavern roof where the meteorite punched its way down into hell. The adventurers need to get to the crash site and recover the meteorite.

### Navigating the city of Burning Iron: DC

**20.** If an adventurer rolls a natural 20 they may nominate another adventurer that can forgo the skill check. If an adventurer fails the skill check, make the following attack against that adventurer: **Red hot walkway +10 vs PD (against each adventurer) —1d6 fire damage**

OR

**Steam vent +10 vs PD (against each adventurer) —2d4 fire damage**

OR

**Tortured wails +10 vs MD (against each adventurer) —1d6 psychic damage**

### Icon Option: Diabolist or Great Gold Wyrn

If the Diabolist or Great Gold Wyrn are important icons in this game, then adventurers with any type of icon relationship with either one takes up to 2 less damage from each hazard (minimum of 0). (*Perhaps the adventurer in question knows the city lay-out from their nightmares, or has seen it tattooed on a demon, or is inured to hellish heat because they once had the dubious pleasure of being the subjects of a devil's affections, or because they fought for the Great Gold Wyrn at the Abyss.*)

Adventurers who have a positive or conflicted relationship with the Diabolist or a negative relationship with the Great Gold Wyrn can spend a 6 to ignore either fire or psychic damage in this area (*the player chooses which should apply to their character*).

### Icon Option: Orc Lord

If the Orc Lord is an important icon in this game, then this city is a hell for orcs.

Characters with a positive or conflicted relationship with the Orc Lord take one die type higher damage (1d6 becomes 1d8, 2d4 becomes 2d6).

## CHAIN GOLEM

The meteorite punched through the metal floor of hell, but it looks like it was losing speed by the time it came through here. The adventurer's quest may soon be at an end!

However, there are chain golems busy mending the floor of hell. In order to get to the path to the meteorite, the adventurers must fight their way past the hellish constructs. Unfortunately, there is no way to use stealth or guile here. The golems are instantly aware of the adventurers' approach.

It takes three move actions per adventurer to slip through the crack in the floor if the party can avoid the chain golem's ability to make the party stuck. The chain golems and linklings will not pursue the party once they are through the crack.

Number of Chain Golem Linkling PCs		
3	1	5
4	1	15
5	1	25
6	1	35

### Icon Option: Crusader or Diabolist

If the Crusader or the Diabolist are important icons in this game, then chain golems are sometimes found in the mortal world guarding hell-holes. The adventurer's experience with chain golems in the world above translates to a slight advantage in the world below.

Adventurers with a relationship with either of the two icons gain a +5 bonus to disengage rolls against these chain golems.

### Icon Option: Archmage

If the Archmage is an important icon in this game, then these golems have a flaw in their construction: improperly applied

sigils on their links. (Demons and devils are obviously good at torture but skimp when it comes to magical constructs.)

Spending a 6 with the Archmage lets the adventurer in question to designate one chain golem as having the *weakest link* flaw (see the monster description).

### CHAIN GOLEM

*This monster is often used as a guard in places that need to keep prisoners in rather than keeping outsiders out.*

*Large 5<sup>th</sup> level blocker* [CONSTRUCT]

Initiative: +9

**Chain fist smash +10 vs. AC—24 damage**

*Get back here:* When a nearby enemy moves the chain golem makes the following attack as a free action:

[special trigger, twice per round] **C: Whipping chains +10 vs. AC (one nearby moving target)—7 damage** and the target stops moving and is pulled into engagement with the chain golem

*Immoveable:* If the chain golem is targeted by an effect that would pull it into engagement, pop it free, or otherwise move it then the chain golem doesn't budge.

*Golem immunity:* Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

#### Nastier Specials

*Longer chains:* Once per battle the golem can use its *chain fist smash* as a close attack against a nearby or far away enemy

**AC 21**

**PD 19 HP 150**

**MD 15**

### LINKLING

*A tiny mechanical golem, often accompanying chain golems. Linklings are spherical assemblages of cogs, chains, and clockwork.*

*1<sup>st</sup> level mook* [CONSTRUCT]

Initiative: +4

**Gear teeth +7 vs. AC—5 damage**

*Natural even hit or miss:* Disengaging from the linkling has a -5 penalty as it wraps tiny chains around its target's feet.

*Limited golem immunity:* Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it. Linklings are fragile, and lose their golem immunity when the escalation die is even.

**AC 17**

**PD 15 HP 7 (mook)**

**MD 10**

*Mook:* Kill one linkling mook for every 7 damage you deal to the mob.

## END OF SESSION

The adventurers destroy the chain golems patching the floor of hell and slip into a smooth-walled tunnel burned out of the rock by the meteorite that they are chasing.

Under the Citadel of Pain are pipes carrying magma to the city, heating up the metal. Other pipes carry water to the city and carry away waste. Here, down among the pipes, the adventurers can sleep in warmth (a rarity in the underworld), and drink water from a cracked pipe (at least they hope its water).







# ELDWOLD

## REBORN

### RUNNING THIS ADVENTURE

This session is designed for 3<sup>rd</sup> level characters. At the end of the session, each character should gain an incremental advance.

At the start of the session, remember to ask each player to roll their adventurer's icon relationships. Generally speaking, a 6 can be traded in for a clear benefit. A 5, when traded in, will benefit the adventurer or party but there will be an associated complication, obligation, or drawback.

The session, as written, should take approximately two hours. If you have time for other encounters in the session before its end, you can pick from the following or roll a d6 for a random encounter (you can find these encounters at the back of the adventure). For a three to four hour game, I'd suggest adding between one and three random encounters scattered throughout the adventure, for a longer hour game I'd suggest adding between two and six random encounters (with half coming from the d20 table in the random encounters section at the back of the adventure).

1. Killer rocks
2. Reconstituted surface dweller
3. Riddle contest
4. Rubblings
5. Underworld flora
6. Roll twice and combine the results

### NEW CHARACTERS

Here are some ideas for introducing new characters:

- The party is not the only group looking for the Heart of the Sky. The icons sent several groups of adventurers into the underworld. The new character is the lone survivor of another adventuring group.
- When the meteorite crashed down into the dark, it destroyed underworld

settlements. If the new character is a dwarf or a drow, it is conceivable that they are the lone survivor of such a settlement, or are looking for others who were dragged off by star-masks into the deeper underworld.

- The new adventurer was on a different quest in the underworld, unrelated to the meteorite. When the meteorite crashed through, it destroyed the location the adventurer was heading to, and the quest object fell down into the deeper underworld with the meteorite.

### HELL'S UNDERCROFT

The adventurers have descended into the underworld, encountered strange gods, travelled into the land of the dead, and have even visited (a) hell! Their quest? Find a meteorite that crashed into the underworld, and recover a gem from its center.

The adventurers are in a long spiral tunnel bored into the rock by the meteorite. As they descend they see many odd fossils that will haunt their dreams.

This is a montage scene. The point of this montage is to cooperatively describe the party's downwards journey having escaped from the hell known as the Citadel of Pain. Turn to the first player and ask them to describe a problem that the party faced in the tunnels beneath hell, then turn to the player to their right and ask them how their character solved the problem. Go around the group until everybody has had a chance to describe a problem and everybody has had a chance to have their character heroically overcome the difficulties facing the party. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention meteoric dust, dead star-masks, and strange carvings in the tunnel walls that look almost like bricks, doorways, and windows).



## NPC—GRIFF BURLROCK

The dwarf Griff Burlrock was part of a group of dwarven miners visiting Eldwold. When the meteorite fell and ruined the city, they descended into the crater to look for survivors. Griff fell into the underworld via a cave-in, was captured by drow, sold to a group of gnolls for sacrifice to their god, escaped thanks to the intervention of an Azer pirate ship, seized by a giant red bat and carried off, escaped via a living temple that wanders the depth. In short, the dwarf has had quite an adventure! Exactly how much of the tale told by the dwarf is true and how much is dwarven story-telling is something that only Griff knows.

Griff, amazingly, has suffered only minor injuries, and has all sorts of trophies to show off from the dwarf's recent adventures ("Look, the claw of a blood-fisher!"). He also reveals to the characters that Eldwold (the city that the meteorite crashed into and destroyed) has survived in the underworld—or rather that it has been 'reborn' as a living dungeon.

Griff wants to get out of the underworld, but only once the dwarf has found some treasure. Griff has recently accrued some interesting objects, and is keen to swap some of the interesting objects (each with a story attached) for a magic item or two.

This NPC can meet the adventurers in the streets of Eldwold Reborn, running from a city golem, trying to cross the rubble bridge to get to the palace with the gem inside, or wherever you as the GM deem dramatically appropriate.

As an incremental advance, one of the adventurers can gain Griff as a companion at the end of the session as a feat.

- Griff has hit points equal to the adventurer's level x 14.
- Griff's AC is 15+ the adventurer's level. Her MD is 2 less than her AC, and her PD is 6 less than her AC.
- Griff cannot help in a fight (she hides, flees, or otherwise seeks safety).
- Griff has a background "Lucky survivor" at +3. The adventurer who has Griff as a

companion can use that background as if it was a background of their own.

Basically Griff works just like the *further backgrounding* feat but with the ability to die in a fight. If Griff dies, the adventurer regains the feat used to have her as a companion.

Conceivably, Griff could be taken as an 'animal companion' by a ranger or druid, bending the rules slightly. Griff's animal companion *advantage* is identical to that of a boar.

## THE STREETS OF ELDWOLD

The adventurers exit the tunnel and discover a fantastic sight. The city of Eldwold that the meteorite crashed into far above has been recreated down here! At the center of the city, half sunk into the rock, is a magnificent palace. Glistening at the center of the palace is the gem that they seek, visible through the palace's high windows.

The city is obviously partially made out of the meteorite, together with rubble from Eldwold and material that the meteorite pulled along with it as it plowed down through the underworld.

Of course, you should point out to the players that it is obvious to their characters that the 'city' is now a living dungeon—and likely to be heavily trapped. Everybody has heard of the living dungeons of the Isle of Omen, as well as monstrous living dungeons like the Stone Thief, so it would be unusual for characters not to at least suspect that a city reborn far underground might be one.

**Trap Street: DC 25.** If an adventurer fails the skill check make the following attack against that adventurer:

**Spike pit street +15 vs AC (against each adventurer)—2d8 damage**

OR

**Carnivorous architecture +10 vs AC—3d6 damage**



*So why does this living dungeon look like the city that the meteorite crashed through? The answer is simple. The meteorite was part of the living dungeon 'planet' known as the Archmage's Comet. This part of the comet crashed/burned down into the underworld and 'crawled' into this cavern to regenerate, using the pattern of the city that it impacted to rebuild itself. Of course, it has also incorporated things that it saw (or stole or kidnapped) on its passage downwards.*

### **Icon Option: Dwarf King**

If the Dwarf King is an important icon in this game, then the stonework of the traps is easy to spot for any dwarves in the party, reducing the DC to 20.

Any dwarf in the party may roll a save (11+) to avoid a trap by instinctively knowing where useful ledges and handy side-streets are.

Spending a 6 with the Dwarf King allows the adventurer in the party to jam a spike pit street trap so that neither they nor their allies take any damage from it.

## **ELDWOLD IS RESTLESS**

Eldwold Reborn is aware that the adventurers are in it, like ants crawling on the skin of a much larger creature; the living dungeon has sent ruin golems to deal with the irritation.

Number of PCs	Rubbling	City Golem
3	2	2
4	5	2
5	3	3
6	7	3

### **Icon Option: High Druid**

If the High Druid is an important icon in this game, then ruin golems are antithetical to the High Druid—it's a whole wild-vs-city thing.

When initiative is rolled, characters who have a positive or conflicted relationship with the High Druid can spend a 6 in order to make the city golems dazed by the power of wild nature, save (11+) ends. Spending a 5

makes the city golems dazed easy (6+) save ends. Yes, normally inorganic constructs can't be touched by most effects—this is a rare exception..

### **Icon Option: Prince of Shadows**

If the Prince of Shadows is an important icon in this game, then ruin golems tend to ignore his servants. (Maybe it's because the servants of the Prince of Shadows are so adept at slipping unnoticed through cities that animated parts of cities don't notice them, maybe it is due to the Prince's mystic influence, or maybe it is a complete surprise to the adventurers.)

When initiative is rolled, characters who have a positive or conflicted relationship with the Prince of Shadows can spend a 6 in order to make the city golems vulnerable to all their attacks, save (11+) ends. Spending a 5 makes the city golems vulnerable to all their attacks, easy (6+) save ends.





## RUBBLING

*These dog-like rubble golems like ganging up on bigger creatures.*

*4<sup>th</sup> level mook* [CONSTRUCT]

Initiative: +9

**Rusted nail teeth +9 vs. AC—7 damage**

**C: Shower of stones +9 vs. AC (1d3 nearby enemies)—5 damage**

*Golem immunity:* Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

### Nastier Specials

*Combine:* If 8 rubblings are killed in a single attack their remains merge to form a city golem.

**AC 20**

**PD 18 HP 14 (mook)**

**MD 14**

*Mook:* Kill one rubbing mook for every 14 damage you deal to the mob.

## CITY GOLEM

*A living avatar of a city, single-minded in its defense of its 'parent'.*

*4<sup>th</sup> level spoiler* [CONSTRUCT]

Initiative: +9

**Barbed ironwork spear +9 vs. AC—7 ongoing damage**

**C: Brick smash +9 vs. AC (1d3 nearby enemies)—10 damage**

**[quick action] C: Wall up +9 vs. PD (one nearby enemy)—**the target is stuck (save ends). Until the target saves it cannot be targeted, cannot target other creatures, cannot be aided by its companions or help others, etc. The target is walled off from the battle by a dome of bricks.

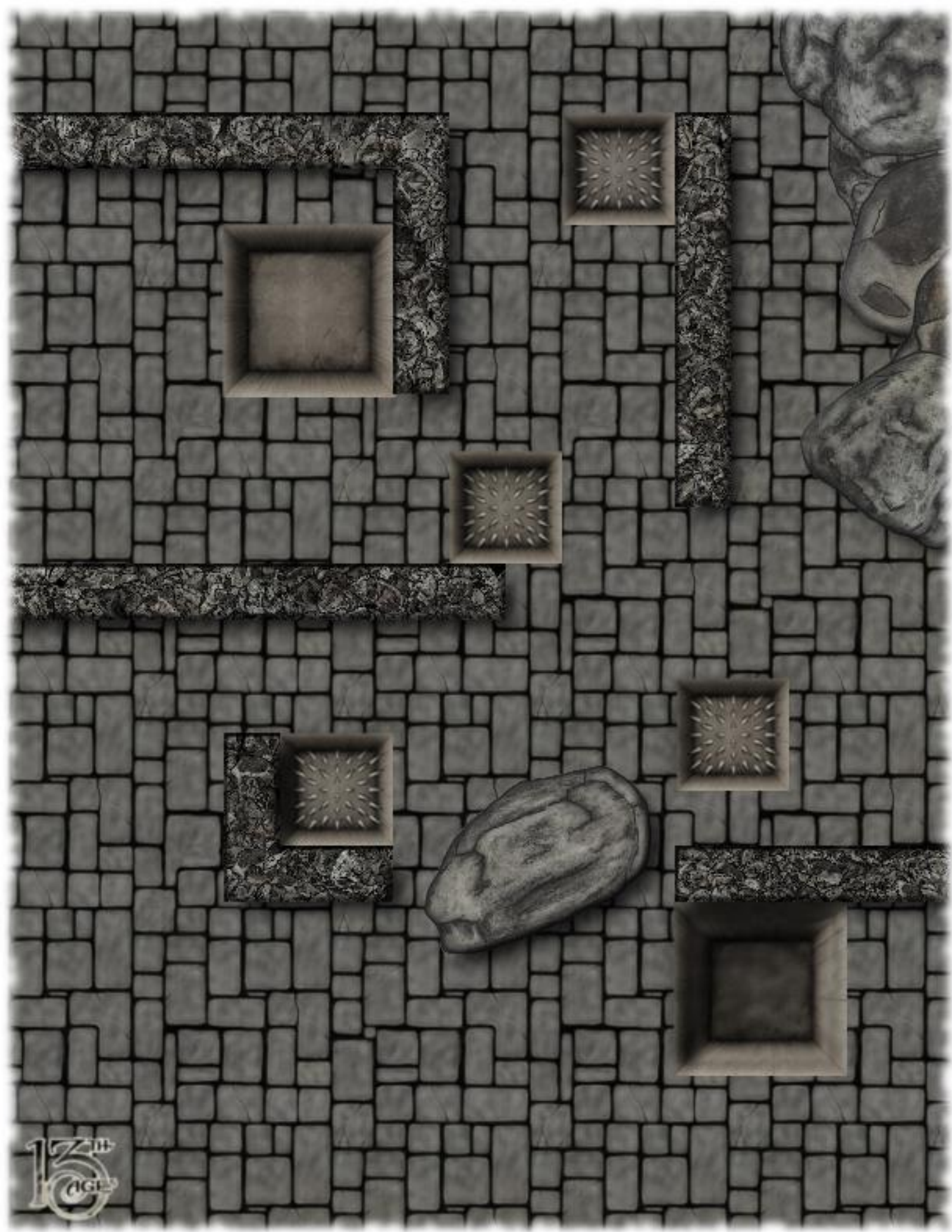
*Limited use:* One successful use per golem per battle only.

*Golem immunity:* Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

**AC 20**

**PD 18 HP 54**

**MD 14**





## RUBBLE BRIDGE

Surrounding the central palace is a river of churning rubble, a moat that grinds louder and churns faster the closer the adventurers approach.

There is no obvious way across the moat, but upon careful observation, the party notices that several of the larger, slower pieces of rubble will rise out of the turmoil of stone, forming a temporary bridge across the moat for a few seconds. The bridge is not as solid as it at first looks.

Crossing the churning rubble: DC 20. If an adventurer fails the skill check make the following attack against that adventurer:

**Limb caught between moving masonry +10 vs AC—3d6 damage**

OR

**High-speed demolition +10 vs PD—10 damage OR reroll the skill check with a cumulative -2 penalty**

### Icon Option: Crusader or Prince of Shadows

If the Crusader is an important icon in this game, then some of his elite troops are trained by jumping from log to log across a fast-flowing river. If the Prince of Shadows is an important icon in this game, then jumping from rooftop to rooftop, ledge to ledge, is an expected skill for most of his agents.

Those players who feel that their adventurers would have received elite training from the Crusader or be the type of jumping-from-roof-to-roof agent of the Prince of Shadows get to reduce the DC of their skill checks by 5 (to DC 15).

Spending a 6 with the Crusader or the Prince of Shadows allows the adventurer in question to pull an ally out of the way of danger, forcing a reroll on an attack against the endangered ally.

## STAR-MASK BRAINS

The star-mask creatures infested the meteorite that birthed Eldwold Reborn and they are present here too, and the living dungeon has birthed mutant brain-creatures to act as hosts for the star-masks.

Many of the creatures are infesting the remains of the citizens of the city of Eldwold, others are drow who were killed as the meteorite plunged through the underworld.

As the adventurers cross over moat on their way to the palace, star-mask infested creatures scuttle and ooze out of the palace's windows.

Number of PCs	Star-Mask Brain	Star-Mask Brute	Meteorite Xombie
3	2	1	10
4	2	2	10
5	3	2	10
6	3	3	10

### Icon Option: Archmage

If the Archmage is an important icon in this game, then there is a confluence of magical energy here, just above the moat. The magical energy is just enough to empower a cantrip or similar minor work of magic beyond its normal limits.

Adventurers who spend a 6 with the Archmage may cast a cantrip when initiative is rolled (even if they could not normally use cantrips) and roll a d20, on an 11+ the cantrip does 10 damage to one of the monsters.

### Icon Option: Elf Queen

If the Elf Queen is an important icon in this game, then these brains are elven brains (maybe the living dungeon / city used captured or dead drow as raw material). The brains are putting out a psychic emanation that other elves can detect.

Elven and half-elf adventurers start this fight suffering from fear: dazed (-4 to attack) and unable to use the escalation die; an easy save (6+) ends the fear effect.

### STAR-MASK BRAIN

*Huge pulsing red brains, hovering about 6' above the ground. Each brain is wearing a white mask, but closer examination shows that tendrils from the mask are integrated with the brain... not that you'd want to get too close.*

*3rd level spoiler [ABERRATION]*

Initiative: +5

**C: Psychic pulse +6 vs. MD (1 nearby enemy)** — 7 damage and the target is hampered until the end of its next turn

*If the target was already hampered:* The star-mask's crit range is 11+ for the attack.

[group ability] *Psychic puppetry:* When a star mask brain crits instead of doing damage the target is no longer hampered and becomes confused (save ends).

*Group ability:* For every three star-mask brains in the battle (round up), one of them can use *psychic puppetry* once during the battle.

**AC 17**

**PD 13 HP 40**

**MD 19**

### STAR-MASK BRUTE

*This was once a large animal, but now it is a bipedal mass of muscle covered in multiple masks.*

*3rd level wrecker [ABERRATION]*

Initiative: +9

**Fist smash +8 vs. AC**—10 damage

**Crush +8 vs. AC**—5 damage and 5 ongoing damage and once per battle the star-mask brute throws the target as a free action

[special trigger] **Throw +12 vs. PD**—Target is thrown far away, takes 10 damage, and is weakened (easy save ends)

*Miss:* Target pops free.

**AC 19**

**PD 14 HP 45**

**MD 16**

### METEORITE XOMBIE

*This barely coordinated xombie is falling apart, its limbs barely held on by the black tendrils of the xombie eggs within.*

*1st level mook [ABERRATION]*

Initiative: +8

**Decaying fists +6 vs. AC**—3 damage

*Natural 16+ hit:* The attack does double damage, but the xombie takes 1d6 damage.

[Group ability] **C: Vomit tentacles +6 vs. PD (1d3 nearby enemies in a group)**—4 damage

*Group ability:* For every four meteorite xombies in the battle (round up), one of them can use vomit tentacles once during the battle.

**AC 17**

**PD 11 HP 7 (mook)**

**MD 15**

*Mook:* Kill one meteorite xombie mook for every 7 damage you do to the mob.



## END OF SESSION

The adventurers reach the palace doors, bash them in (or pick the locks), and head inside.

The adventurers are finally inside the palace, tantalizingly close to their goal at the center of a living city that is rapidly becoming more animated and aware as time passes. **Find out what happens next in part 4, the thrilling conclusion!**





# RANDOM

## ENCOUNTERS

Each session has optional random encounters available to the GM. If the adventurers have wandered off the beaten path into the unknown and you need to create more adventure, or they have cleverly circumvented the enemies and challenges of the adventure as written then I've got your back.

There are 5 random encounters per session, making 20 random encounter in total—hey, that fits with a d20 roll too!

1. Fallen hero
2. Glow moss
3. Killer rocks
4. Meteorite fragments
5. Monolith
6. Monument to a dead god
7. Penitent
8. Reconstituted surface dweller
9. Riddle contest
10. Underworld flora
11. Unearthly crystal
12. Bats
13. Fungaloids
14. Hellbugs
15. Hellish entourage
16. Necromancer
17. Rubblings
18. Shambling corpses
19. Soul-guardian
20. Zombies

### FALLEN HERO

The adventurers were not the only group to head into the underworld, nor are they the only group that is searching for the Heart of the Sky. Roll a d3 for the gender of adventurer (1= *Female*, 2= *Male*, 3= *Other or too badly eaten/decomposed to tell*) and a d12 for the adventurer's race:

1. Human
2. Human
3. Dwarf
4. Dark elf

5. High elf
6. Wood elf
7. Gnome
8. Half-elf
9. Half-orc
10. Halfling
11. One of the rarer races (roll d4)
  1. Dragonic
  2. Holy one
  3. Forgeborn
  4. Tiefling
12. Roll again, and if you reroll a 12 then the corpse is of a really rare race (roll d4)
  1. Azer
  2. Oozefolk
  3. Ophidian
  4. Twygzog

The dead adventurer has a magic item on him or her. The magic item is under the corpse, and the corpse has been nibbled on by scavengers.

Oh, did we not mention scavengers? They are lurking at the edge of the adventurer's lantern light, chittering and scraping their claws against the rock. If you have the inclination this could turn into a bat attack.

### GLOW MOSS

This moss glows with an inner light, and is found in areas where there is residual magic. Most often the moss is found near veins of metals that have a faint magical aura, but sometimes they grow over more interesting things. Roll d4:

1. The moss is faintly glowing. Maybe many feet behind this cavern wall there is a vein of something that might interest dwarven miners.
2. The moss is glowing strongly. Years ago there was a magical battle here, but apart from there being enough light here to read by there is nothing of interest.
3. The moss is growing over a magic item, lost down here long ago.
4. The moss is growing over something on the wall. The moss is growing over meteorite fragments (see *meteorite fragments*).



## KILLER ROCKS

These mollusks look like rocks until they open their maws and try to bite off the adventurer's feet.

Jumping away: DC 15. If an adventurer fails the skill check make the following attack against that adventurer:

**Sharp maw +10 vs AC—4d4 damage**

## METEORITE FRAGMENTS

The meteorite crashed down into the underworld near to here, parts of it blasting off into the tunnels and caverns that its passage bisected.

The glittering volcanic rock is embedded in the walls might be benign, or might not. Roll d6:

1. It's just rock, sparkly in the torch light but it is just coal and scattered diamond dust. There is a 50% chance that a good search of the area will turn up a small uncut diamond worth 2d20x10 gp.
2. The sparkling rock glows with a dull red light, the heat from its violent incorporation into the tunnel's walls still not fully dissipated.
3. The rock is absorbing heat, glistening frost spreading from it along the walls and ice forming on the wet tunnel floor. If a fight occurs here, anybody rolling a natural 1 on an attack falls and takes 1d4 damage.
4. Along with the glittering black rock star-mask eggs were ejected. Fortunately the force of their ejection killed the tiny monsters.
5. A light emanates from the rock, illuminating the tunnel. The meteorite's rock glitters and shines like stars in the night.
6. The magic of the meteorite's rock is causing the adventurers to become ill:

**Ionizing radiation +5 vs PD—2d6 negative energy damage**

## MONOLITH

This black basalt rock stands alone, the dust in the area around it worked into concentric ripples by the strange forces emanating from it. Who knows where the monolith comes from or how it came to be here. Artifact from another reality, a message from higher beings, a warning marker

left by the creators of the universe, a prison for some dreadful thing... probably, yes.

When an adventurer touches the monolith roll a d6, but add a cumulative +1 for each adventurer to touch it after the first:

1. The adventurer explodes instantly, their bloody remains flung quite a distance from the monolith! 5 minutes later the adventurer wanders out of the darkness claiming to have got separated from the party days ago. *Is the 'new' adventurer a clone, are they an opportunistic doppelganger, or is something even stranger going on?*
2. The adventurer is sucked into the monolith where they have a mystic experience that they have trouble describing to others: they are like a Paleolithic human who has been granted insight into jet engine construction, or a dog who suddenly understands higher math—they have no frame of reference to communicate their insight to others, and no way to make use of their knowledge. A moment later the monolith ejects them. The adventurer will probably spend the rest of their life scrawling diagrams in notebooks and muttering to themselves.
3. The adventurer is turned inside out on the spot. This doesn't harm the adventurer, beyond looking really gross and giving them a -10 penalty to their skill checks, defenses, and attacks (their armor and weapons are on the inside). Touching the monolith again flips them right side in (and results in another roll on this chart).
4. The adventurer is transported one minute into the past and one mile into the far distance. If they run really fast they can get into shouting distance of the party at the instant their past-self touches the monolith.
5. Everybody *not* touching the monolith but looking at it takes 1d3 cold damage to their eyeballs. Yes, this hurts.
6. The adventurer swaps places with their counterpart from another dimension. Maybe the other dimension is gender-flipped, or everybody wears hats, or wizards are known as 'archaists' and fighters are called 'troopers', or plants are bright purple and

magenta instead of green, or the icons go by different names (*the Witch-Queen instead of the Diabolist, the Death Lord instead of the Lich King, the Prince of Thieves instead of the Prince of Shadows, etc.*) and look a little different but are otherwise unchanged. The GM and player should discuss what changes are at first obvious, and what will be a surprise for the rest of the group.

7. On a 7 or higher the magic from the adventurer's best magic item is drained away, and the item turns to dust.

The monolith can't be moved or affected in any way. It just is. It is a mystery hidden in the depths of the world. Maybe the adventurers will learn something about the monolith in one of their later adventures, or maybe it will remain something that they tell their grandkids about (if the adventurers live to old age).

## MONUMENT TO A DEAD GOD

This massive stone structure is a monument to a dead god. Roll a d6 twice:

1. The god had lots of tentacles. The monument's angles are decidedly non-Euclidian.
2. A pale flame burns eternally atop the monument.
3. The monument has rooms inside it, making it a good (if strange) place to rest.
4. The monument has been defaced by those that wished to show disrespect to the dead god.
5. The monument is a mausoleum, containing the god's remains encased in crystal.
6. The monument has legs like a crab, and scuttles away from the party as they approach.

## PENITENT

This benighted soul has sentenced himself to the underworld as penance for some great crime that he committed. Dressed in rags he wanders the underworld, sampling all the pains it has to offer. If the party want to fight him he welcomes anything the party wishes to do to him.

## RECONSTITUTED SURFACE DWELLER

This citizen of Eldwold died and was recreated down here in the underworld by the living dungeon of Eldwold Reborn. The citizen is lost, confused, and missing memories.

## RIDDLE CONTEST

A goblin-like creature has a magic item, and wishes to challenge the party to a contest of riddles with their magic items on the line if they lose.

The creature will flee from a fight, dropping its precious magic item as it does so.

## SHAMBLING CORPSES

These are walking corpses. Technically they are undead, but they have no interest in doing anything beyond marching through the underworld.

## UNDERWORLD FLORA

The party encounters strange yet ultimately harmless animals of the underworld. Roll d6:

1. A sheet of perfectly black moss, so dark that at first it looks like a hole. The moss is edible, and a tiny transparent lizard is chewing on it.
2. A small inch-tall gelatinous cube is making its way across the ceiling, ignoring the party even if they poke it with their weapons.
3. Carnivorous cave limpets, moving slowly about looking to eat anything that moves even slower than they do.
4. Creatures that resemble a foot-long slugs hang from the ceiling on threads of slime. If disturbed they unfurl their bodies into something resembling manta rays and flap around the adventurers before disappearing off into the dark.
5. Vast sheets of bacterial slime drip from the cavern ceiling and pool on the floor. They are harmless extremophiles who thrive in some areas of the underworld and form the base of quite a few food-chains down here.
6. What at first looks like a bank of scree rock turns out to be hundreds of cockroach-like insects, they scurry off into the dark when the adventurers step upon one of them.



## UNEARTHLY CRYSTAL

A great glowing crystal outcropping stands taller than three adventurers, shedding bright bluish-white light on its surroundings.

Chipping bits off the crystalline outcropping provides the adventurers with a light source that never goes out or dims.

Touching chips of the glowing crystal is perfectly safe. Mounting a chip into a weapon causes the weapon to glow too. Weapons touched to the main body of the crystal glow briefly, but lose their glow soon after being removed from contact with the unearthly crystal.

However, if anybody touches the crystal outcropping with their flesh it burns them (sometimes it even burns through gloves).

Harvesting crystal (without touching it):

DC 25. Adventurers who wear gloves gain a +10 bonus to their skill check. If an adventurer fails the skill check they don't get the crystal chip, make the following attack against that adventurer:

**Burning crystal +15 vs AC—1d8 acid damage**

Burnt characters lose a recovery during their next rest as their flesh begins to spasm, ripple, and change. During their next full rest the burnt character vomits up a common monster of the underworld that immediately grows to full size and flees into the dark (or if you are feeling nasty, attacks the party). *Well, that was odd.*



## BATS

The bats of the underworld grow large and bold down in the dark...

Number of PCs	Swarm of Bats	Dire Bat
3	1	4
4	2	5
5	4	5
6	6	5

All bats have the following abilities:

*Echolocation:* Bats rely on sound waves to sense their surroundings. A bat can “see” in total darkness, and can detect creatures using invisibility or visual illusions to hide.

*Flight:* Small bats and swarms of bats fly quickly and turn easily. Bigger bats, the kind that you’re fighting in dungeons, fly more awkwardly.

*Wall-crawler:* A bat can climb on ceilings and walls as easily as it moves on the ground.

### SWARM OF BATS

*What is at first a slightly painful distraction could turn lethal as the bats shift and flow to evade your attacks.*

1st level spoiler [BEAST]

Initiative: +5

Vulnerability: thunder

**C: Swarming bites +7 vs. PD (1d3 nearby enemies)—2 damage, and after the attack, the swarm of bats engages one of the targets**

*Natural even hit:* The target is hampered until the end of its next turn. It can end the effect by attacking the swarm, or if the swarm drops to 0 hp.

*No opportunities:* The swarm of bats can’t make opportunity attacks, and enemies can’t make opportunity attacks against it.

*Swarming resistance:* Each turn, the swarm of bats gains resist damage 18+ to all damage from attacks by enemies that the swarm did NOT attack that turn.

**AC 16**

**PD 16 HP 30**

**MD 11**

### DIRE BAT

*Some people call them dire vampire bats, but that gets confusing when people expect them to function like scary vampires instead of just overgrown flying rodents with rabid tendencies.*

2nd level troop [BEAST]

Initiative: +8

Vulnerability: thunder

Fangs and wings +6 vs. AC—5 damage, and 5 ongoing damage

*Natural 2–5:* The dire bat pops free from the target and can move as a free action.

**Resist ranged damage 16+:** When a ranged attack targets this creature while it’s flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. (Shifty spinning bats are hard to hit unless they’re grounded or stuck.)

**Skittish:** A dire bat engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn.

### Nastier Specials

*Blood drinker:* When the dire bat drops an enemy to 0 hp or below, it continues to attack that enemy (until it dies) instead of attacking other enemies.

*Dire feature:* Most dire bats don’t have a dire feature (13th Age core book, page 206). But this one does.

**AC 18**

**PD 17 HP 32**

**MD 14**



## FUNGALOIDS

The strange fungus people of the underworld are using the meteorite as an opportunity to expand their fungal kingdom.

These fungaloids are not immediately hostile, and if the adventurers prove to be friendly to the fungaloids then they will summon a twygzog (fungaloid 'prince' or 'princess') to speak verbally to the adventurers—the fungaloids initially encountered can only communicate via spores.

Of course if the adventurers are unfriendly then the fungaloids will choose to attack.

Number of PCs	Aerial Spore	Sporrior	Fungaloid Drudge
3	8	2	1
4	8	2	2
5	8	2	3
6	10	3	3

### FUNGAL ATTACKS

Some fungaloids can make special attacks, usually triggered with a natural 16+ attack roll, though the attacks can be used as a standard action too in some cases. When building fungaloid battles, decide what sort of attack or attacks these fungaloids have. The monster entries will tell you how many attacks to pick. Add the fungaloid creature's level to attacks and damage, as indicated.

**C: Poison tentacles 5 + level vs. PD (1d3 nearby enemies)**—3 + level poison damage, and the target is vulnerable to fungal attacks (save ends)

**C: Brown noise 5 + level vs. PD (1d3 nearby enemies)**—3 + level ongoing thunder damage

**C: Hallucinogenia 3 + level vs. MD (one nearby enemy)**—The target is confused (easy save ends, 6+)

**C: Infectious spores 5 + level vs. PD (1d3 nearby enemies)**—3 + level ongoing poison damage

**C: Piercing shriek 5 + level vs. PD (1d3 nearby enemies)**—4 + level psychic damage

## AERIAL SPORE

*It floats serene, red and deadly. The long tendrils push it spasmodically as it crawl-drifts closer, flickers of bioluminescence pulsing through its small, languid body.*

2nd level mook [PLANT]

Initiative: +1

**C: Stinging tendrils +6 vs. PD (one nearby enemy)**—4 poison damage, and the target is weakened until the end of its next turn

**Puffball exploder:** The first time each round an aerial spore in the battle drops to 0 hp, it explodes and 1d3 nearby non-fungus non-construct creatures are covered in spores and begin to choke. Until the end of the battle, when a choking creature rolls a natural 1–5 on an attack roll, it takes damage equal to the natural roll. If a creature is affected twice by this attack, the damage it takes on a natural 1–5 doubles; if affected three times, it triples, etc.

**Spores:** A creature choking from puffball exploder can use a standard action to wash the spores off itself and/or cough them up, preventing further choking effects until it's affected by puffball exploder again.

**Weightless:** The aerial spore floats upon air currents, but it prefers to stay within 5 to 7 feet of the ground so it can use its tendrils to keep it in place or propel it. A free-floating spore too far away from the ground to use its tendrils can easily be blown about from strong winds or similar magical effects.

AC 15

PD 9    HP 7 (mook; puffball exploder)

MD 13

**Mook:** Kill one aerial spore mook for every 7 damage you deal to the mob.

## SPORRIOR

*Fungi are not known for being fast, but this one is. A strange pale ape-dog thing, with a head that hinges open to unleash a high-speed spore attack. Clouds of choking fungus accompany chitinous darts launched by compressed air.*

2nd level wrecker [PLANT]

Initiative: +10

**Chitinous bite +7 vs. AC—5 damage**

*Natural even hit or miss:* The sporrior can make a spore cloud attack this turn as a quick action.

**R: Parasitic darts +6 vs. AC (1d3 nearby or far away enemies in a group)—5 poison damage**

*Natural even hit or miss:* The sporrior can make a spore cloud attack this turn as a quick action.

**C: Spore cloud +6 vs. PD (1d3 nearby enemies)—4 poison damage**

*Sprinter:* A sporrior gains an extra move action when the escalation die is odd.

*Wall-crawler:* A sporrior can climb on ceilings and walls as easily as it moves on the ground.

**AC 18**

**PD 16    HP 36**

**MD 12**

## FUNGALOID DRUDGE

*Some look like walking mushrooms with arms and faces, others are clearly skeletons that have become infested with spores, and still others are shambling mounds pulling crude carts with their misshapen limbs. It's the jolly ones with waistcoats and pipes that worry people the most.*

3rd level troop [PLANT]

Initiative: +5

**Pitchfork +8 vs. AC—10 damage**

*Natural 16+:* The drudge can make a fungal attack this turn as a quick action.

**Fungal attack—Make ONE fungal attack**

**AC 19**

**PD 17    HP 32**

**MD 13**





## TWYGZOG DIPLOMAT

*It is tall and beautifully proportioned like an elf, but its pale grey-green skin and large pupil-less eyes give away its heritage: this is an independent mind within its subterranean fungal kingdom, able to talk with outsiders as though they were its equal.*

*Double-strength 5<sup>th</sup> level spoiler [PLANT]*

Initiative: +12

**C: Spore cloud +10 vs. PD (1d3 nearby enemies)—12 ongoing poison damage**

*Natural even hit with first attack each turn: The twygzog makes up to TWO fungal attacks a quick actions.*

**C: Parasitic spores +10 vs. PD (up to 3 nearby enemies)—**Until the end of the battle when the target spends a recovery the twygzog makes a fungal attack that originates from the target and the target loses a recovery.

*Limited use: Once per battle only.*

### Nastier Specials

*Fungal resurrection:* The fungaloid will regrow within the hour unless the whole area is cleansed with fire or otherwise sterilized. If the adventurers fail to do the same for their equipment they might wake up covered in growing fungaloids.

*Alien mind:* The fungaloid looks humanoid, but is a peripheral part of a huge gestalt mind whose individual parts are linked by spore-communication. It gains a bonus to its MD equal to the number of other fungaloids currently in the battle.

AC 21

PD 17 HP 146

MD 19



## HELLBUGS

Giant insects, warped by the energies of hell...

Number of Hellwasp PCs		Hookscuttler
3	3	2
4	4	2
5	6	2
6	7	2

### HELLWASP

*The screeching buzz of this insect's wings sound like curse words in the languages of ancient demon priests. It's another reason why you're better off not studying ancient demon languages.*

2nd level spoiler [BEAST]

Initiative: +8

**Necrotizing stinger +6 vs. PD—5 damage**

*Natural even hit:* 5 ongoing acid damage (easy save ends, 6+), and the hellwasp can pop free from the target.

*Virulent injection:* When a creature fails a save against the hellwasp's ongoing acid damage, it gains a random condition until it saves against that damage. Have the player roll a d4 to determine the condition: 1. confused; 2. weakened; 3. dazed; 4. vulnerable.

*Flight:* Hellwasps are adroit fliers that can hover and even fly backward.

### Nastier Specials

*Lethal injection:* The save versus the stinger's ongoing acid damage is a normal save (11+) instead of an easy save.

**AC 18**

**PD 16    HP 28**

**MD 12**

## HOOKSCUTTLE

*Scorpion? Mantis? Giant beetle? Disturbing nightmare thing? Yes, all mushed together and as big as your barbarian friend.*

2nd level blocker [BEAST]

Initiative: +5

**Claws and mandibles +7 vs. AC—8 damage**

*Spiky bits:* When a hook scuttler moves to engage an enemy it wasn't engaged with at the start of its turn, that enemy takes 1d6 damage. When an enemy tries to disengage from the hook scuttler and fails, it takes 1d6 damage.

### Nastier Specials

*Corpse eater:* When a nearby enemy drops to 0 hit points or below in the battle, the hook scuttler will ignore other enemies and move to attack that unconscious enemy until that enemy is dead.

**AC 20**

**PD 15    HP 30**

**MD 14**





## HELLISH ENTOURAGE

This group of devils is touring the hells, carrying out trade in souls.

The devils are not looking to fight the adventurers. In fact they even have a magic item if one of the adventurers is willing to sign a contract in blood. *“Don’t worry if the contract is in language so obscure that you can’t understand it,”* they assure the adventurer *“it’s just a standard power-for-your-soul agreement”*.

If an adventurer signs the agreement they receive an immediate incremental advance and a magic item of their choice. However, from now on they have a -2 penalty to death saves and cannot be resurrected. When they die roll a d4 to discover the hidden clause of the contract that activates when the adventurer dies:

1. *The adventurer is contracted to gather the souls of their companions too. When they die control of the adventurer passes to the GM. The adventurer immediately gets back up at full hit-points with all their expended powers refreshed—and attacks the party to the best of their ability. Any party member slain by the ‘dead’ adventurer cannot be resurrected—a trip to hell is needed to free their soul and reunite it with their body first. At the end of the combat the ‘dead’ adventurer turns to dust and blows away.*
2. *The adventurer has sold their body to a demon. When they die the demon jumps right in and flees out into the world to wreak havoc and bring about great evil.*
3. *The adventurer has sold their body to a demon. When they die they resurrect on the spot, but are secretly a demon. The adventurer’s player and the GM should work together to come up with exactly how the demon will betray the party to their doom.*
4. *The adventurer has agreed to take the place of another soul in hell. When the adventurer dies they ‘resurrect’ 5 minutes later with new memories (new backgrounds), a different personality, and a new class. Effectively this new person becomes the player’s next character, so the player should get to pick the changed details.*

The party might decide to attack the soul-traders:

Number of PCs	Hellish Entourage
3	2
4	3
5	3
6	4

## HELLISH ENTOURAGE

*These smooth-tongued devils will gladly sell you your soul back, for a huge profit.*

4<sup>th</sup> level spoiler [DEVIL]

Initiative: +10

**A sharper sword than yours +9 vs. AC—14 damage**

[Once per battle] *Natural attack roll higher than the target’s Wisdom:* Target must spend an action (standard, move, or quick) on their next turn offering to trade weapons—a deal the devil might agree too. The devil’s weapon is not magical.

**C: Possession is nine tenths of the law +9 vs. MD (one nearby or far away enemy)—14 psychic damage**

[Once per battle] *Natural attack roll higher than the target’s Wisdom:* The target makes a basic attack against itself or its nearest ally, but does only 90% of its normal damage.

*Resist fire 13+:* When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Pick one of the following for each member of the entourage

**[quick action] Fiddle of gold +9 vs. MD—**Target loses their next move action as they dance, bards are immune.

**[quick action] Silver tongue +9 vs. MD—**Target may not attack this devil until the end of their next turn, though they can still attack other devils.

*Devil’s due:* Whenever a nearby or far away enemy heals, this devil gains half that amount as temporary hp.

**AC 20**

**PD 16 HP 60**

**MD 18**

## NECROMANCER

This magic user is in the underworld to make pacts with certain dead things, entities that it is best not to speak of lest it draws their attention.

The necromancer might decide to ignore the adventurers, she might choose to talk to them, or she may attack them in an effort to take their bones as spell components. If it does turn into a fight the party are in luck: the necromancer's recent negotiations have left her drained of most of her power.

Number of PCs	Dark-Elf Necromancer	Death-Grip Zombie	Big Zombie
3	1	2	0
4	1	3	0
5	1	1	1
6	1	2	1

### DARK-ELF NECROMANCER

*Some necromancers don't stop being necromancers simply because they die.*

*Double-strength 2nd level caster [UNDEAD]*

*Initiative: +8*

**C: Shadow bolt +7 vs. PD (one nearby enemy) — 15 negative energy damage**

*Natural even hit:* The target is stuck (save ends).

*[Quick action]* **C: Tenebrous tentacles (automatic hit vs. one nearby or far away enemy)**—The necromancer and her allies have a cumulative +1 bonus to hit the target until the start of her next turn (up to a maximum of +3 if the necromancer uses all of its actions this turn).

### Nastier special

*Necrotic vitality:* When the dark elf necromancer takes damage she can transfer that damage to the zombies that she controls, splitting it between the zombies as she sees fit.

**AC 18**

**PD 12 HP 72**

**MD 16**

## DEATH-GRIP ZOMBIE

*3rd level wrecker [UNDEAD]*

*Initiative: +3*

*Vulnerable: holy*

**Death grip +8 vs. AC—8 damage**

*Natural even hit:* The target and the zombie are stuck (target saving ends). Every time the target fails to save they take 4 damage.

*[Quick action against targets stuck in a death grip]* **Squeeeeeeze +12 vs. PD—4 damage**

**AC 19**

**PD 13 HP 45**

**MD 17**

## BIG ZOMBIE

*Maybe it was an ogre. A giant? All you know for sure is that it's big and it's dead and it's coming for you.*

*Large 4th level wrecker [UNDEAD]*

*Initiative: +3*

*Vulnerability: holy*

**Club or club-like fists +9 vs. AC—22 damage**

*Natural even hit or miss:* Both the zombie and its target take 4d6 damage!

*Headshot:* A critical hit against a zombie drops it to 0 hp.

**AC 17**

**PD 15 HP 160**

**MD 12**



## RUBBLINGS

These tiny constructs were made by the magic of the meteorite, formed out of the rubble of Eldwold.

The rubblings are working hard: digging tunnels and pits, shaping steps, setting traps. Provided the adventurers leave them alone they will do likewise, but if the adventurers interfere the rubblings will attack.

Number of PCs	Rubbling
3	12
4	15
5	18
6	22

### RUBBLING

*These dog-like rubble golems like ganging up on bigger creatures.*

4<sup>th</sup> level mook [CONSTRUCT]

Initiative: +9

**Rusted nail teeth +9 vs. AC—7 damage**

**C: Shower of stones +9 vs. AC (1d3 nearby enemies)—5 damage**

*Golem immunity:* Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

### Nastier Specials

*Combine:* If 8 rubblings are killed in a single attack their remains merge to form a city golem.

**AC 20**

**PD 18 HP 14 (mook)**

**MD 14**

*Mook:* Kill one rubbling mook for every 14 damage you deal to the mob.

## SOUL-GUARDIAN

The dead need somebody to watch over them. This holy one paladin spends her time patrolling the lands of the dead ensuring that the guilty are punished and the innocent and righteous go to their eternal reward.

If the adventurers feel like interfering she's got a flaming sword with their name on it.

Number of PCs	Soul Guardian
3	2
4	3
5	3
6	4

### SOUL GUARDIAN

*This spirit waits on the roads and rivers travelled by the dead, attempting to keep away those who would use the dead for their own ends.*

Large 2<sup>nd</sup> level caster [SPIRIT]

Initiative: +8

**Flail +7 vs. AC—14 holy damage**

*Natural even hit:* The target pops free.

**C: Inviolable word +7 vs. MD (1d3 nearby enemies)—**Any conditions on the soul guardian end, and are transferred to the targets  
*All attacks miss:* The conditions end, but are not transferred.

**R: Gaze of judgement +7 vs. MD—21 psychic damage**

*Natural 16+ hit:* The target must use their next move action to move away from the soul guardian (not disengaging, just moving and provoking if they leave engagement)

**AC 18**

**PD 14**

**MD 14**

**HP 72**

## ZOMBIES

"Brains... brains..."

Number of PCs	Human Zombie	Death-Grip Zombie	Armless Zombie	Big Zombie
3	2	1	1	0
4	4	1	1	0
5	5	1	1	0
6	2	1	1	1

### HUMAN ZOMBIE

"Brains . . ."

2nd level troop [UNDEAD]

Initiative: +1

Vulnerability: holy

**Rotting fist +7 vs. AC—6 damage**

*Natural 16+:* Both the zombie and its target take 1d6 damage!

*Headshot:* A critical hit against a zombie drops it to 0 hp.

### Nastier Specials

*Eat brains:* More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until its dead.

**AC 15**

**PD 13 HP 60**

**MD 9**

### DEATH-GRIP ZOMBIE

3rd level wrecker [UNDEAD]

Initiative: +3

Vulnerable: holy

**Death grip +8 vs. AC—8 damage**

*Natural even hit:* The target and the zombie are stuck (target saving ends). Every time the target fails to save they take 4 damage.

[Quick action against targets stuck in a death grip] **Squeeeeeze +12 vs. PD—4 damage**

**AC 19**

**PD 13 HP 45**

**MD 17**

### ARMLESS ZOMBIE

3rd level spoiler [UNDEAD]

Initiative: +3

Vulnerable: holy

**Low moan +8 vs. MD—5 ongoing psychic damage**

*Natural even miss:* The zombie can use baleful gaze as a quick action this turn.

**R: Baleful gaze +10 vs. MD (1d3 enemies in a group)—4 psychic damage and the target must attempt to move away from the armless zombie on its next turn.**

**AC 19**

**PD 13 HP 45**

**MD 17**

### BIG ZOMBIE

*Maybe it was an ogre. A giant? All you know for sure is that it's big and it's dead and it's coming for you.*

Large 4th level wrecker [UNDEAD]

Initiative: +3

Vulnerability: holy

**Club or club-like fists +9 vs. AC—22 damage**

*Natural even hit or miss:* Both the zombie and its target take 4d6 damage!

*Headshot:* A critical hit against a zombie drops it to 0 hp.

**AC 17**

**PD 15 HP 160**

**MD 12**



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