

INTO THE UNDERWORLD



PART 4 ELDWOLD RISES!

A 4th LEVEL 13th AGE ADVENTURE IN FOUR TWO-HOUR SESSIONS

BY ASH LAW

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PART 4 ELDWORLD RISES!



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THE PALACE OF THE GEM

RUNNING THIS ADVENTURE

This session is designed for 4th 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. Entangling greenhouse
2. Inverted pit
3. Killer commode
4. Occupied bedroom
5. Piston door
6. Roll twice and combine the results



This session and the next couple are designed to be more freeform than the others. You could decide to let the players choose which areas to explore, or you could have the adventurers crawl their way through the dungeon old-school style (even drawing maps as they go provided the mapping doesn't slow down the action too much) and use the four listed areas in the dungeon as the most important rooms that they come across.

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, and 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 HOPES

The adventurers have been tracking a gem that crashed into the underworld inside a meteorite. The gem has finally been located in a palace that is part of the malevolent living dungeon of Eldwold Reborn that has patterned itself after the now-ruined city of Eldwold that used to exist on the surface. If players don't know the Dragon Empire setting of 13TH AGE all that well, remind them that living dungeons don't necessarily make sense the way normal places do; the magic that keeps them 'alive' means they can take bizarre forms and compress bizarre perils into amazingly small spaces.

This is a montage scene. The point of this montage is to describe the last leg of the journey to the palace of the gem. Turn to the first player and ask them to describe a problem that the party faced due to the strange recreation of the city of Eldwold that the living dungeon has created, 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 past danger and everybody

has had a chance to introduce a strange danger, and everybody has had a chance to narrate how their character overcame it. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention that the party is camped near a dead troglodyte, or that they hear the living dungeon grinding as it shifts configurations).



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.

NPC—COURRIEL, INJURED DRIDER

Courriel was a soldier patrolling the outer reaches around the City of Silver Webs when the meteorite tore through the underworld and pulled him along with it.

When Courriel awoke, he had become a drider, an elf whose lower torso and legs are replaced with the legs and body of a giant spider.

Courriel was injured when he crossed the moat of churning rubble that separates the palace from the rest of the living city / dungeon. The drider warns the party not to come too close, he's still not fully in control of his changed body and occasionally his barbed legs twitch and attempt to attack anything they can reach. Some of Courriel's injuries are accidentally self-inflicted.

Courriel isn't sure why he was transformed into a drider. He thinks that it was probably the Elf Queen's power protecting him as he was

drawn down into the lair of the living dungeon (but he seems unsure when he says it).

This NPC can meet the adventurers anywhere in the living dungeon—wherever you as the GM deem dramatically appropriate.

DELVING IN THE LIVING DUNGEON

The adventurers have four places that they can visit in the Palace of the Gem:

- The Vicious Stair
- The Cunning Corridor
- The Tilting Room
- The Combustible Kitchen

The adventurers need to visit three of these locations (in whatever order you as the GM chose to present them as the players explore the possibilities) before they reach The Grand Hall, their final destination in this session of the adventure. In one of the locations that they visit, they will encounter the troglodyte star-masks (roll a d3 at the start of the session to determine where the troglodyte star-masks find them, in the 1st, 2nd, or 3rd location they visit)—so ignore the traps and dangers in this location. In the other two locations they will face the unique dangers and traps of that area. Roll a second d3 to determine an area where the adventurers find a dead underworld denizen—there is a 50% chance that the denizen has a magic item with it (add 10% for each party member who doesn't yet have a magic weapon, implement, or armor).

Once three locations have been explored the adventurers will find the hidden way to The Grand Hall.

AREA—VICIOUS STAIRS

A grand staircase winds upwards, an opulent curve of steps that looks like it will carry adventurers up from the grand hall where it starts.

Of course, like everything in this living dungeon, the stair is trapped. When the party is half-way up the stairs, the risers fold flat and the whole thing becomes a slide down into a pit of acid. Worse, the bannisters conceal razor blades.

Ascending the stairs: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Acid pit +15 vs PD—4d6 acid damage

OR

Razor bannister +15 vs AC—2d10 damage OR reroll the skill check with a +5 to the difficulty (DC 30)

AREA—CUNNING CORRIDOR

A corridor leads in the direction that the adventurers wish to travel. Pictures line the wall, oil paintings of noble-looking humans.

Naturally, the corridor is trapped. When the adventurers reach the middle of the corridor, it begins to spin rapidly, and the pictures fly from the walls. The pictures turn out to be very sticky, and sparks from where the spinning corridor meets the outer wall ignite the picture.

After a minute the corridor's mechanism will wind down, but can the adventurers survive? (OK, sure, they'll survive, but how bruised or scorched will they be!)

Clinging to the carpet: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Flung about and smooshed between the mechanism and the wall +15 vs AC—4d6 damage

OR

Burning sticky paintings +15 vs PD—4d6 fire damage

AREA—TILTING ROOM

This mirrored ball-room stands between the adventurers and the place they want to get to. The ceiling is lined with spikes, which might make some delvers suspect that it will crash down upon them. The far door of the room is painted with an illustration of a ship's deck in a storm.

The trap in this room is that it is mounted on springs and on a turn-table, making it spin and tilt like a ship in a storm. As soon as enough weight is put onto the floor (an adventurer or two) the supports under it give way, making the floor spin and tilt crazily. The mirrors in the wall

break easily, filling the room with sharp shards. Worse, the spring-loaded spinning floor flings adventurers upwards into the spiked ceiling.

Reaching the other door: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Flung against spikes in the ceiling. +15 vs AC—4d6 damage

OR

Seven years bad luck (hurled into a mirror) +15 vs AC—3d8 damage OR the characters next d20 roll is rerolled and the player takes the lower result

AREA—COMBUSTIBLE KITCHEN

The adventurers enter an area that looks like a kitchen. Cooked food is laid out on tables, a roaring fire warms a pot of bubbling stew, and the normal accretions of palace kitchen life are around the place. All it needs is a jolly cook and a cat sleeping by the fire and the scene would be perfect.

The adventurers are right to suspect a trap. Pressure plates under the floor tiles release poison sprays and combustible gasses into the room.

Step lightly: DC 25. The party needs to make three skill checks before they get through the room, five skill checks if the party stops to grab the food. If an adventurer fails the skill check make the following attack against the whole party:

Explosion +15 vs PD—2d8 fire damage

OR

Poison spray +15 vs PD—10 poison damage

WANDERING MONSTER— TROGLODYTE STAR-MASKS

The star-masks have possessed a tribe of troglodytes. Troglodytes aren't that smart, and this is hampering the star-mask's ability to puppet them—they are only as smart as the brains they are controlling.

Drawn by the remnants of the meteorite into the city, the troglodytes are looking for food (basically anybody moving).

Number of PCs	Star-Mask Trog
3	5
4	6
5	8
6	9

Location: Vicious Stairs

If the fight takes place in the vicious stairs location: when the escalation die reaches 4+, the stair risers tilt and everybody begins to slide back down the stairs. At the end of each round after the escalation die reaches 4+, each adventurer and monster pops free and begins to slide downwards: the GM should rearrange the position of the adventurers and their enemies as seems most amusing to their twisted GM sensibilities.

Location: Cunning Corridor

If the fight takes place in the corridor, then when the escalation die reaches 4+ any character that moves without taking a quick action to steady themselves is flung to one end or the other of the corridor. The fight will quickly end up in two heaps at each end of the corridor. It requires a whole turn action to move from one end of the corridor to the other.

Location: Tilting Room

If the fight takes place in the tilting room, then any character that rolls a 1 on an attack or a save is bounced into the ceiling and takes 1d8 damage.

The up side is that the bouncing floor makes disengaging easier, each character gains a +5 bonus to disengage checks.

Location: Combustible Kitchen

If the fight takes place in the combustible kitchen, then any character (adventurer or monster) that deals fire damage to another character takes 1d4 fire damage themselves, as spells or breath weapons

that involve fire backfire on their users in this area.

The possible upside is that a clever PC who tries to find something in the kitchen to mask the trog stench should succeed with an easy (DC15) skill check!

STAR-MASK TROG

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

3rd level spoiler [ABERRATION]

Initiative: +9

Trog smash +5 vs. AC—20 damage and trog's crit range expands by 1 (to a maximum of 16+) until the end of the battle

Trog stench: Trogs spray scents that stink so badly that other humanoids take penalties to all attacks, defenses, and saves when engaged with a troglodyte or when nearby three or more troglodytes.

Non-humanoids usually aren't affected.

Humanoids affected by trog stench can make a normal save at the end of each of their turns (though they'll be taking a penalty . . .). If the save succeeds, the humanoid can ignore all trog stench for the rest of the battle.

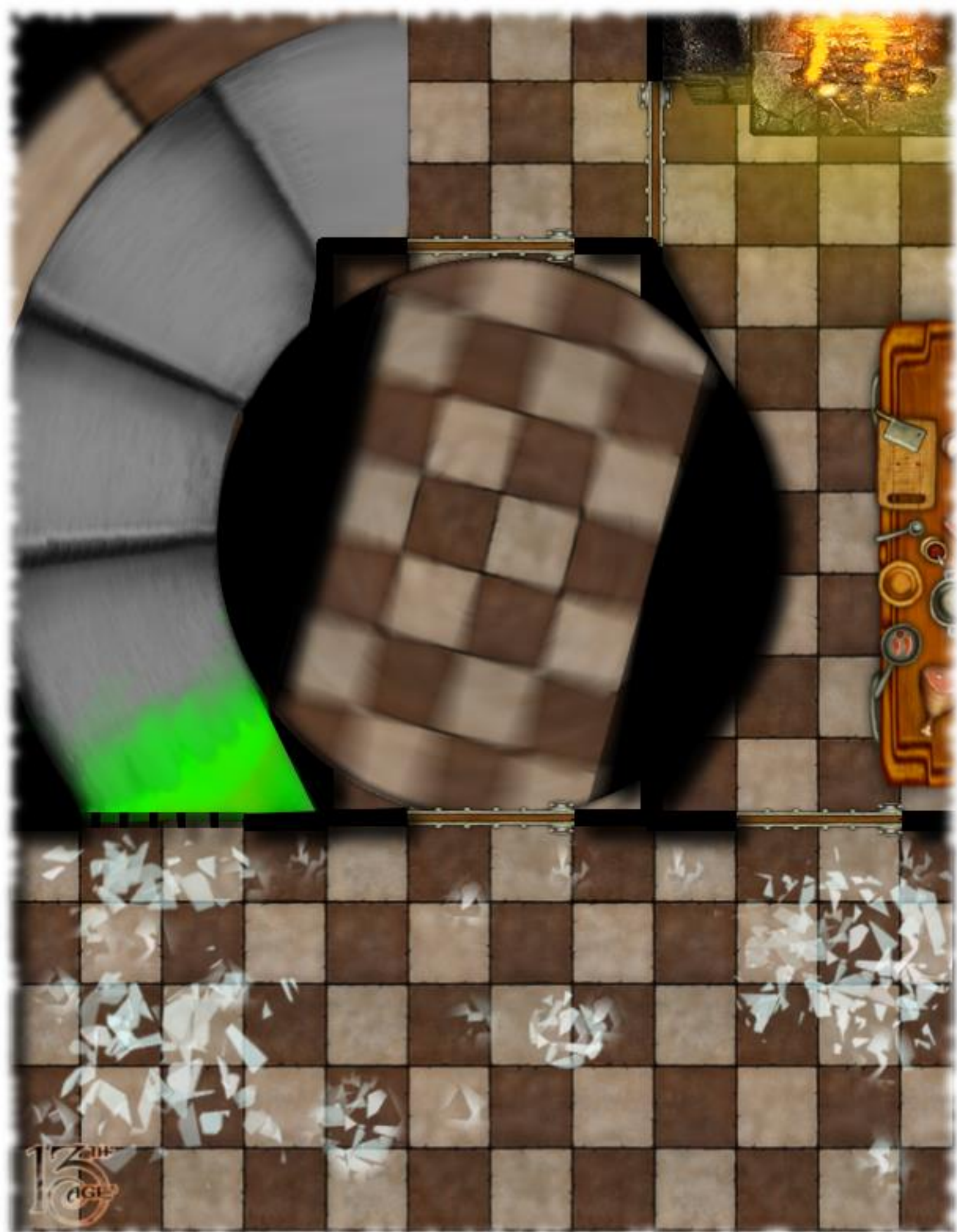
Trog stench penalties vary for different humanoid races:

- 4: Elves, gnolls, gnomes
- 3: Humans, halflings, half-elves, holy ones, tieflings, most everyone else
- 2: Half-orcs, dragonics
- 1: Dwarves
- 0: Forgeborn

AC 19

PD 14 HP 45

MD 16



FINAL AREA—THE GRAND HALL

The adventurers finally arrive at the grand hall that leads to the tower. Unfortunately, the living dungeon that is the 'city' of Eldwold Reborn has a nasty surprise saved for the adventurers: underworld ur-vampires.

The grand hall is darker than the rest of the living city, and has the characteristic eyes and mouths that have shown up on occasion. In fact the vampires have located veins under the surface of the tiles in this area, tiles which are more like tough skin than ceramic. They have been feeding off the city's 'blood'. Yes, the living dungeon is weird.

Number of PCs	Ur-Vampire	Dire Bat
3	1	3
4	2	1
5	2	3
6	3	1

Icon Option: Archmage

If the Archmage is an important icon in this game, then the monsters spawned in this area are vulnerable to force damage.

Icon Option: Elf Queen

If the Elf Queen is an important icon in this game, then these monsters have a weak spot. A called shot with an arrow (a -2 penalty to attack) does double damage on a natural even hit.

Icon Option: Lich King

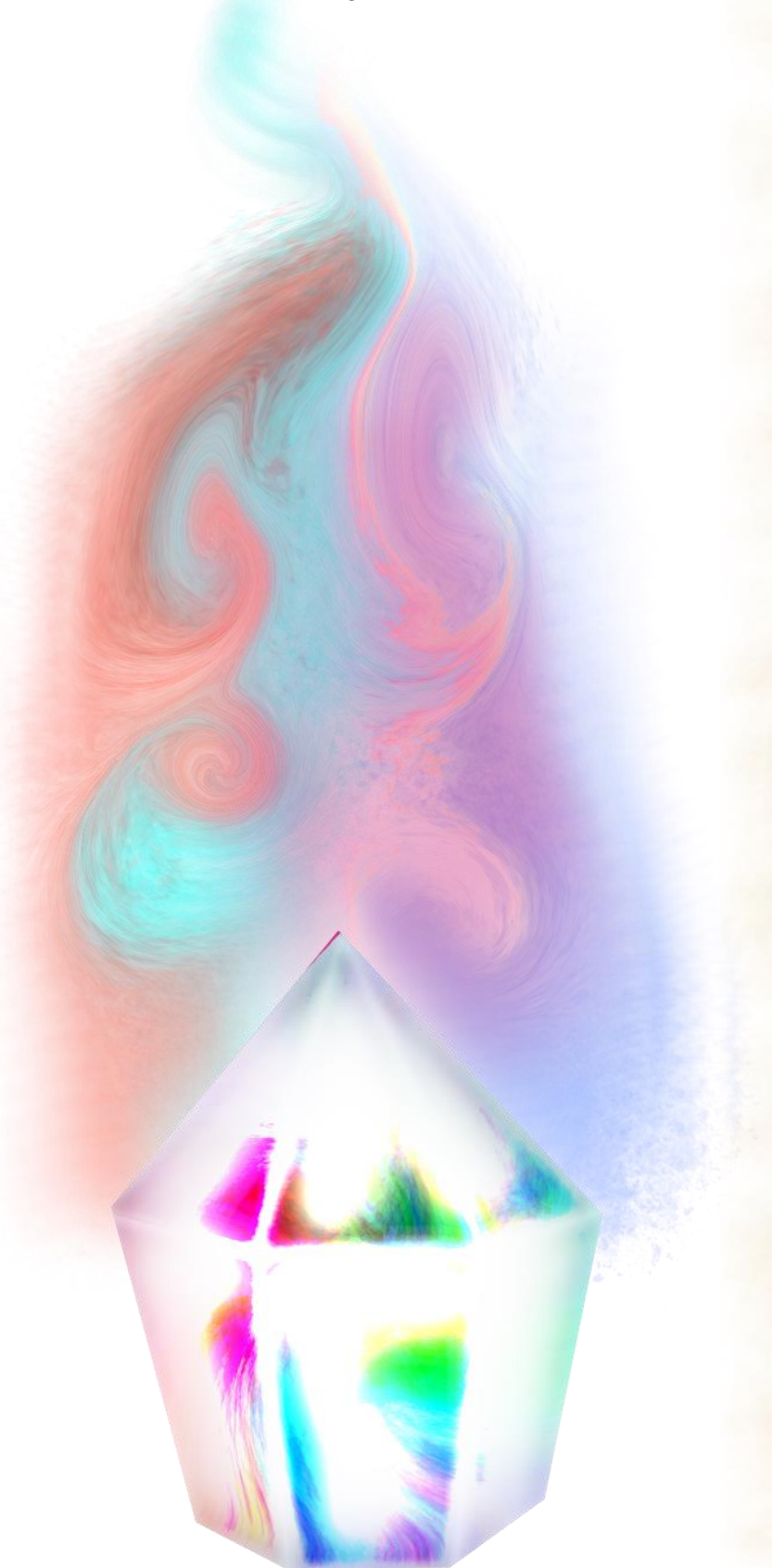
If the Lich King is an important icon in this game, then these monsters are afraid of certain symbols of power, shying away from them like classic vampires. In fact, the symbol that they really hate is that of the Lich King himself!

The ur-vampires always try to disengage from adventurers with a positive relationship with the Lich King.

Icon Option: The Three

If the Three are an important icon in this game, then these ur-vampires are vulnerable to fire damage, and always

take double damage from breath attacks that do fire damage.



UR-VAMPIRES

These things are barely humanoid, hunched bat-like figures that avoid the light.

6th level wrecker [UNDEAD]

Initiative: +14

Super-vulnerability: holy damage attacks always deal double damage, even miss damage!

Draining bite +11 vs. AC—20 damage

Natural even hit that also beats the target's PD: The target loses a recovery.

Drained to death: If the target has no recoveries left and gets bitten it becomes helpless (save ends).

Nastier Specials

Blood lust: The first time in a battle an enemy becomes staggered all ur-vampires pop free and move into engagement with the staggered enemy.

AC 22

PD 20

HP 90

MD 10



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

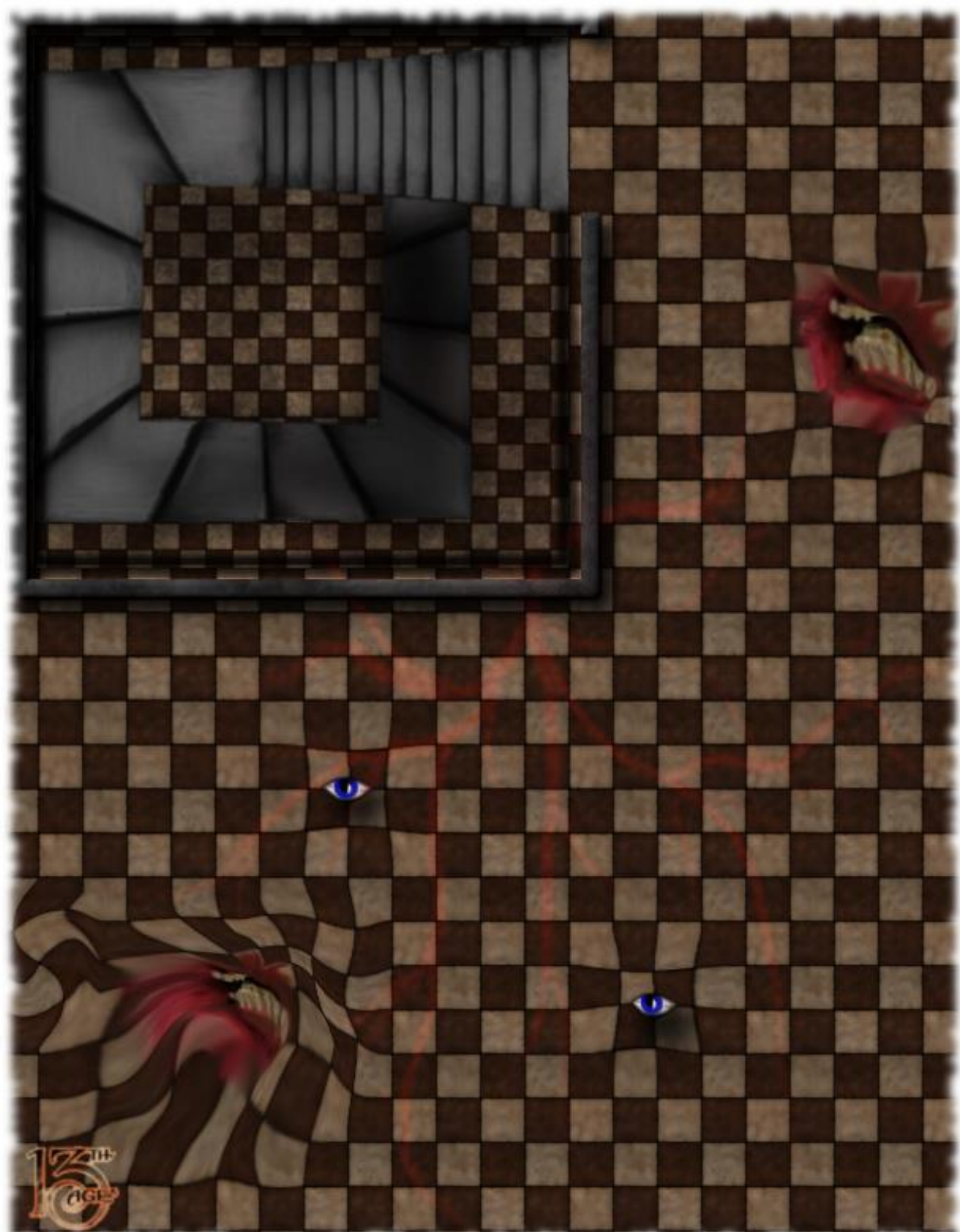
PD 17 HP 32

MD 14

END OF SESSION

The adventurers have reached the base of the tower that contains the gem that they seek.

The palace's defenses wind down for the moment, unable to reach the party in their current location. The party can sleep here, keeping very careful watch out for more wandering monsters.



THE TOWER OF THE GEM

RUNNING THIS ADVENTURE

This session is designed for 4th 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. Ballroom
2. Catacomb char
3. Eerie music
4. Goldfish in a bowl
5. Wayward wall
6. Roll twice and combine the results

NEW CHARACTERS

Here are some ideas for introducing new characters:

- The party are 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 WARPING DEEP

The adventurers have been tracking a gem that crashed into the underworld inside a meteorite. The gem has finally been located: it is in a palace that is part of a malevolent living dungeon, a dungeon that has patterned itself after a city that used to exist on the surface. At various melodramatic points, if you're so inclined, monstrous denizens of the living dungeon refer to their home as Eldwold Reborn (cue ominous music!).

As the party sleeps at the base of the tower that contains the gem, they are plagued by nightmares, psychic trauma from their time in the underworld.

This is a montage scene. The point of this montage is to describe the party's nightmares. Turn to the first player and ask them to describe a problem that the party faced on their journey down into the underworld, then turn to the player to their right and ask them to describe the start of a nightmare that their character is having, then turn to a third player and ask them to describe the end of the nightmare. Go around the group until every character has had a nightmare. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention how the tower of the gem shows up in their nightmares as a malevolent presence).

DELVING IN THE LIVING DUNGEON

The adventurers have four places that they can visit in the Tower of the Gem:

- The Spiteful Stairs

- The Sudden Drop
- The Counting House
- The Library

The adventurers need to visit three of these locations (in whatever order you as the GM chose to present them as the players explore the possibilities) before they reach the Room of the Gem, their final destination. In one of the locations that they visit, they will encounter the Shadow oil (roll a d3 at the start of the session to determine where the Shadow oil finds them, in the 1st, 2nd, or 3rd location they visit)—so ignore the traps and dangers in this location. In the other two locations, they will face the unique dangers and traps of that area. Roll a second d3 to determine an area where the adventurers find a dead underworld denizen—there is a 60% chance that the denizen has a magic item with it (add 10% for each party member who doesn't yet have a magic weapon, implement, or armor).

Once three locations have been explored, the adventurers will find the hidden way to the Room of the Gem.

AREA—SPITEFUL STAIRS

The stairways up the tower are tight spirals that leave little room to maneuver. Holes in the outer wall of each stairwell give a clue as to where trap attacks will come from.

As the adventurers walk up the staircase, darts and strange gasses begin to shot out from the holes.

Run and dodge: DC 25. If an adventurer fails the skill check, make the following attack against that adventurer:

Darts +15 vs AC—4d6 damage

OR

Acidic gas +15 vs PD—1d12+2 acid damage, and the target takes a -2 penalty to their next d20 roll.

AREA—SUDDEN DROP

As the adventurers proceed carefully through the tower, the floor gives away beneath them, threatening to drop the party right back to the base.

Thankfully there are tapestries that the party can grab hold of. Unfortunately, pulling on the

tapestries releases caustic lime from hatches in the ceiling.

Sudden drop: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Fall +15 vs PD—2d6 damage and the target must face another area alone to reach the rest of the party (probably the spiteful stairs)

OR if the adventurer grabs a tapestry...

Caustic lime +15 vs PD—2d8 acid damage

AREA—COUNTING HOUSE

The tower contains a counting house full of gold arrayed on tables, coins in neat rows. More coins sit on shelves in piles or in open chests. Gems glisten from open pouches. A blank ledger stands open.

The room is not trapped, but the wealth is! The gems explode, and the 'gold coins' are really spiders that mimic coins. There are some real coins in this area, but not as many as first appear.

Sneaking through: DC 20, or 30 if the adventurer tries to steal some loot. If an adventurer fails the skill check, make the following attack against that adventurer:

Money-spider bites +15 vs AC—3d6 poison damage

OR

Exploding gems +10 vs PD (vs the adventurer who failed the roll and 1 other target)—2d8 thunder damage

Failing the skill check means that the adventurer gets through the room but is attacked.

Passing the skill check at DC 20 means that the adventurer successfully sneaks past. Passing the DC 30 version of the skill check means the adventurer gets about 1000 gp worth of gems and coins.

AREA—LIBRARY OF DOOM

The adventurers find that their upwards journey has taken them to a library. The living dungeon has manifested a room full of books, but lacking anything to copy from has forced the living

dungeon to draw upon the knowledge of the party (possibly reading their minds while they slept at the base of the tower at the end of the last session).

For example, if a party member has the background “Best beard in Forge”, there will be books with titles like “Beard Growing for Champions”, “Dwarven Beards through the Ages”, and “The Streets of Forge: A Walking Tour”. If a party member has the background “I was the Diabolist’s favorite concubine” then books might include “Breaking Demonic Pacts—A Guide”, “Escapology Made Easy”, and “Dark Magic, a History of the Diabolist”. Though the information is presented in new ways, these books don’t contain anything that the party doesn’t already collectively know. Of course, if this living dungeon could lure more people into its library, it would amass a storehouse of knowledge unlike anything seen in the mortal world before—but for now the library is a fledgling part of a new living dungeon.

Quelling curiosity: DC 25. If an adventurer fails the skill check (or they pick up a book and start to read) make the following attack against that adventurer:

Mind-sucking book +15 vs MD—4d6
psychic damage

OR

Book with teeth +15 vs AC—4d6
damage (for every 6 rolled on the damage the target loses a finger)

WANDERING MONSTER— SHADOW OIL

The depths of the underworld are home to fields of shadow oil, a menace that underworld dwellers try to avoid.

Number of PCs	Shadow Oil	Ooze Infested Corpse
3	1	15
4	2	5
5	2	15
6	3	5

Location: Spiteful Stairs

If the fight takes place on the stairs, then at the start of each round, each adventurer takes acid damage equal to the escalation die.

The shadow oil really doesn’t care about the acid, and takes no damage from the traps in this area.

Location: Sudden Drop

If the fight takes place in the sudden drop area, then when the escalation die reaches 3, the floor drops away and the party (and their enemies) are dropped into another area. Reset the escalation die to 1 and roll a d4 for what kind of area the fight has dropped into:

1. Spiteful Stairs
2. Sudden Drop
3. Counting House
4. Library of Doom

Location: Counting House

If the fight takes place in the counting house, then the money-spider things join in the fight. Any adventurer or monster that rolls a natural 1-5 takes that amount of damage from the tiny animated coins.

Location: Library of Doom

If the fight takes place in the library, then if an adventurer misses by 1 you can offer to have them do an extra 1d4 miss damage (or some other Faustian temptation) if they are OK with a book falling on them:

Book with teeth (to the head) +15 vs AC—4d6 damage (for every 6 rolled on the damage the target loses an ear, eyebrow, nose, etc)

SHADOW OIL

Triple-strength 3rd level spoiler [OOZE]

Initiative: +2

Vulnerable: fire

C: Acidic secretion +8 vs. AC (1d3 nearby enemies)—10 ongoing acid damage

First natural even hit each battle: The ooze crawls inside the target (save ends). At the end of each of the ooze's turns inside the target, the ooze deals 15 acid damage to the target. The ooze cannot be targeted while inside the target.

Wall crawler: The ooze can slime its way up walls, across ceilings, under doors, etc.

Nastier Specials

Brain parasite: While inside another creature the black oil controls it: at the start of each of its turns the host creature must save (11+) or be confused.

AC 20

PD 13 HP 120

MD 14

OOZE INFESTED CORPSE

2nd level mook [UNDEAD]

Initiative: +8

Vulnerable: fire

Bone shard fists +9 vs. AC—5 damage

Natural 16+ hit: The attack does double damage

Ooze regeneration: Any infested corpse mooks still standing at the end of the round regenerate back to full hit points. If an infested corpse takes fire damage this ability is turned off for that specific mook until the end of the battle.

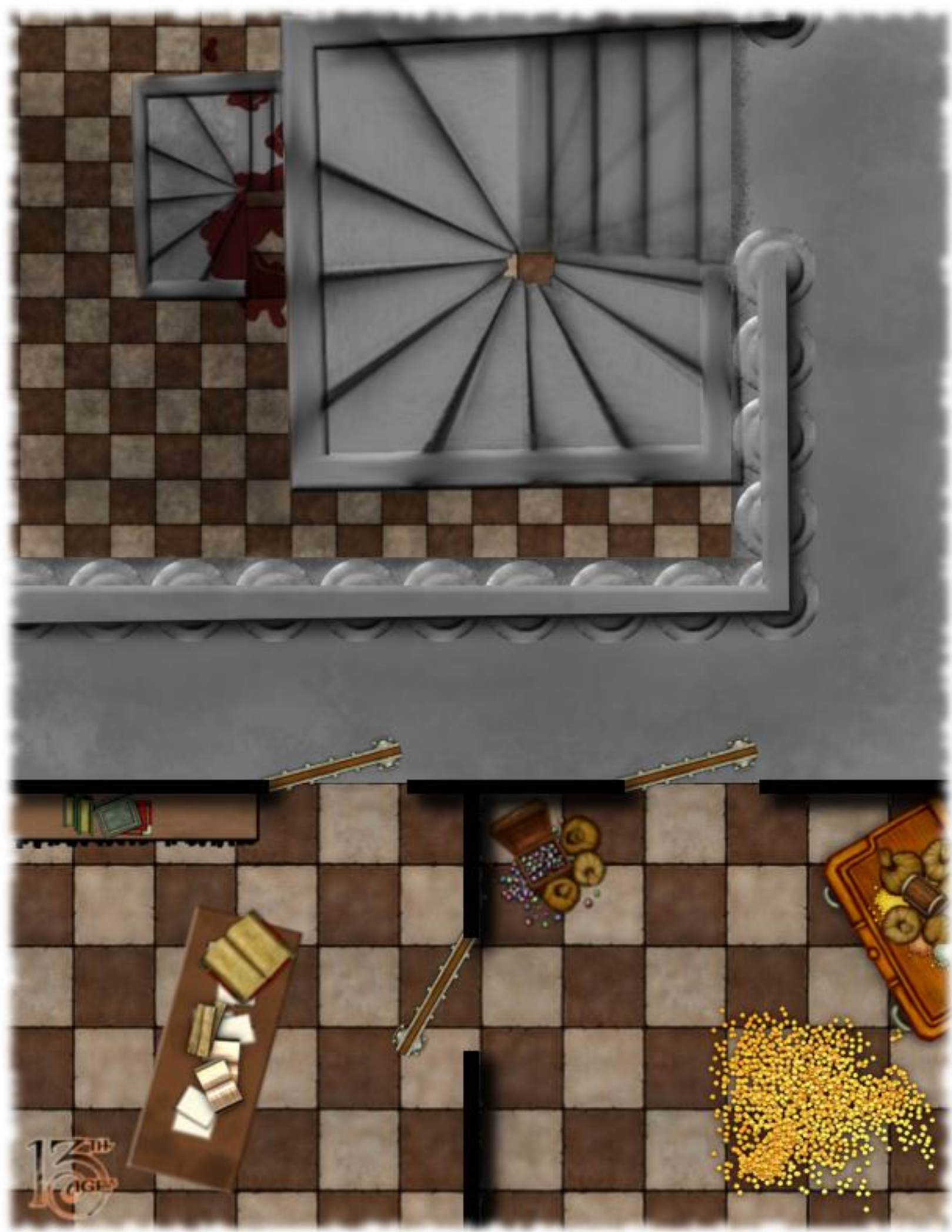
AC 17

PD 11 HP 7 (mook)

MD 15

Mook: Kill one infested corpse mook for every 7 damage you do to the mob.





FINAL AREA—ROOM OF THE GEM

The adventurers are finally at the end-point of their quest: The Room of the Gem! Known as the Heart of the Sky, it is said to hold amazing powers for those who can access its secrets.

The gem sits on a stone plinth at the center of an otherwise bare room. Out the windows of the room, the faux-city of Eldwold Reborn can be seen below. The living dungeon / city has grown since the adventurers last saw it, and is now climbing like kudzu up the vast cavern's walls. The growth was gradual but steady, unnoticed by the adventurers up until this point.

As the adventurers move toward the gem, the room rumbles, and the stone flows to form a monster around the gem—encasing the gem in the heart of the monster.

Number of PCs	Gem Guardian
3	1
4	1 (with +50 hp)
5	2
6	2

Icon Option: Crusader

If the Crusader or Great Gold Wyrn are important icons in this game, then the guardian of the gem has taken on a form reminiscent of a demon.

Adventurers with relationships with the above icons have their crit ranges expand by 1 once the guardian is staggered.

Icon Option: Emperor

If the Emperor is an important icon in this game, then the stone that the guardian is made of is volcanic, just like the walls of Axis' volcano.

Adventurers who have a relationship with the Emperor know that this type of rock has certain tell-tail weak points that can cause it to fracture; a crit by one of these characters causes the guardian to become dazed (save ends).

Icon Option: Orc Lord

If the Orc Lord is an important icon in this game, then the guardian is prone to rages: if it crits, it cannot attack another target apart from the one it crit until the end of its next turn.

Icon Option: Prince of Shadows

If the Prince of Shadows is an important icon in this game, then the guardian can be fooled by quick footwork. A natural 18+ on a disengage check by an adventurer dazes the monster (-4 to attack) until the end of its next turn.



GEM GUARDIAN

A stone golem formed to protect treasure, it carried the treasure within it.

Triple-strength 4th level wrecker [CONSTRUCT]

Initiative: +8

Buffeting smash +9 vs. AC (1d3 engaged enemies)—20 damage and the target pops free

Natural even hit: The gem guardian makes a second buffeting smash attack against the target and if both hit the target is knocked far away.

Charge: If the gem guardian moves into engagement before attacking its crit range expands by +2 until the end of its turn.

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

Seize the sparkling things: If an engaged adventurer rolls a natural 1 while attacking this monster with a magic weapon or implement the gem guardian steals the magic item and adds it to the treasure inside it.

AC 20

PD 18 HP 160

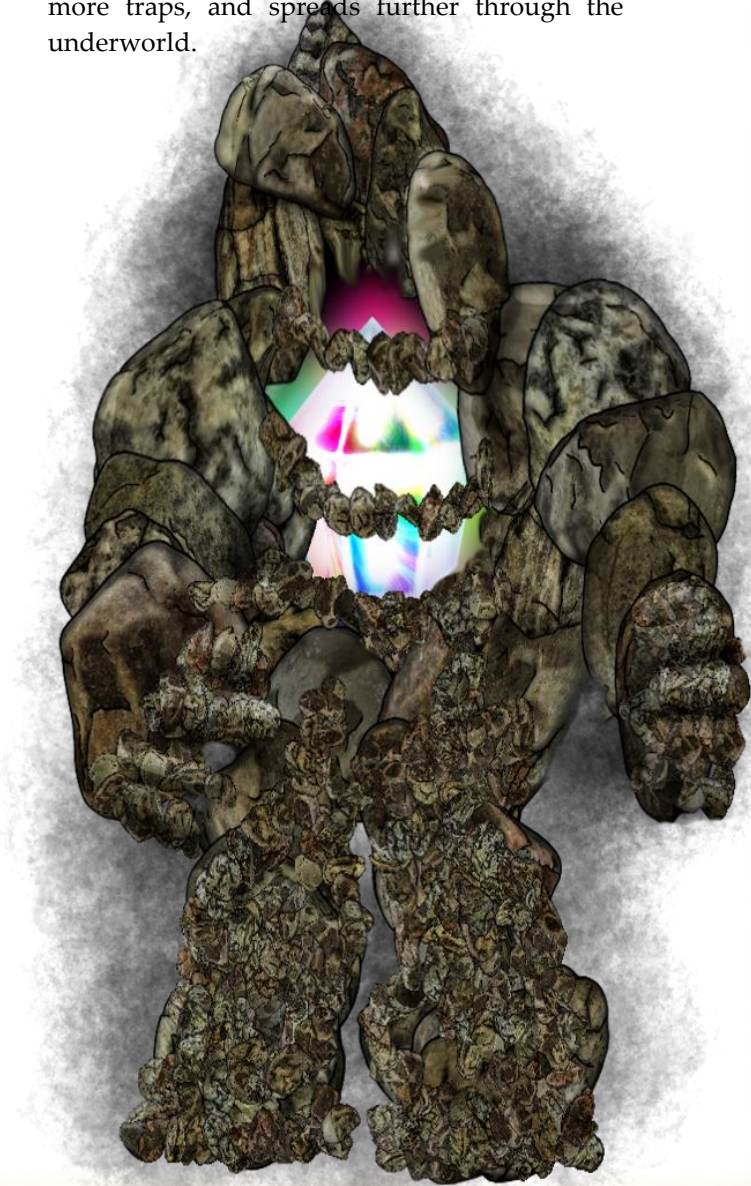
MD 14

END OF SESSION

As the adventurers behold the gem that they have stolen they realize that this is now a safe place to rest. Because no one has teleported them home, there is no skyhook dropping down to pluck them back to the surface. They're going to have to get home with the Heart of the Sky the hard way. The shifting colors of the Heart of the Sky are a constant delight to look upon as the adventurers rest.

As the adventurers rest those that fall asleep have dreams about the origins of the Heart of the Sky—visions of a past Archmage using it to rip huge chunks of the world off and hurl them far out toward the stars.

Over the following hours the living dungeon/city creaks and groans as it grows yet more traps, and spreads further through the underworld.





ESCAPE FROM ELDWOLD REBORN

Running This Adventure

This session is designed for 4th 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. A shockingly simple trap
2. Abomination (dead)
3. Abomination (undead)
4. Bats
5. Living statue
6. Roll twice and combine the results

New Characters

Here are some ideas for introducing new characters:

- The party are 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.

Recap

The adventurers have been tracking the gem known as the Heart of the Sky that crashed into the underworld inside a meteorite. The Heart of the Sky has finally been located in a palace that is part of a malevolent living dungeon that has patterned itself after a city that used to exist on the surface.

As the party rests in the tower that contains the gem, they get a chance to gird their loins in preparation for escaping the living city-dungeon. The Heart of the Sky is large enough that it will need to be carried in a backpack, yet it is strangely light.

Those that touch the Heart of the Sky or carry it hear strange whisperings in a long-dead language. While the specifics can't be grasped those that spend a long time with the gem start to understand the gist of the gem's communication: promises of power for those who can seize it—the Heart of the Sky wants to be in the hands of an icon!

As you describe the scene mention to the players how their characters can hear Eldwold Reborn rearranging itself, growing stranger and larger out in the dark.

NPC—Jarl Deathkiller

Jarl Deathkiller (real name Simion Steart) is an adventurer from Glitterhaegen who was hired as a torchbearer for a large expedition into the underworld to retrieve the gem known as the Heart of the Sky.

The adventuring party that Jarl went with into the underworld was huge: cooks, trap-finders, baggage carriers, cartographers, trained dwarven spelunkers, wizards, even knights on horseback! The expedition consisted of almost a hundred people.

Unfortunately, where the adventurers were able to slip past most dangerous location unnoticed, the huge expedition attracted the attention of every hungry monster in the underworld. Those that weren't eaten were captured by underworld races, or died in accidents or traps.

Jarl Deathkiller is *very* keen to return to the surface, and will do anything the party asks of him. With his over-large helmet and his huge backpack, he's a comical sight, but has a strong desire to please the adventurers.

This NPC can meet the adventurers anywhere in Eldwold Reborn, running screaming from a danger real or imagined.

ESCAPING THE LIVING DUNGEON

The adventurers have four places that they can visit in the living dungeon / city as they search for the way out:

- The Maze of Streets
- The Slaughterhouse Shortcut
- The Living Sewers
- The Garden of Statues

The adventurers need to visit three of these locations (in whatever order you as the GM chose to present them as the players explore the possibilities) before they reach the Exit to the Underworld. In one of the locations that they visit, they will encounter the ruin dragon (roll a d3 at the start of the session to determine where ruin dragon finds them, in the 1st, 2nd, or 3rd location they visit)—so ignore the traps and dangers in this location. In the other two locations, they will face the unique dangers and traps of that area. Roll a second d3 to determine an area where the adventurers find a dead underworld denizen—there is a 70% chance that the denizen has a magic item with it (add 10% for

each party member who doesn't yet have a magic weapon, implement, or armor).

Once three locations have been explored, the adventurers will find the hidden way to the Exit to the Underworld.

AREA—MAZE OF STREETS

The streets of Eldwold Reborn no longer resemble those of the ruined city far above on the surface. The living city/dungeon is now a maze of viaducts, bridges, tunnels, and switchbacks.

In some places the street's surface curls so that the pavement becomes a wall and the buildings can be walked upon. In other places the street ends in yawning pits with strange bat-like things roosting in the lightless depths. Still other streets are partially flooded. Those streets that look normal are the most dangerous: traps under every paving stone, and strange magical fields that seem to spring into existence out of nowhere.

Getting through the streets requires a combination of trap-finding skill and athleticism.

Dungeon parkour: DC 25. If an adventurer fails the skill check, make the following attack against that adventurer:
Unexpectedly active architecture +15 vs AC—4d6 damage
OR

Magical field +15 vs PD (vs the adventurer who failed the skill check and one other target)—2d8 force damage

AREA—SLAUGHTERHOUSE SHORTCUT

The adventurers can cut significant time from their journey if they take a shortcut through what looks to be a slaughterhouse—or at least a living dungeon's interpretation of a slaughterhouse.

Of course, the shortcut means travelling through a large brick building full of hooked chains and giant saws set into the floor.

Slaughterhouse survival: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:
Hooks on chains +15 vs AC—2d6 damage and the adventurers must reroll the slaughterhouse survival skill check.
OR

Giant saws +15 vs AC—4d6 damage

AREA—LIVING SEWERS

The adventurers spot an open grate in the pavement. It looks like the hole leads down into the sewers, though exactly why an uninhabited city has sewers or how it managed to fill them with filth is something that is down to the dark magic of living dungeons.

The sewers are not trapped, but do flood with unnatural dungeon-slime and filth on a regular basis.

Sewer run: DC 25. If an adventurer fails the skill check make the following attack against the *whole party*:

Ordure tsunami +15 vs PD—2d8
thunder and poison damage
OR

Suddenly swimming in sewage +15 vs PD—1d10 damage and the adventurer who failed their skill check must reroll it with a +2 bonus.

AREA—GARDEN OF STATUES

The living-city-dungeon of Eldwold Reborn has an area that appears devoid of buildings or streets—it is a sculpture park with neatly tended lawns and flower beds. Huge crystalline globes at the edges of the park shine light upon the vegetation growing deep underground.

Cautious or paranoid adventurers will probably try to avoid the statues, but the danger actually comes from the flora of the park.

A walk in the park: DC 15 if staying on the winding path between the statues, DC 25 if leaving the path. If an adventurer fails the skill check make the following attack against that adventurer:
Strangling strands +15 vs AC—3d6 damage
OR

Hallucinogenic pollen +15 vs MD—the target either makes a basic attack against one nearby ally OR target expends a recovery fighting the pollen's effects (player to the left of the target's player chooses)

WANDERING MONSTER— Ruin Dragon

The living city / dungeon of Eldwold Reborn is aware that its prize gem is being taken, and has created a dragon-like creature to get it back.

Number of PCs	Ruin Dragon
3	1
4	1
5	1 (with +50 hp)
6	1 (with +100 hp)

Location: Maze of Streets

If the fight takes place in the streets, then any character that rolls a natural 1-2 on a d20 attack roll or save falls into a spiked pit (1d8 damage). Rejoining the fight requires a move action.

Location: Slaughterhouse District

If the fight takes place in the slaughterhouse, then when the escalation die reaches 4, the chains animate and seize each combatant (including the dragon): everybody is stuck, save (11+) ends.

Location: Living Sewers

If the fight takes place in the sewers, then the dragon cannot fly and starts the fight hampered (save ends). When the dragon saves it damages the walls and roof of the sewers bringing rubble down on the adventurers' heads (7 damage to each adventurer).

Location: Garden of Statues

If the fight takes place in the garden of statues, then the grass tries to grab at the adventurer's ankles. Whenever an adventurer finishes movement, they must save (11+) or become stuck until the end of their next turn.

RUIN DRAGON

This construct 'dragon' formed of crushed metal, smashed masonry, and broken glass, and rage!

Huge 5th level spoiler [CONSTRUCT]

Initiative: +10

Iron claws +9 vs. AC (2 attacks)—25 damage

Natural 16+: The ruin dragon can make a rust breath attack.

[Special trigger] C: Rust breath +9 vs. PD (1d3 nearby enemies)—All targets are weakened (save ends) as their equipment starts to rust. Characters who can honestly say that they have no metal with them (not even buckles or clasps) ignore this attack.

Natural even hit or miss: Target takes 2d6 poison damage (characters without iron in their bodies or blood ignore this—maybe ooze-folk, possibly dragonics too).

Flight: This construct flies!

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

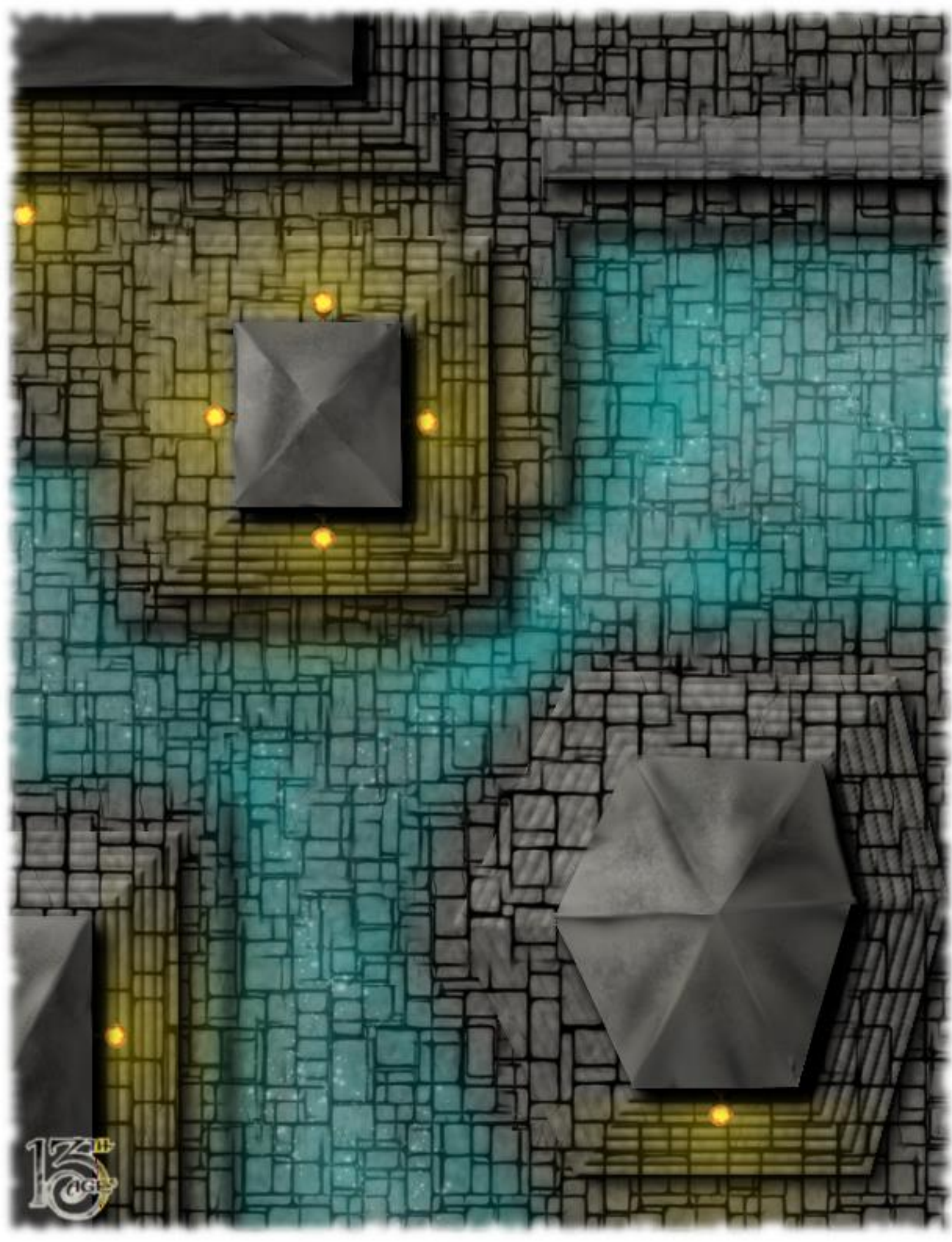
Regeneration: At the end of its turn the dragon heals 2d12 hp if it is in physical contact with a city or ruins from which it can draw new parts. A critical hit with a non-weapon attack (*a spell, an unarmed attack, or similar*) ends the regeneration.

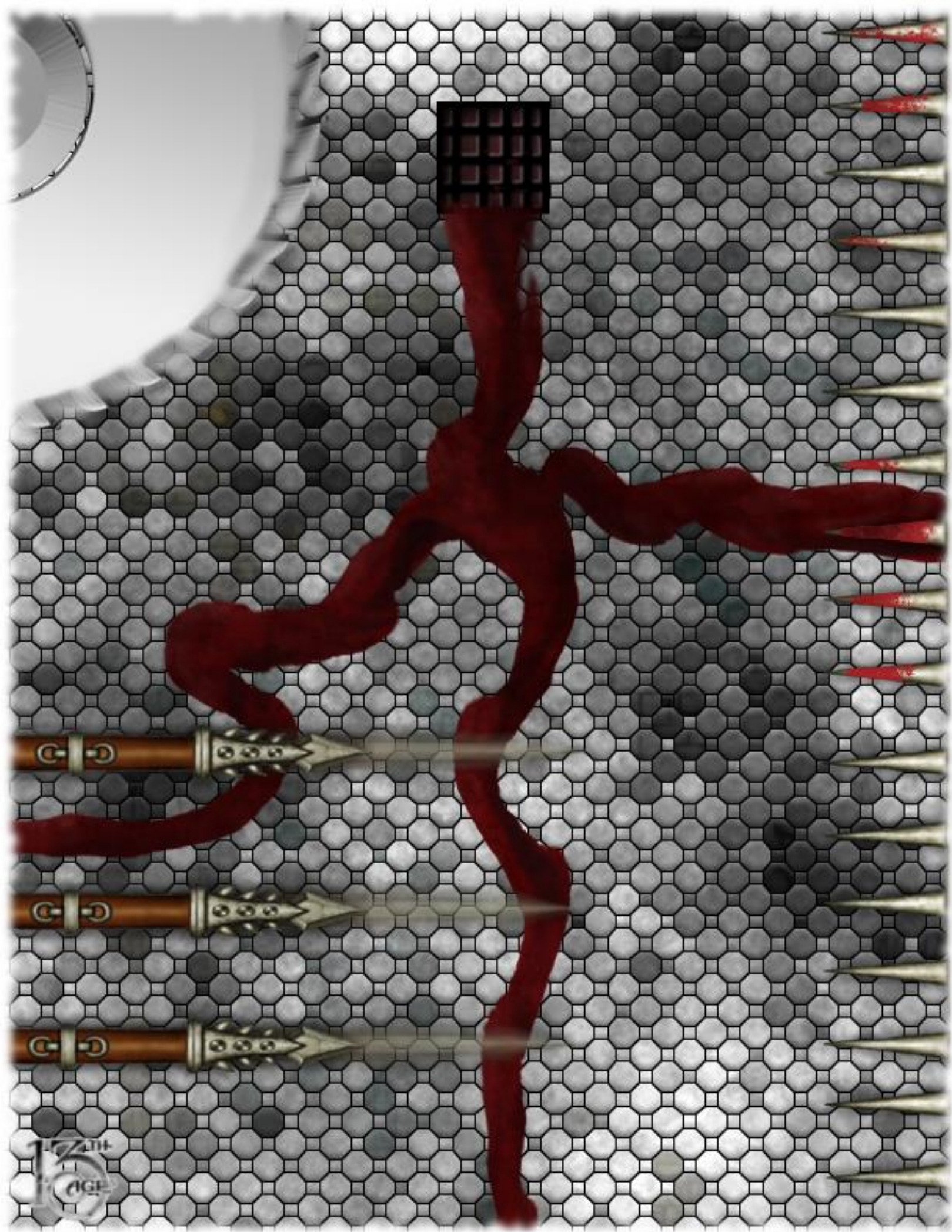
AC 21

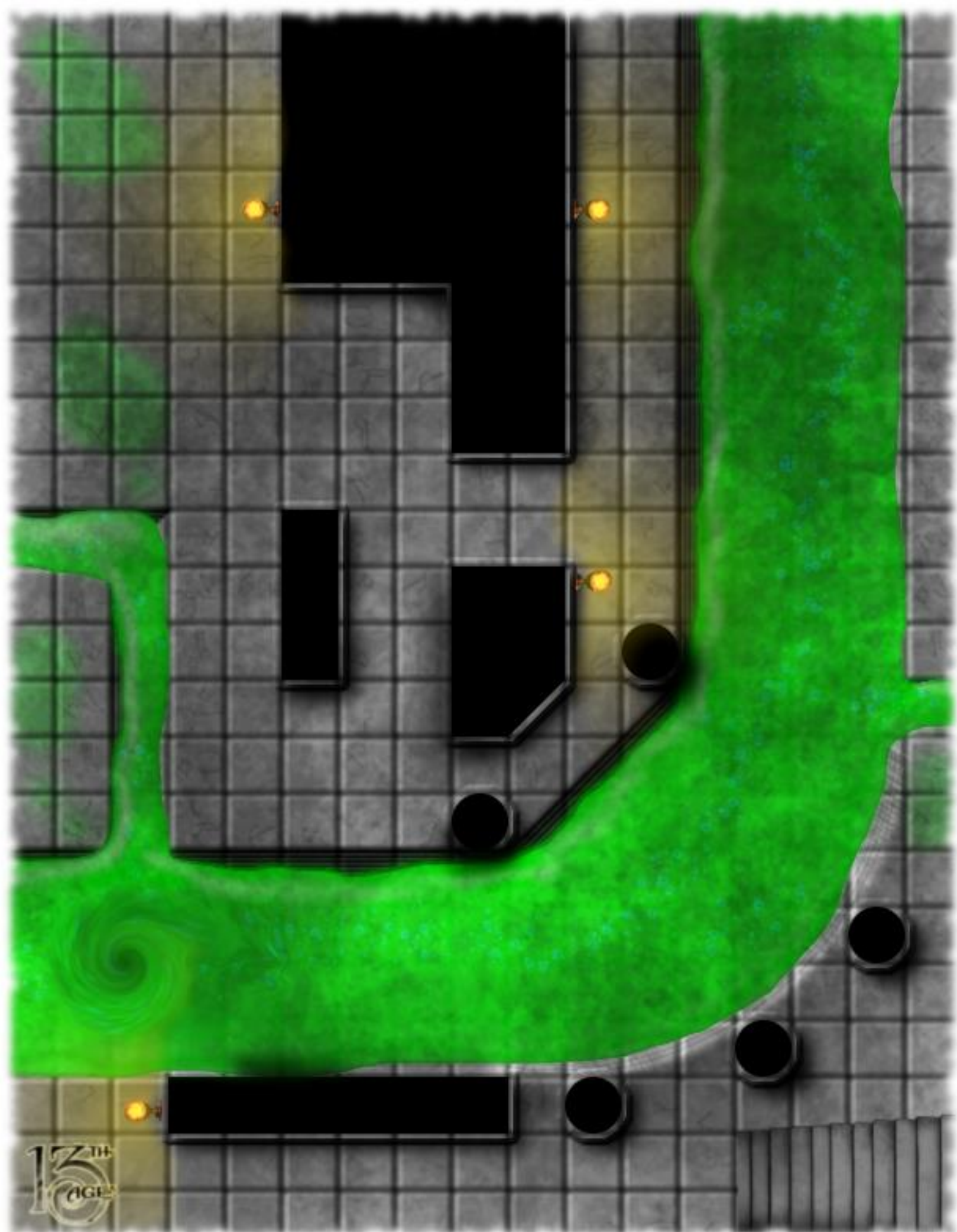
PD 18 HP 200

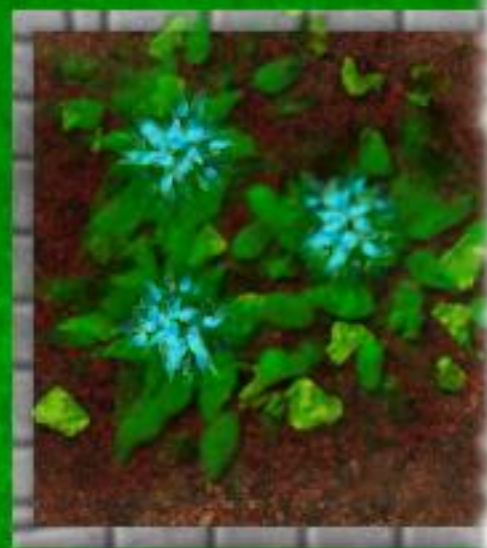
MD 14











FINAL AREA—THE EXIT TO THE UNDERWORLD

The adventurers have finally reached the edge of the city, and are searching for the exit from the living dungeon.

Unfortunately, the living city does not want the adventurers to leave and spawns monsters to stop the party. Fortunately for the party, this living dungeon is still young, and it rushed the creation of these monsters. If the monsters notice which adventurer has the Heart of the Sky they will concentrate on attacking that character. Strangely the whispers from the gem are quiet—it *wants* the adventurers to carry it away from here and give it to an icon.

For this fight use whichever map/location has not so far been used for this session: the exit to the underworld is in the last of the four locations listed earlier. So if the adventurers have explored the streets, the park, and the slaughterhouse—then the exit to the underworld will be in the sewers.

Number of PCs	Dungeon Abomination	Broken Dungeon Abomination
3	4	7
4	6	3
5	7	6
6	9	2

Icon Option: Diabolist

If the Diabolist is an important icon in this game, then the monster type of these creatures changes to demon: they have been teleported by the living dungeon from a nearby chthonic hell. The demon-monsters deal an extra 1d4 fire damage on a hit.

Icon Option: Great Gold Wyrn

If the Great Gold Wyrn is an important icon in this game, then these monsters have a fear aura style effect: any adventurer engaged with them who is staggered is also dazed (-4 to attack) and cannot use the escalation die.

Characters with a positive or conflicted relationship with the Great Gold Wyrn are immune to this fear effect.

Icon Option: Priestess

If the Priestess is an important icon in this game, then these monsters are vulnerable to holy damage.

Icon Option: High Druid

If the High Druid is an important icon in this game, then these monsters fear servants of the icon.

Adventurers with a positive or conflicted relationship with the High Druid who spend a 5 or a 6 when they roll a natural even hit make the target or targets they attacked pop free and become dazed (-4 to attack) until the start of their next turn.

Icon Option: Dwarf King

If the Dwarf King is an important icon in this game, then the dungeon is trying to create traps in this area.

Spending a 6 with the Dwarf King allows the adventurer to maneuver a monster into an incomplete trap—making it stuck, save (11+) ends.



DUNGEON-ABOMINATION

This monster is barely holding itself together, liable to fall apart into its component parts at any moment. Hurriedly created by a newborn living dungeon to defend it, these horrors know only pain and rage.

3rd level wrecker [ABERRATION]

Initiative: +8

Each round roll 1d6 twice to discover what attacks dungeon-abominations have available:

1. Antlers & hooves
2. Tentacles
3. Acid spit
4. Beak
5. Pick one of the above, but it is a quick action instead of a standard action
6. Pick one of the above and the abomination takes 1d6 damage.

Antlers and hooves +6 vs. AC—8 damage

Natural even hit: 2 damage to each engaged enemy.

C: Tentacles +6 vs. AC (1d3 nearby enemies)—7 damage

Natural roll above target's Strength: Target is pulled into engagement with the abomination.

C: Acid spit +6 vs. PD (one nearby or far away enemy)—5 ongoing acid damage

Beak +6 vs. AC—10 damage

Natural even hit: Make a fire breath attack as a quick action.

[quick action, special trigger] **C: Fire breath +8 vs. PD (1d3 nearby enemies)—3 fire damage**

Natural even hit: the fire damage is ongoing.

Nastier Specials

Sporadic flight: On rounds where the abomination rolls under the escalation die with one of its d6 rolls it can fly, though clumsily.

AC 19

PD 17 HP 50

MD 13

BROKEN DUNGEON-ABOMINATION

A shambling leaking mess of miss-matched monster parts shudders into view, wheezing in pain.

2nd level mook [ABERRATION]

Initiative: +6

Each round roll 1d6 twice to discover what attacks broken dungeon-abominations have available:

1. Too many teeth
2. Billows breath
3. Lightning horn
4. Gnashing maw
5. Pick one of the above, but it is a quick action instead of a standard action
6. Pick one of the above and the abomination takes 1d6 damage.

Too many teeth +6 vs. AC—4 damage

Natural even hit: 1 damage to each engaged enemy.

C: Billows breath +6 vs. PD (1d3 nearby enemies)—3 damage

Natural roll above target's Strength: Target pops free.

R: Lightning horn +6 vs. PD—2 ongoing lightning damage

Gnashing maw +6 vs. AC—5 damage

Natural even hit: Make a fire breath attack as a quick action.

[quick action, special trigger] **C: Fire breath +8 vs. PD (1d3 nearby enemies)—2 fire damage**

Natural even hit: the fire damage is ongoing.

Nastier Specials

Exploding biology: When the dungeon abomination dies each creature engaged with it takes 10 damage. Yes, this can set off a chain reaction of exploding dungeon abominations.

AC 18

PD 16 HP 9 (see exploding biology)

MD 12

Mook: Kill one broken dungeon abomination mook for every 9 damage you deal to the mob.

END OF SESSION

The adventurers have the gem! The Heart of the Sky is theirs! They have escaped the living dungeon, and are climbing on their way up out of the underworld. The Heart of the Sky's whispers start to become clearer—promising rewards to anybody who will give it to an icon. The gem obviously desires to fulfil a destiny, though exactly what destiny it wants to fulfil is something that only an icon would know.

As the adventurers begin their climb they hear a rumbling behind them—the living dungeon has roused itself and has started to follow them to the surface!



Rob has pointed out to me that some (insane) groups of dungeon delvers might want to stick around and kill the living dungeon rather than escaping from it with their prize. In that case let the adventurers attempt to kill the dungeon in whatever way they think to be correct, and then describe at the end of the session how the dungeon recovers to chase them up to the surface. Yes, it is a bit of a railroad fudge but if they kill the dungeon now there is nothing to do next session. If the (glory-mad) adventurers manage to pull off something impressive in attempting to kill the dungeon give them +1 to their saves and attacks next session when fighting the dungeon.



ELDWOLD RISES!

RUNNING THIS ADVENTURE

This session is designed for 4th level characters. At the end of the session each character should gain an incremental advance or level up, depending on what the GM decides.

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. Abomination (alive)
2. Angry architecture
3. Meteorite fragments
4. Rubble golems
5. Lost citizen
6. Roll twice and combine the results

NEW CHARACTERS

Here are some ideas for introducing new characters:

- The party are 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.

A HOPE OF LIGHT

The adventurers have been tracking a gem that crashed into the underworld inside a meteorite. The gem has finally been located, in a palace that is part of a malevolent living dungeon that has patterned itself after a city that used to exist on the surface. The party has retrieved the gem and is climbing up out of the underworld.

This is a montage scene—a big one. The point of this montage is describe the adventurer's return to the surface, a journey of several days at least. Turn to the first player and ask them to describe a problem that the party faced on their return journey, 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 obstacles in the party's path. Introduce foreshadowing of upcoming parts of the adventure as you go around the table (for example mention rumbling in the deeper parts of the underworld, as though something large is chasing them upwards through the underworld).

The montage ends when the party reaches the surface and collapse exhausted in the ruins of the surface city of Eldwold. The party has a full rest here at this point. The party has the Heart of the Sky, the magic gem that they were sent to retrieve and that is currently whispering promises to them of their reward once they bring it to one powerful enough to use it.

***GM note:** Although we are fast-forwarding using a montage, there is no reason why you couldn't at this point play through the adventure in reverse order,*

starting with the Citadel of Pain and working backwards to the Ruins of Eldwold. Of course, the adventure is different in reverse, with many more star-masks showing up now that they have had a chance to infest the underworld. The party would have the opportunity to encounter NPCs that were previously met by the party. The adventure would also go into champion tier (levels 5, and maybe 6), with new champion-tier monsters showing up. The adventurer's actions as they descended into the underworld would inform how the ascent is changed from their expectations.

NPC—DORF HALLARD

Dorf Hallard is one of the survivors of the meteorite crashing down into the original Eldwold. The rest of the survivors have set up a camp in the Owl Barrens, half a day's walk from the ruined city.

Dorf is among those who have returned to the ruined city, many weeks after disaster struck, still searching for signs of his lost friends.

If the adventurers have rescued a surface dweller from the underworld then this is a joyful reunion; otherwise Dorf serves as somebody to welcome the heroes back to the surface, listen to their tales, and give them food and water and a place to rest in the welcome light of the sun.

This NPC can meet the adventurers at any point in the adventure, but is probably best introduced immediately after the montage.

EARTHQUAKE

As the adventurers are surveying the ruins of Eldwold where their adventure started so long ago, the ground begins to tremble. Those walls left standing by the meteorite strike and the fire that followed tumble down.

The adventurers are at ground zero for an earthquake so strong that the soil briefly becomes a liquid.

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

Liquid ground +15 vs PD—4d6 damage
OR

Collapsing wall +15 vs AC—3d6 damage and 1d6 damage to a nearby adventurer

Icon Option: Archmage

If the Archmage is an important icon in this game, then this situation is a perfect place to use magic.

Adventurers who have at-will attack spells and a relationship with the Archmage can spend a 6 to blast away lava and rubble from themselves or an ally.

Icon Option: Orc Lord or the Three

If the Orc Lord or the Three are important icons in this game, then this rumbling and shaking is not unlike the quakes that koru behemoths can cause.

Adventurers who have a relationship with the above icons and whose players feel that they have either ridden on a behemoth or have been close to one passing get a reroll on their skill check if they want to use it, but they must take the second result.

Icon Option: High Druid

If the High Druid is an important icon in this game, then the earthquake is preceded by a series of signs (fleeing wildlife, a strange sensation, familiars and animal companions acting oddly, etc.).

Any adventurer who has a relationship with the High Druid have the skill check DC lowered by 5 (to DC 20), and spending a 6 with the High Druid allows the adventurer to warn the rest of the party and lower the DC for everybody.

DUNGEON BLASPHEMIES

As the rubble of Eldwold sinks under the churning earth the adventurers find themselves standing on islands of 'floating' masonry.

Out of the liquid ground crawl strange monsters, conglomerations of features of underworld entities.

Number of PCs	Broken Dungeon Abomination	Dungeon-Abomination Blasphemy
3	5	2
4	15	2
5	10	3
6	5	4

Icon Option: Diabolist

If the Diabolist is an important icon in this game, then these mixed-up monsters are amenable to control by evil forces: lower their MD by 2.

Icon Option: Priestess

If the Priestess is an important icon in this game, then these monsters are abominations in the sight of the gods: they are vulnerable to holy damage.

Icon Option: Lich King

If the Lich King is an important icon in this game, then these monsters are barely holding together mismatched parts falling off: they are vulnerable to negative energy damage.



BROKEN DUNGEON-ABOMINATION

A shambling leaking mess of miss-matched monster parts shudders into view, wheezing in pain.

2nd level mook [ABERRATION]

Initiative: +6

Each round roll 1d6 twice to discover what attacks broken dungeon-abominations have available:

1. Too many teeth
2. Billows breath
3. Lightning horn
4. Gnashing maw
5. Pick one of the above, but it is a quick action instead of a standard action
6. Pick one of the above and the abomination takes 1d6 damage.

Too many teeth +6 vs. AC—4 damage

Natural even hit: 1 damage to each engaged enemy.

C: Billows breath +6 vs. PD (1d3 nearby enemies)—3 damage

Natural roll above target's Strength: Target pops free.

R: Lightning horn +6 vs. PD—2 ongoing lightning damage

Gnashing maw +6 vs. AC—5 damage

Natural even hit: Make a fire breath attack as a quick action.

[quick action, special trigger] **C: Fire breath +8 vs. PD (1d3 nearby enemies)—2 fire damage**

Natural even hit: the fire damage is ongoing.

Nastier Specials

Exploding biology: When the dungeon abomination dies each creature engaged with it takes 10 damage. Yes, this can set off a chain reaction of exploding dungeon abominations.

AC 18

PD 16 HP 9 (see exploding biology)

MD 12

Mook: Kill one broken dungeon abomination mook for every 9 damage you deal to the mob.

DUNGEON-ABOMINATION BLASPHEMY

This dungeon abomination is smart enough to know that it will soon die, and is angry at the world!

Large 3rd level spoiler [ABERRATION]

Initiative: +9

Each round roll 1d6 twice to discover what attacks dungeon-abomination blasphemies have available:

1. *Hands & fists*
2. *Screaming heads*
3. *Psychic wave*
4. *Swan wings*
5. *Pick one of the above, but it is a quick action instead of a standard action*
6. *Pick one of the above and the abomination takes 1d8 damage.*

Hands and fists +6 vs. AC (2 attacks)—11 damage

Screaming heads +6 vs. PD—21 thunder damage

C: Psychic wave +6 vs. MD (1d3 nearby or far away enemies)—8 ongoing psychic damage

Swam wings +6 vs. AC (against each engaged target)—13 damage and the target must save or pop free

Each target pops free: the dungeon abomination blasphemy flies as a free action.

Nastier Specials

Smart: This monster is smarter than most adventurers. On rounds where the escalation die is odd one adventurer must save or be weakened as the dungeon-abomination blasphemy takes advantages of the adventurer's weaknesses.

AC 19

PD 17

MD 13

HP 90

HEART CALLS TO HEART

The living city / dungeon of Eldworld Reborn has followed the adventurers to the surface! The Tower of the Gem rises out of the ground, followed by the rest of the palace at the center of Eldworld Reborn. The rest of the city begins to heave its way out of the soil.

As the dungeon city forces its way into the light, it ejects rock and rubble, steam and lava ahead of itself. The dungeon is looking for the stolen gem, the Heart of the Sky.

Duck and cover: DC 25. If an adventurer fails the skill check, make the following attack against that adventurer:

Lava gout +15 vs AC—2d6 fire and thunder damage and the target must roll the skill check again

OR

Exploding rubble +15 vs AC—4d6 damage

Icon Option: Dwarf King

If the Dwarf King is an important icon in this game, then dwarf characters receive training in how to survive dungeons breaching into mines.

Dwarf adventurers and those with a positive relationship with the Dwarf King gain +5 to their defenses against the attacks (lava gout and exploding rubble).

Icon Option: Great Gold Wyrms or Crusader

If the Crusader or the Great Gold Wyrms are important icons in this game, then dodging lava gouts and the like is part and parcel of attacking hell holes or defending the world against the Abyss.

Adventurers who have a relationship with the above icons take only 1d6 fire and thunder damage from the lava gouts.



ELDWOLD REBORN AND RISEN!

The dungeon city of Eldwold Reborn wants its prize back, the Heart of the Sky, back. It has come racing to the surface to retrieve it (and to kill those who stole it).

The adventurers are fighting an entire living dungeon! Eldwold Reborn is exhausted from its race upwards, but is still a massive architectural monster. The city / dungeon heaves its bulk and forms a stone body with which to fight the adventurers.

When fighting Eldwold adventurers must choose where on the massive monster they are. Each location counts as a separate monster that the adventurers must fight. The adventurers must beat four 'locations' before they reach the dungeon's heart and fight that. The monster entry has more information on fighting the dungeon.

Icon Option: Elf Queen

If the Elf Queen is an important icon in this game, then the living dungeon hates magic users, and especially hates elves. Perhaps it ran into a city of drow sorcerers on the way up to the surface and wants revenge, or maybe it hates some of the adventurers personally.

The living dungeon has its crit range expanded by 1 for attacks against magic users and elves (and if an adventurer is both a magic user is an elf then the crit range expands by 2).

Icon Option: Emperor

If the Emperor is an important icon in this game then the living dungeon of Eldwold Reborn still has 'memories' from the original imperial city of Eldwold.

Characters with a relationship with the Emperor have +1 to their defenses against the city's attacks, as it hesitates at ket moments.

Icon Option: Prince of Shadows

If the Prince of Shadows is an important icon in this game then the living dungeon really wants the gem back. Whoever has the gem will be the focus of the city's attacks wherever possible.

Locational hit points

The living dungeon of Eldwold, once it has risen from the ground, is a colossus of a monster. It is too big to be killed in simple combat, *but* can be killed.

This monster is so big that the party must fight it one body location at a time.

In order to kill the dungeon the adventurers must wound four body locations of the dungeon and then climb inside the wounded dungeon to fight its heart. Each location has separate hit points.

Number of PCs	Hit Points per location
3	100
4	125
5	200
6	225

A 'dead' (0 hp) location cannot make attacks listed in that location, but the living dungeon can still make slam attacks.

After 4 locations have been defeated the party can move to attack the living dungeon's heart.

Cumulative attack bonuses

Each location reduced to 0 hp grants the party a cumulative +1 to their attacks to all other locations.

Number of locations reduced to 0 hp	Party's attack bonus
1	+1
2	+2
3	+3
4	+4

Slam attacks

Each location can make slam attacks against the party, in addition to other attacks that the location might be able to make. If a slam attack staggers its target the target falls to a new (lower) location on the dungeon.

Number of PCs	Number of <i>slam</i> attacks per round	Attack bonus for <i>slam</i> attacks	Damage per <i>slam</i> attack
3	3	9	14
4	4	9	16
5	5	10	16
6	6	10	18

Initiative

The living dungeon's initiative is always 0 or lower: it always goes last.

Monster type

Eldwold Risen is a construct.

Conditions

While Eldwold Reborn can't be affected in a conventional way by being stuck, dazed, etc they do serve to slow the massive dungeon-creature down just enough to make it vulnerable to all attacks.

Splitting the party

It is possible that the party might get split up, probable even. In that case stick to the initiative order and encourage the players to regroup.

Adventurers in one location cannot interact with adventurers in other locations, they are too far away.

Fleeing

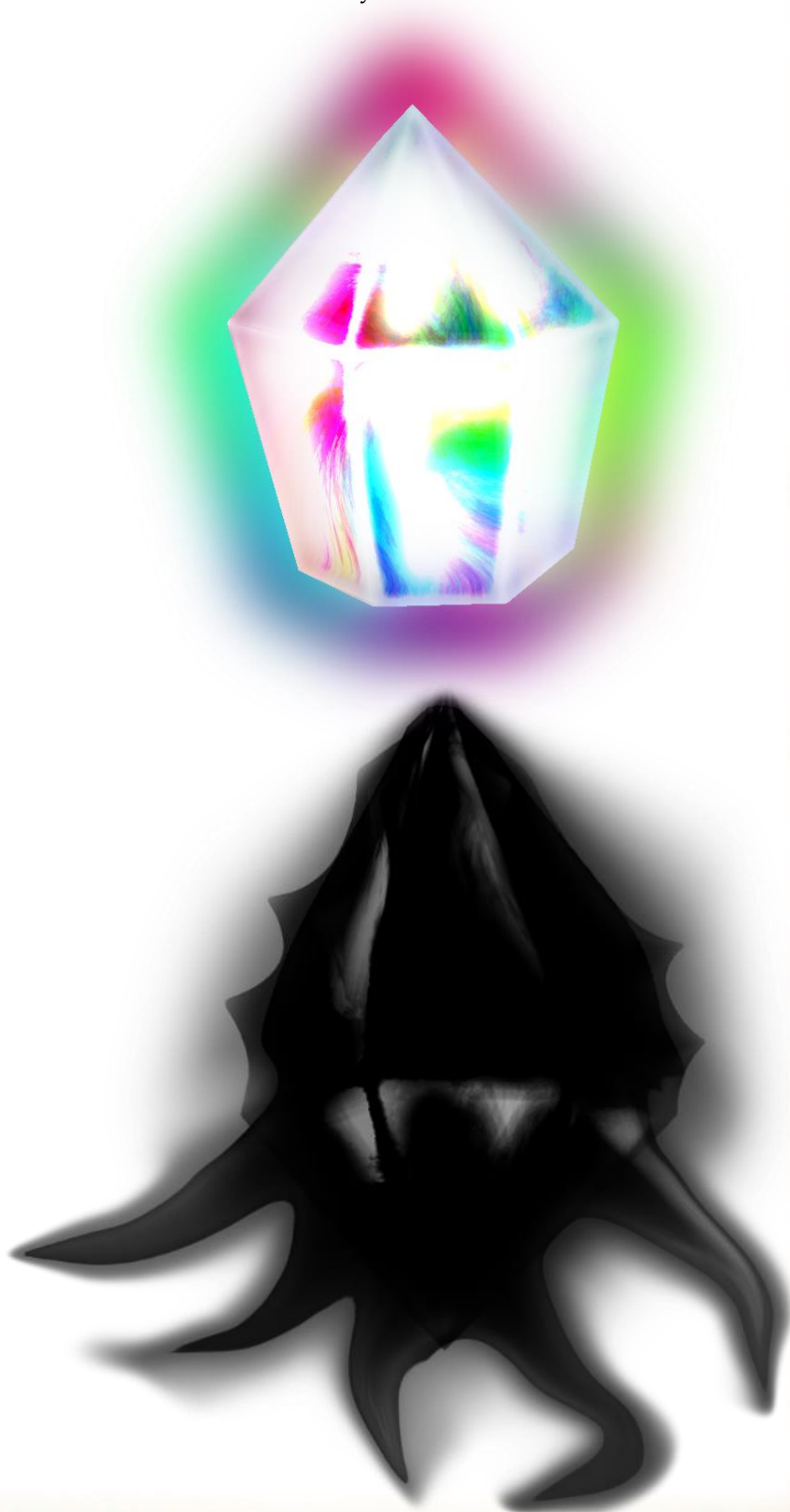
If the fight is going poorly then the party can flee. Remind the players of this.

The campaign loss associated with fleeing is that the living dungeon rampages and destroys something that the characters care about (examine backgrounds and one unique things for ideas)—and the party will doubtless have to go fight the dungeon again someday in the future. If the adventurers can live with letting something like Eldwold Reborn lose into the sunlit world then fleeing might be an acceptable way to go—escaping with the gem but at the cost of unleashing a monster.

Encourage heroic actions

The adventurers are entering champion tier, fighting a threat that might destroy a whole city. This literally larger-than-life fight is the grand

final scene of a campaign that has lasted 16 weeks (or if you are playing non-stop ends a 48-hour long game!), so if a player comes up with a clever over-the-top idea like swinging on a rope from the dungeon's face to swoop in and rescue a comrade from the dungeon's maw let them do it. Either make it a skill check (DC 15 or DC 20) and a move action or a save (11+) and a standard action. Reward heroic creativity.





ELDWOLD: THE GROUND

Adventurers here are not yet on Eldwold, and are running to catch up with it and jump up onto a leg.

Movement

As a move and a standard action a character on the ground can climb onto Eldwold Risen, as a DC 15 skill check.

The adventurers can climb up onto one of the living dungeon's LEGS.

Slam attacks

Eldwold Risen can make slam attacks against enemies that are on the ground.

Slam attack staggers the target:

The target is stomped into the ground. The target is helpless (easy save ends).

AC N/A

PD N/A HP N/A

MD N/A

ELDWOLD: LEGS

The adventurers have climbed onto the lowest point of eldwold, one of its many legs



Bite +9 vs. PD—The target enters Eldwold's **maw**.

Limited use: If the maw has been reduced to 0 hp Eldwold cannot use this attack.

Movement

As a move action a character on a leg can climb to another location on Eldwold Risen, as a DC 15 skill check.

The adventurers can climb onto one of the living dungeon's other LEGS, or up onto its **BODY**, or down to the **GROUND**.

Slam attacks

Eldwold Risen can make slam attacks against enemies that are on the ground.

Slam attack staggers the target:

The target drops to the ground.

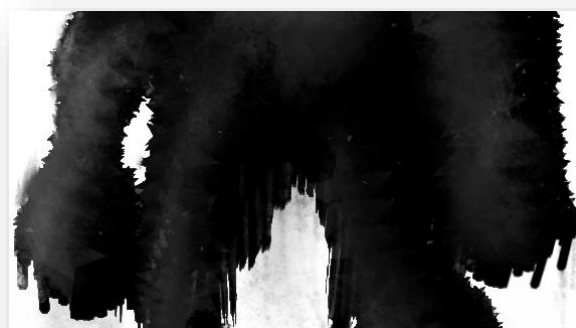
AC 20

PD 18 HP *see chart*

MD N/A

ELDWOLD: BODY

The adventurers are far above the ground now, with the ruins below them looking tiny.



Eat +9 vs. PD—The target enters Eldwold's **maw**.

Limited use: If the maw has been reduced to 0 hp Eldwold cannot use this attack.

Movement

As a move action a character on the ground can climb onto Eldwold Risen, as a DC 15 skill check.

The adventurers can climb down onto one of the living dungeon's many LEGS, or up onto its **NECK**.

If the body has been reduced to 0 hp the adventurers can climb into Eldwold's **INNARDS**.

Slam attacks

Eldwold Risen can make slam attacks against enemies that are on its body, or if it chooses to make no slam attacks can make an extra *eat* attack.

If a slam attack staggers a target, the target rolls a save: on a success they drop onto one of eldwold's LEGS, otherwise they drop to the **GROUND**.

AC 20

PD 18

HP see chart

MD N/A

ELDWOLD: PECK

The adventurers have climbed up so high that figures on the ground look like ants.



Flung off +9 vs. PD (1d3 enemies in this location)—The target must save or drop down to the **ground**.

Movement

As a move action a character on the ground can climb onto Eldwold Risen, as a DC 15 skill check.

The adventurers can climb down onto one of the living dungeon's **BODY**, or up onto its **HEAD**.

If the neck has been reduced to 0 hp the adventurers can climb into Eldwold's **MAW**.

Slam attacks: NO

Eldwold Risen cannot make slam attacks against enemies that are on its neck.

AC 20

PD 18

HP see chart

MD N/A

ELDWOLD: INNARDS

The adventurers have climbed inside the living dungeon.

Crushed +9 vs. AC—8 ongoing damage and the target is stuck (save ends both)

Miss: 8 damage.

Movement

As a move action a character inside Eldwold can crawl about, as a DC 15 skill check.

The adventurers can crawl out into the living dungeon's **MAW**.

If the dungeon's innards have been reduced to 0 hp the adventurers can climb out onto Eldwold's **BODY**.

Slam attacks: NO

Eldwold Risen cannot make slam attacks against enemies that are inside it.

AC 18

PD 15

HP see chart

MD 21

ELDWOLD: HEAD

The adventurers have climbed onto the very highest point of eldwold.



Eat +9 vs. PD—The target enters Eldwold's **maw**.

Limited use: If the maw has been reduced to 0 hp Eldwold cannot use this attack.

Movement

As a move and a standard action a character on the head can climb about on Eldwold Risen, as a DC 15 skill check.

The adventurers can climb into the living dungeon's MAW, or climb down onto its NECK.

Slam attacks

Eldwold Risen can make slam attacks against enemies that are on its head.

If a slam attack staggers a target, the target falls onto the GROUND. The target is helpless (easy save ends) OR takes 3d6 falling damage (player's choice).

AC 20

PD 18

MD 13

HP see chart

ELDWOLD: MAW

The adventurers have ended up in the living dungeon's 'mouth'.



Spit out +9 vs. PD— The target must save or drop down to the **ground** and take 2d6 damage from the fall.

Chew: At the start of the living dungeon's turn all enemies in this area take 20 damage.

Movement

As a move action a character inside Eldwold can crawl about, as a DC 15 skill check.

The adventurers can crawl down into the living dungeon's INNARDS, or out onto its HEAD.

Slam attacks: NO

Eldwold Risen cannot make slam attacks against enemies that are inside it.

AC 20

PD 18

MD 17

HP see chart

ELDWOLD: HEART†

Finally the adventurers can kill the dungeon! The dungeon heart is a dark tentacled reflection of the Heart of the Sky.

Tentacles +9 vs. AC (1d3 enemies in this area) — 14 damage.

Natural 19-20: The target must make last gasp saves as a star-mask leaps onto their head and tries to make them into a star-mask cultist. After the dungeon heart is defeated the star-mask cultist 'dies' and the adventurer can be revived, healed, or perhaps the party must look for a means of resurrection if the 'cultist' was killed.

Slam attacks: NO

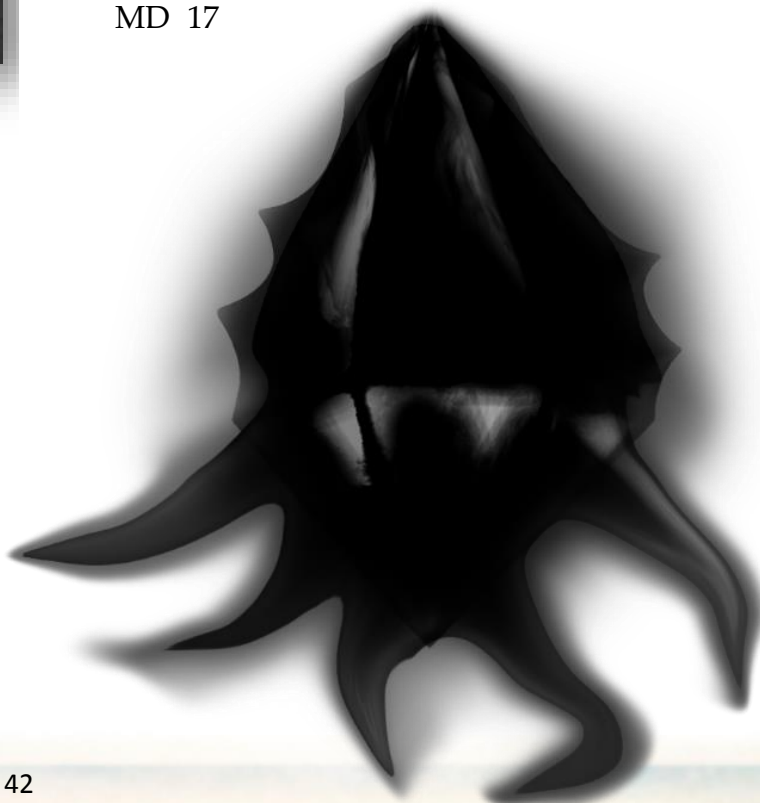
Eldwold Risen cannot make slam attacks against enemies that are inside it. By this point Eldwold Risen is too weak to make slam attacks anyway.

AC 20

PD 18

MD 17

HP 100



END OF SESSION

With a crash of falling masonry, Eldwold Reborn collapses in upon itself, becoming nothing more than a ruin.

The adventurers are in the dust of the cataclysmic death of the dungeon, in possession of the Heart of the Sky.

ADVENTURE REWARDS!

Picking through the still-trapped ruins of the living dungeon the adventurers find 2000 gp each, and each find a champion-tier magic item.

When the party reaches civilization (likely Santa Cora, the closest large city) the icons each send agents to bargain with the adventurers for the Heart of the Sky. Some icons make threats, some will offer riches or power, and others will try to take the gem by force or guile. You can handle this narratively, as the players decide collectively who gets the Heart of the Sky.

The Heart of the Sky is a powerful magic item, but unless you are an icon it is useless—to the party it is merely a very strange looking paperweight that whispers in unknown dead languages. The magical gemstone is too powerful to be destroyed (or at least too powerful for the adventurers to destroy it), and will psychically call out for aid if the adventurers try to hide it somewhere. Throwing it into a volcano or into the ocean will merely inconvenience the icons, rather than keep it away from them permanently. The question is not if an icon will get their hands (or boney claws) on it, but who the party wants to have it and how much of a reward they can get for it.

If the players can't decide as a group which icon should get the legendary gem or they try to destroy it or keep it from the icons, then whichever icon has the most positive relationships with the party overall sends an agent to take it.

The adventurers can each expect to receive at least 1000 gp of per icon that they have a positive relationship with in gifts as the icons try to gain the party's favor. The gifts from the emissaries of each icon will vary from icon to icon—the Archmage might give the gifts in champion-tier

potions, the Dwarf King might give gifts of golden crowns, the Elf Queen might give embroidered cloth-of-gold worth a small fortune, the Priestess might give 1000 gp worth of rare incenses, and so on... Any unspent icon relationship dice 5s or 6s can be traded in at this point for a magic item as well.

At this point, we draw a curtain over the adventure. The heroes (for heroes they truly are) have descended into the depths of the underworld and bought back a rare prize and are being plied with gifts by the icons seeking to win their favor.

THE END... OR IS IT?

This adventure could very well serve as an introduction to other adventures...

EYES OF THE STONE THIEF by Garath Ryder-Hanarahan features a living dungeon that burrows through the underworld, surfacing to gobble up towns or cities that it takes a liking to. The adventurers who faced down Eldwold Reborn would be well qualified to take on the dreaded Stone Thief—icons with an interest in the ravenous dungeon might well seek out the adventurers and ask them to kill or tame it. Eyes of the Stone Thief is intended for adventurers of 4th to 8th level, so dovetails neatly with this adventure.

SHARDS OF THE BROKEN SKY by ASH LAW (*hey, that's me!*) features hidden locations and secret dungeons brought to one place by the Archmage for safekeeping. The party might well end up taking the gem known as the Heart of the Sky to a secret location in Redfield Valley, which serves as a nice lead-in to and foreshadowing of the cataclysmic adventure in Shards of the Broken Sky. Intended for adventurers of 1st to 10th level, the modular nature of Shards of the Broken Sky means that adventurers transporting the Heart of the Sky to Redfield Valley can join in the fun with almost no extra preparation by the GM.

THE STRANGLING SEA by Robin D. Laws peripherally shares an NPC with this adventure. While Robin's adventure is intended for 1st level characters, with a bit of work The Strangling Sea could be reworked to become a champion tier adventure.

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. A shocking simple trap
2. Abomination (alive)
3. Abomination (dead)
4. Abomination (undead)
5. Angry architecture
6. Ballroom
7. Bats
8. Catacomb char
9. Eerie music
10. Entangling greenhouse
11. Goldfish in a bowl
12. Rubble Golems
13. Inverted pit
14. Killer commode
15. Living statue
16. Lost citizen
17. Meteorite fragments
18. Occupied bedroom
19. Piston door
20. Wayward wall

A SHOCKINGLY SIMPLE TRAP

This lever is electrified. Anybody who touches the lever is electrocuted (7 lightning damage). The lever does nothing beyond shocking adventurers determined to mess about with levers.

ABOMINATION (ALIVE)

The living dungeon has created creatures to inhabit it, but is inexperienced in such matters. A

leg of giant spider here, a bulette eye there, an orc head, feathers, scales, slug-like antenna. This thing is a mess!

Number of PCs	Dungeon-Abomination
3	3
4	4
5	5
6	6

DUNGEON-ABOMINATION

This monster is barely holding itself together, liable to fall apart into its component parts at any moment. Hurriedly created by a newborn living dungeon to defend it, these horrors know only pain and rage.

3rd level wrecker [ABERRATION]

Initiative: +8

Each round roll 1d6 twice to discover what attacks dungeon-abominations have available:

1. Antlers & hooves
2. Tentacles
3. Acid spit
4. Beak
5. Pick one of the above, but it is a quick action instead of a standard action
6. Pick one of the above and the abomination takes 1d6 damage.

Antlers and hooves +6 vs. AC—8 damage

Natural even hit: 2 damage to each engaged enemy.

C: Tentacles +6 vs. AC (1d3 nearby enemies)—7 damage

Natural roll above target's Strength: Target is pulled into engagement with the abomination.

C: Acid spit +6 vs. PD (one nearby or far away enemy)—5 ongoing acid damage

Beak +6 vs. AC—10 damage

Natural even hit: Make a fire breath attack as a quick action.

[quick action, special trigger] **C: Fire breath +8 vs. PD (1d3 nearby enemies)—3 fire damage**

Natural even hit: the fire damage is ongoing.

Nastier Specials

Sporadic flight: On rounds where the abomination rolls under the escalation die with one of its d6 rolls it can fly, though clumsily.

AC 19

PD 17 HP 50

MD 13

ABOMINATION (DEAD)

Not all of the living dungeon's mix-and-match monsters survive for long, some simply die after their creation. This creature lasted long enough to crawl to its current location and die, coughing up its own organs as it did so.

ABOMINATIONS (NOT QUITE-DEAD)

These abominations were not long for the world, their mismatched biology slowly killing them. However, the living dungeon knows how to keep its creations alive long enough to trouble adventurers.

Number of PCs	Broken Dungeon-Abomination
3	35
4	45
5	55
6	65

BROKEN DUNGEON-ABOMINATION

A shambling leaking mess of miss-matched monster parts shudders into view, wheezing in pain.

2nd level mook [ABERRATION]

Initiative: +6

Each round roll 1d6 twice to discover what attacks broken dungeon-abominations have available:

1. *Too many teeth*
2. *Billows breath*
3. *Lightning horn*
4. *Gnashing maw*
5. *Pick one of the above, but it is a quick action instead of a standard action*
6. *Pick one of the above and the abomination takes 1d6 damage.*

Too many teeth +6 vs. AC—4 damage

Natural even hit: 1 damage to each engaged enemy.

C: Billows breath +6 vs. PD (1d3 nearby enemies)—3 damage

Natural roll above target's Strength: Target pops free.

R: Lightning horn +6 vs. PD—2 ongoing lightning damage

Gnashing maw +6 vs. AC—5 damage

Natural even hit: Make a fire breath attack as a quick action.

[quick action, special trigger] **C: Fire breath +8 vs. PD (1d3 nearby enemies)—2 fire damage**

Natural even hit: the fire damage is ongoing.

Nastier Specials

Exploding biology: When the dungeon abomination dies each creature engaged with it takes 10 damage. Yes, this can set off a chain reaction of exploding dungeon abominations.

AC 18

PD 16 HP 9 (see exploding biology)

MD 12

Mook: Kill one broken dungeon abomination mook for every 9 damage you deal to the mob.

ANGRY ARCHITECTURE

The wall opens up and tries to chew off of the adventurers' limbs.

Dodging living architecture: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:
Biting bricks +15 vs AC—4d6 damage

BALLROOM

This room is arranged as a ballroom for dancing in. The floor contains pressure plates that cause stone spheres to drop from hatches in the ceiling, which in turn triggers more pressure plates.

Pressure plates: DC 25. If an adventurer fails the skill check make the following attack against another adventurer:

Stone sphere +15 vs AC—4d6 damage

BATS

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

Number of PCs	Dire Bats
3	7
4	9
5	11
6	13

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

CATACOMB CHAR

This skeletal creature likes to keep the place tidy. Adventurers are not tidy.

Number of PCs	Catacomb Char
3	1
4	1
5	2
6	2

CATACOMB CHAR

Large 5th level blocker [UNDEAD]

Initiative: +9

Vulnerable: holy

Burning teeth +7 vs. AC—16 ongoing fire damage

Long reach: When a nearby enemy moves the catacomb cleaner makes the following attack as a free action:

[special trigger, twice per round] **C: Sucking maw +10 vs. PD (one nearby moving target)—** 7 negative energy damage and the target stops moving and is pulled into engagement with the catacomb cleaner

AC 23

PD 24 HP 100

MD 16

EERIE MUSIC

Strange music drifts on the air.

Not listening: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Ear worm +15 vs MD—4d6 psychic damage

ENTANGLING GREENHOUSE

The plants in this area attempt to grab at the adventurers and drag them down into the soil.

Combat pruning or plant wrestling: DC 15. If an adventurer fails the skill check make the following attack against that adventurer:

Drowned in soil +15 vs PD—6d4 damage

RUBBLE GOLEMS

These golems are mad as hell, and willing to smash anything organic that crosses their path.

Number of Rubbling PCs		City Golem
3	7	1
4	12	1
5	8	2
6	13	2

RUBBLING

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

4th 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.



CITY GOLEM

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

Double-strength 4th 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

Important note: We've made this monster double-strength as it can remove adventurers from the fight early on (with its *wall up* ability) and focus on the remaining adventurers. If you decide not to use that ability the golem becomes a regular 4th level troop.

INVERTED PIT

In this area gravity is reversed, sending adventurers upwards headfirst into the ceiling (or if outside flings them into the sky).

Detecting magic: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Flung upwards +15 vs AC—4d6 damage

GOLDFISH IN A BOWL

What? Why is the goldfish down here? It is a perfectly ordinary goldfish, in a glass goldfish bowl.

Living dungeons sometimes create oddities for no logical reason.

If the adventurers spend too long investigating the goldfish they might just have another random encounter...

KILLER COMMODE

This looks like an outhouse or garderobe, but it is part of the living dungeon so of course it is a trap. It even has a sign hung on the outside that reads 'TRAP'. The nature of the trap isn't obvious at first, and the adventurers *have* been a long time without proper ablutions...

It is so obviously a trap that there is no skill roll to avoid it, the adventurers just have to decide not to enter the tiny room. However, if they can't leave it alone the commode makes an attack

Sudden vacuum +15 vs PD (+20 if the adventurer actually sits on it or pokes their head in to check for traps)—5 ongoing damage.

If an adventurer tries to pull somebody off the commode they get attacked too.

LIVING STATUE

This statue looks like somebody encased in a thin layer of marble, with living eyes peering out from the face and muffled vocal sounds emanating from the inside.

Of course the living dungeon/city of Eldwold Reborn is a cunning trap maker, and this is a trap. The lifelike eyes and sounds are an illusion. The statue is made of a very sticky substance and as soon as an adventurer is stuck the whole statue, the floor around it, and the adventurer plunge into a concealed pit.

Noticing the illusion: DC 25. If an adventurer fails the skill check make the following attack against that adventurer:

Falling damage +15 vs PD—4d6 damage

Adventurers who fall into the pit will get stuck to the heavy statue, which in turn is stuck

to the bottom of the pit. Retrieving the stuck adventurer requires a successful DC 15 skill check, with characters who fail also falling into the pit and getting stuck. Characters who rip themselves free of the statue without help take 2d4 damage from pulling out their hair, ripping off skin, etc.

LOST CITIZEN

This citizen of Eldwold has ended up trapped, and is calling out for help.

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 underworld'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 whole area. 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

OCCUPIED BEDROOM

This room looks like a well-appointed bedroom, with somebody asleep and snoring in a four-poster bed.

It is, of course, a trap.

The person in the bed is just a mannequin with a wig; the snores come from concealed billows in the headboard, driven by clockwork that activated when the adventurers entered the room.

The skirt of the bed conceals a trip wire which releases guillotine blades from the upper pelmet/curtains of the bed, slicing down on anybody who is reaching toward the figure or bending over the bed. When the wire is tripped bladders of acid under the bed also squirt out.

Poking the figure from a distance won't trigger the trap. Lifting the skirt around the bed to peer underneath will trigger the trap (and will squirt acid in the face of the curious adventurer peeking under the bed), as will stepping up close enough to the bed to interact with the figure in the center.

Detecting the trap: DC 20. If an adventurer fails the skill check make the following attack against that adventurer:
Blades +10 vs AC—3d6 damage

AND/OR

C: Acid blast +10 vs PD (nearby characters)—3d6 damage split between everybody nearby, and an extra 1d6 acid damage to the face of anybody peering under the bed when the trap goes off

PISTON DOOR

This door is actually the face of a huge piston. Unlocking the door, turning the handle, or kicking it off its hinges results in the piston (and the attached door) slamming into anybody stood in front of it.

Jumping out of the way: DC 25. If an adventurer standing in front of the door fails the skill check make the following attack against that adventurer:

C: Slamming door +10 vs AC (everybody in front of the door who failed the skill check)—2d6 damage

WAYWARD WALL

Sections of these walls revolve at great speed, causing anybody stood nearby to be brutalized by high-velocity masonry. The trigger for the trap is a pressure plate in the floor nearby.

Spotting the pressure plate: DC 15. If an adventurer fails the skill check make the following attack against that adventurer:
Wall slam +15 vs AC—3d6 damage



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